|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **项目名称**  吃火锅 | | | **文档编号：** | | | | |
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| 吃火锅服务器通讯协议 | | | | | | | |
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|  | | | |  | | | |
| 日期 | 版本 | 作者 | | | 备注 | | | |
| 2014/5/14 | V0.1 | 欧金龙 | | | 初稿 | | | |
| 2014/5/29 | V0.2 | 欧金龙 | | | 在玩家信息内添加昵称字段  再桌子信息中，添加最大押注字段  添加准备的请求和应答  添注请求内的下注额字段修改为下注额等级 | | | |
| 2014/6/7 | V1.0 | 刘华，欧金龙 | | | 按照新策划方案，对通讯协议做了整理。 | | | |
| 2014/6/9 | V1.1 | 刘华，欧金龙 | | | 服务器提示发牌的协议内，添加开始发牌的座位号 | | | |
| 2014/6/20 | V1.2 | 刘华，欧金龙 | | | 更新玩家基础信息字段  添加破产送金币协议  添加剩一个玩家时端锅协议 | | | |

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## 1入桌

### 1.1加入牌桌请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_JOIN\_TABLE\_REQ=2001 | | |
|  |  | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | uid | 用户ID |
| Int | | vid | 场馆Id |
| String | | skey | 登录时分配的秘钥 |
| String | | ver | 版本号 |

### 1.2入桌成功

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| CMD | SERVER\_JOIN\_TABLE\_SUCC\_UC=5001 | | | | | | | |
| Int | | | | ECODE | | | | 加入错误code  -1:金币不足  -2:非法用户  -3:版本受限，清先升级 |
| DATA： | | | | | | | | |
| 类型 | | | 名称 | | | | 描述 | |
| DeskInfo | | | deskInfo | | | | 桌子信息 | |
| deskInfo | | | | | | | | |
| int32 | | | | tid | | | | 桌子ID |
| Int | | | | vid | | | | 场馆Id |
| int32 | | | | status | | | | 状态：  0 未开局(则可以换桌和准备)  1 追加注  2 下中途加入注  3 吃火锅进行中 |
| Int32 | | | | table\_money | | | | 当前锅底 |
| Int32 | | | | | max\_bet | | 牌桌最大押注 | |
| Repeated PlayerInfo | | | | playerInfo | | | | 玩家信息 |
| PlayerInfo | | | | | | | | |
| int32 | | uid | | | | 玩家ID | | |
| int32 | | sex | | | | 性别 | | |
| string | | name | | | | 昵称 | | |
| int32 | | level | | | | 等级 | | |
| string | | title | | | | 头衔 | | |
| int32 | | vipLevel | | | | vip等级 | | |
| Int | | exp | | | | 等级称号 | | |
| int32 | | coin | | | | 元宝 | | |
| int32 | | charm | | | | 魅力值 | | |
| string | | sign | | | | 个性签名 | | |
| int32 | | winTimes | | | | 赢次数 | | |
| int32 | | loseTimes | | | | 输次数 | | |
| int32 | | winpercent | | | | 赢概率 | | |
| String | | headTime | | | | 上传头像时间 | | |
| Int | | gifts[repeat] | | | | 收礼数量 | | |
| Int | | guideStatus | | | | 新手引导奖励状态  1：有引导奖励可领  -1：当天已领取引导奖励，明天再来  -2：无新手引导奖励 | | |
| CurrPlayInfo | | currPlayInfo | | | | 当前对局信息 | | |
| CurrPlayInfo | | | | | | | | |
| int32 | | | | seat | | | | 座位号 |
| Repeated int32 | | | | cards\_base | | | | 两张底牌 |
| Int32 | | | | cards\_three | | | | 第三张牌 |
| int32 | | | | curr\_money | | | | 当前牌局金币盈亏 |
| int32 | | | | money | | | | 金币 |
| int32 | | | | status | | | | 状态：  0: 旁观  1: 已准备  2: 已开赛  3: 已下注 |
| Int32 | | | | cardType | | | | 牌型 |

### 1.3 向桌内玩家广播新玩家入桌消息

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_JOIN\_TABLE\_SUCC\_BC=5003 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| PlayerInfo | | playerInfo | 玩家信息 |

## 2准备

### 2.1发送准备请求

|  |  |
| --- | --- |
| CMD | CLIENT\_READY\_REQ=2002 |
| DATA | |

### 2.2广播玩家已准备的消息

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_READY\_BC=5004 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | seat | 座位号 |

