**斗牛通讯协议**

|  |  |  |  |
| --- | --- | --- | --- |
| 日期 | 版本 | 作者 | 备注 |
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目录

1 请求加入牌桌 3

2 服务器广播加入牌桌的其它玩家信息 3

3 玩家准备请求 4

4 玩家换桌请求 4

5 游戏开始 5

6 客户端抢庄/不抢 5

7服务端广播每个玩家是否抢庄 5

8 服务端广播谁是庄家 6

9 服务端闲家下注广播 6

10 闲家下注请求 6

11广播所有闲家下注倍数 6

12 玩家亮牌请求 7

13 玩家亮牌广播 7

14 服务端广播此局结束 7

15 断线重连，服务端广播玩家重连成功 8

16 游戏中语音聊天请求 8

17 游戏中表情聊天请求 9

18 玩家退出牌桌请求 9

19 在线宝箱领取 10

**enum** server\_command

{

*SERVER\_JOIN\_TABLE\_SUCC\_UC* = 5001, /\* join table succ \*/

*SERVER\_JOIN\_TABLE\_ERR\_UC* = 5002, /\* join table err \*/

*SERVER\_TABLE\_INFO\_BC* = 5003, /\* push table info \*/

*SERVER\_GAME\_READY\_BC* = 5004, /\* game ready \*/

*SERVER\_GAME\_START\_UC* = 5005, /\* game start \*/

*SERVER\_ROB\_SUCC\_BC* = 5006, /\* rob succ \*/

*SERVER\_KEEPER\_BC* = 5007, /\* who is keeper \*/

*SERVER\_BET\_BC* = 5008, /\* start bet \*/

*SERVER\_BET\_SUCC\_BC* = 5009, /\* bet succ \*/

*SERVER\_FIGHT\_BC* = 5010, /\* start fight \*/

*SERVER\_FIGHT\_SUCC\_BC* = 5011, /\* fight succ \*/

*SERVER\_GAME\_END\_BC* = 5012, /\* game end \*/

*SERVER\_CHANGE\_TABLE\_SUCC\_UC* = 5013,

*SERVER\_CHANGE\_TABLE\_ERR\_UC* = 5014,

*SERVER\_REBIND\_UC* = 5015, /\* \*/

*SERVER\_GAME\_PREREADY\_BC* = 5016, /\* continue next round \*/

*SERVER\_CHAT\_BC* = 5018, /\* chat \*/

*SERVER\_FACE\_BC* = 5019, /\* expression \*/

*SERVER\_LOGOUT\_BC* = 5020, /\* \*/

*SERVER\_FREE\_GIVE\_UC* = 5021, /\* \*/

*SERVER\_PLAYER\_GIVE\_GIFT\_BC* = 5022, /\* gift \*/

*SERVER\_TALK\_ERR\_UC* = 5023,

*SERVER\_TALK\_LIST\_SUCC\_UC* = 5024,

*SERVER\_TASK\_FINISH\_BC* = 5030, /\* \*/

*SERVER\_SPEAKER\_BC* = 5031, /\* \*/

*SERVER\_PLAYER\_GIVE\_GIFT\_ERR* = 5032, /\* gift -error \*/

};

## 1 请求加入牌桌

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_JOIN\_TABLE\_REQ = 2001 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | vid | 场馆Id |
| Int | | tid | 牌桌Id，非续桌加入时为 0； |
| String | | skey | 玩家通行证，密钥 |
| String | | ver | 版本号 |

1. R0 加入牌桌成功

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_JOIN\_TABLE\_SUCC\_UC = 5001 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | seatid | 牌桌座位Id |
| Int | | time | 准备倒计时 |
| Int | | tid | 牌桌ID |

1. R1 加入牌桌失败

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_JOIN\_TABLE\_ERR\_UC = 5002 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | code | 失败原因编码 |
| String | | msg | 失败原因描述 |

## 2服务器广播加入牌桌的其它玩家信息

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_TABLE\_INFO\_BC = 5003 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| String | | name | 昵称 |
| Int | | sex | 性别 |
| Int | | money | 金币 |
| Int | | coin | 元宝 |
| Int | | total\_board | 输牌局数 |
| Int | | total\_win | 赢牌局数 |
| Int | | ready | 状态，准备与否 |
| Int | | headtime | 自定义上传头像 |
| Int | | gift | 礼物对应的数量{1,2,3,4,5} |
| Int | | exp | 经验值 |
| Int | | level | 等级 |
| String | | title | 头衔 |
| Int | | charm | 魅力值 |
| Int | | vip | vip值 |
| String | | sign | 签名 |
| Int | | state | 游戏阶段：  S\_READY = 0,  S\_ROB = 1,  S\_BET = 2,  S\_FIGHTING = 3,  S\_END\_GAME = 4 |

## 3 玩家准备请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_GAME\_READY\_REQ = 2002 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| String | | skey | 玩家通行证，密钥 |

3-R 玩家准备请求返回

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GAME\_READY\_BC = 5004 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |

## 4 玩家换桌请求(和加入牌桌相同)

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_CHANGE\_TABLE\_REQ= 2006 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| String | | skey | 玩家通行证，密钥 |
| Int | | tid | 牌桌Id |

4-R0换桌请求返回成功

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CHANGE\_TABLE\_SUCC\_UC = 5013 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | seatid | 牌桌座位Id |
| Int | | tid | 牌桌Id |

4-R1 换桌请求返回失败

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_CHANGE\_TABLE\_ERR\_UC = 5014 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | code | 失败原因编码 |
| String | | msg | 失败原因描述 |