## 3换桌

### 3.1换桌请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_CHANGE\_TABLE\_REQ=2006 | | |
| DATA |  | | |
| 类型 | | 名称 | 描述 |
| Int32 | | tid | 上一桌的ID |

### 3.2换桌后收到与“入桌应答”（1.2）相同响应

|  |  |
| --- | --- |
| CMD | SERVER\_CHANGE\_TABLE\_SUCC\_UC=5011 |
| DATA | “入桌应答”（1.2）相同响应 |

## 4广播玩家下初始注（当底注不足需要中途加注也用此指令）

不需要和用户交互，服务端自动扣除初始注，身上金币不足的玩家会被踢出牌桌

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_INIT\_BET\_BC=5005 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | table\_money | 当前锅底 |
| Int32 | | betnum | 初始注额 |
| Int32 | | max\_bet | 牌桌最大押注 |
| bet\_init(Repeat) | | | |
| Int | | seat | 牌桌座位Id |
| Int32 | | money | 当前身上的金币 |
| Int32 | | curr\_money | 当前局金币盈亏 |

## 5.发牌，服务器广播发牌消息给所有玩家

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PUSH\_CARD\_BC=5006 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | first\_seat | 第一个发牌人的座位号 |
| push\_card(Repeat) | | | |
| Int | | seat | 牌桌座位Id |
| Int | | cards[2] | 自己的2张牌 |

## 6.加注

### 6.1 服务器通知指定玩家加注

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_BET\_BC=5007 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | seat | 座位Id |
| Int | | betrange[5] | 可下注金币5档/范围 |

### 6.2玩家加注请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_BET\_REQ=2003 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | betnum | 下注金额：0表示放弃 |
| Int32 | | betrang | 下注档位:1-5 |

### 6.3向桌内所有玩家广播加注消息

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_BET\_SUCC\_BC=5008 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | table\_money | 当前锅底 |
| Int32 | | hd | 锅底热度:默认为0，0-N递增，目前为0,1,2,3 |
| Int32 | | max\_bet | 牌桌最大押注 |
| CurrPlayInfo | | currPlayInfo | 当前对局信息 |
| int32 | | betnum | 添注额度：0表示放弃 |
| int32 | | result | 添注结果  -1输  1 赢  2 一锅端 |
| Int32 | | win\_money | 当前局胜负金币数 |
| Int | | cardType | 特殊牌型：   1. 普通 2. 牛角尖 3. 顺子 4. 三张 |
| Int32 | | betrang | 下注档位:1-5 |

## 7玩家中途进入

### 7.1服务器广播通知中途入桌玩家下入桌注

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_HALFWAY\_BET\_BC=5009 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | seat | 座位号 |
| Int32 | | betnum | 入桌注 |

## 7.2玩家下入桌注

|  |  |
| --- | --- |
| CMD | CLIENT\_HALFWAY\_BET\_REQ=2004 |
| DATA | |

### 7.3广播玩家下入桌注

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_HALFWAY\_BET\_SUCC\_BC=5010 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | seat | 座位号 |
| Int32 | | money | 玩家金币数 |
| Int32 | | betnum | 入桌注 |
| Int32 | | table\_money | 当前锅底 |
| Int32 | | max\_bet | 牌桌最大押注 |
| Int32 | | curr\_money | 当前局金币盈亏 |
|  | |  |  |

## 8锅底不足初始锅底的一半时

### 8.1服务器广播通知追加入桌注

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CONTIUNE\_BET\_UC=5013 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | betnum | 入桌注 |

## 8.2玩家下入桌注

|  |  |
| --- | --- |
| CMD | CLIENT\_CONTIUNE\_BET\_REQ=2005 |
| DATA | |

### 8.3广播玩家下入桌注

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CONTIUNE\_BET\_SUCC\_BC=5014 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| int32 | | seat | 座位号 |

### 8.4广播下入桌注结算

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CONTIUNE\_BET\_FINISH\_BC=5017 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | table\_money | 当前锅底 |
| Int32 | | max\_bet | 牌桌最大押注 |
| continue\_bet(repeat) | | | |
| int32 | | seat | 座位号 |
| Int32 | | money | 玩家金币数 |
| Int32 | | betnum | 入桌注 |
| Int32 | | curr\_money | 当前局金币盈亏 |

## 9退出

### 9.1 玩家退出牌桌请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_LOGOUT\_REQ = 2007 | | |
| DATA | | | |
| Int | | seat | 座位Id |

### 9.2服务端广播玩家退出牌桌

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_LOGOUT\_BC = 5020 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | seat | 座位Id |
| Int | | type | 退出类型:  0：正常退出；  1：网络问题;  2：金币不足；  3：游戏更新  4：超过3轮没响应  5：超时未准备  6：掉线  7：超时未下入桌注  8：换桌，无需提示处理 |

## 10断线重连

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| CMD | SERVER\_REBIND\_UC=5015 | | | |
| ECODE | ECODE\_SUCC | | | 成功 |
| ECODE\_COINS\_NOT\_ENOUGH | | | 金币不足 |
| ECODE\_TIMEOUT | | | 已超时 |
| DATA： | | | | |
| 类型 | | 名称 | 描述 | |
| DeskInfo | | deskInfo | DeskInfo | |

## 11语音聊天

### 11.1游戏中语音聊天请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_CHAT\_REQ = 2009 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | tag | 文字列表索引值  -1:手动输入  1~n:常用语 |
| String | | str | 聊天内容（常用语时这个属性留空） |

### 11.2服务端语音聊天广播

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CHAT\_BC = 5018 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | seat | 座位Id |
| Int | | tag | 文字列表索引值 |
| String | | str | 聊天内容（常用语时这个属性留空） |

## 11.3 发送聊天失败

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_TALK\_ERR\_UC=5023 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | ecode | -1 金币不足  -2 发送太频繁 |

## 11.4 请求聊天列表

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_TALK\_LIST\_REQ=2013 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |

## 11.5 返回聊天列表（不包含常用语）

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_TALK\_LIST\_SUCC\_UC=5025 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| String(repeat) | | talk[i] | 聊天内容列表 |

## 12 表情聊天

### 12.1游戏中表情聊天请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_FACE\_REQ= 2010 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | faceid | 表情列表索引值 |

### 12.2服务端表情聊天广播

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_FACE\_BC = 5019 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | seat | 座位Id |
| Int | | faceid | 表情列表索引值 |

### 13破产自动发放救济金

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_FREE\_GIVE\_UC=5021 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | currnum | 当日赠送次数 |
| int32 | | seat | 座位号 |
| Int32 | | money | 玩家金币数 |
| Int32 | | maxnum | 每日最多赠送次数 |

## 14仅剩下一个人时端锅

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_END\_ONE\_UC=5022 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | money | 玩家金币数 |
| Int32 | | win\_money | 获得最后的锅底 |
| Int32 | | curr\_money | 本局金币盈亏 |

## 15一锅端，牌局结束（需提示玩家续桌）

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GAME\_END\_BC=5012 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| res | | | |
| String | | name | 昵称 |
| Int | | winMoney | 金币赢输 |
| Int | | exp | 经验值 |

## 16续桌

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_CHANGE\_TABLE\_REQ= 2011 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |

## 17.1 送礼

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_GIVE\_GIFT\_REQ=2014 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | giftid | 礼物ID：1~5 |
| Int32 | | seat | 收礼者桌位ID |

## 17.2 广播送礼

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_GIVE\_GIFT\_BC=5026 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | giftid | 礼物ID |
| GiveInfo | | give | 赠送者信息 |
| AccInfo | | acc | 收礼者信息 |
| give（赠送者信息） | | | |
| Int | | seat | 送礼者座位ID |
| Int | | money | 送礼者金币变化 |
| acc（接收者信息） | | | |
| Int | | seat | 收礼者座位ID |
| Int | | charm | 收礼者魅力值 |

## 17.3 送礼失败

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_GIVE\_GIFT\_ERR\_UC=5027 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | giftid | 礼物ID：1~5 |
| String | | emsg | 错误信息 |

## 18 全服系统广播

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_SPEAKER\_BC=5031 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| msgs(repeat) | | | |
| string | | type | 1=跑马灯  2=充值  3=完成任务  4=兑换  0=其他 |
| string | | msg | 广播内容 |

[{

"cmd" : 5031,

"msgs" : [

{

"msg" : "XXXCC:BBB ",

"type" : "1"

},

{

"msg" : "第二条消息",

"type" : "2"

}

]

}]

## 19.1领取新手引导奖励

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_GUIDE\_AWARD\_REQ=2015 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |

## 19.2领取新手引导奖励成功

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GUIDE\_AWARD\_SUCC\_BC=5028 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | seat | 座位ID |
| Int | | money | 玩家金币 |

## 19.3领取新手引导奖励失败

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GUIDE\_AWARD\_ERR\_UC =5029 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | ecode | -1：当天已领取引导奖励，明天再来  -2：无新手引导奖励 |

## 20金币过低时的充值提醒

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_MONEY\_NOENOUGH\_UC =5024 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int | | seat |  |