## 5 游戏开始

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GAME\_START\_UC = 5005 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 牌桌座位Id |
| Int | | taskid | 牌桌座位Id |
| Int | | cards[5] | 自家的5张牌 |

## 6客户端抢庄/不抢

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PREPLAY\_REQ = 2003 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | action | 1:抢庄0：不抢 |

## 7服务端广播每个玩家是否抢庄

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PREPLAY\_DEALER\_BC= 5006 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 牌桌座位Id |
| Int | | action | 1:抢庄0：不抢 |

## 8服务端广播谁是庄家

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_DEALER\_BC= 5007 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | dealer | 庄家座位Id |
| Int | | Type | 抢庄类型:0,无人抢自动分配，1:抢随机分配，2：>=2人抢庄 |

## 9服务端闲家下注广播

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_WAGER\_BC = 5008 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| Int | | betrange[4] | 可下注倍数4档/范围 |
| Int | | time | 闲家压注倒计时8s |

## 10闲家下注请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_WAGER\_REQ = 2004 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | betnum | 下注倍数 |

## 11广播所有闲家下注倍数

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_WAGER\_BC = 5009 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| Int | | betnum | 下注倍数 |

## 11广播开始亮牌

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_START\_SHOW\_BC = 5010 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |

## 12玩家亮牌请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_SHOW\_CARDS\_REQ = 2005 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| String | | skey | 玩家通行证，密钥 |
| Int | | cards[5] | 5张牌，根据玩家分组提交 |
| Int | | card\_type | 牌型 |

## 13玩家亮牌广播

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_PLAYER\_SHOW\_CARDS\_BC = 5011 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| Int | | cards[5] | 5张牌，根据玩家分组提交 |
| Int | | card\_type | 牌型 |

## 14服务端广播此局结束

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_GAME\_END\_BC = 5012 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| String | | name | 昵称 |
| Int | | sex | 性别 |
| Int | | money | 金币 |
| Int | | coin | 元宝 |
| Int | | total\_win | 赢牌局数 |
| Int | | total\_board | 输牌局数 |
| Int | | vip | 玩家是否为VIP，>0是 |
| Int | | headtime | 自定义上传头像 |
| Int | | cur\_money | 此局输赢金币 |
| Int | | cur\_coin | 此局输赢元宝 |
| Int | | card\_type | 牌型，牛丁/牛二…../牛牛 |
| int | | exp | 获得的经验值 |

## 15断线重连，服务端广播玩家重连成功

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_REBIND\_UC = 5015 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| String | | name | 昵称 |
| Int | | sex | 性别 |
| Int | | money | 金币 |
| Int | | coin | 元宝 |
| Int | | exp | 等级称号 |
| Int | | total\_board | 输牌局数 |
| Int | | total\_win | 赢牌局数 |
| Int | | ready | 状态，准备与否 |
| Int | | vip | 玩家是否为VIP，>0是 |
| Int | | headtime | 自定义上传头像 |
| Int | | dealer | 庄家座位Id |
| Int | | betnum | 下注数 |

## 16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 | | uid | 玩家Id |
| Int | | tag | 文字列表索引值 |

16-R 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 | | uid | 玩家Id |
| Int | | seatid | 座位Id |
| Int | | tag | 文字列表索引值 |
| String | | str | 聊天内容 |

## 17游戏中表情聊天请求

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

17-R 服务端表情聊天广播

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

## 18玩家退出牌桌请求

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_LOGOUT\_REQ = 2007 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| String | | skey | 玩家通行证，密钥 |

18-R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 | | uid | 玩家Id |
| Int | | seatid | 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，换桌 |
| int | | money | 当前用户的金币数目 |

## 19在线宝箱领取

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_ONLINE\_BOX\_REQ | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |

19-R

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | SERVER\_ PLAYER\_ONLINE\_BOX\_UC | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | seatid | 座位Id |
|  | |  |  |

## 20 续桌(和加入牌桌相同)

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_CHANGE\_TABLE\_REQ= 2011 | | |
| DATA | | | |
| 字段类型 | | 字段定义 | 字段描述 |
| Int | | uid | 玩家Id |
| Int | | type | 类型:0,续桌后未准备；1续桌后已准备 |

20-R续桌成功（不是广播消息，是私人消息）

|  |  |
| --- | --- |
| CMD | SERVER\_CHANGE\_TABLE\_SUCC\_UC = 5003 |
| DATA | |

### 21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 | | seatid | 座位号 |
| Int32 | | money | 玩家金币数 |
| Int32 | | maxnum | 每日最多赠送次数 |

## 22 请求聊天列表

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

## 22-R 返回聊天列表

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

## 23送礼

### 23.1送礼请求消息

|  |  |  |  |
| --- | --- | --- | --- |
| CMD | CLIENT\_PLAYER\_GIVE\_GIFT\_REQ=2012 | | |
| DATA | | | |
| 类型 | | 名称 | 描述 |
| Int32 | | giftid | 礼物ID |
| int32 | | seatid | 收礼人的座位号 |

### 23.2送礼响应消息 – 成功

|  |  |  |
| --- | --- | --- |
| CMD | SERVER\_PLAYER\_GIVE\_GIFT\_BC=5022 | |
| DATA | | |
| 类型 | 名称 | 描述 |
| int32 | uid | 送礼者用户ID |
| int32 | giftid | 礼物ID |
| give | | |
| int32 | seatid | 送礼者座位ID |
| int32 | money | 送礼者现有金币 |
| acc | | |
| int32 | seatid | 收礼者座位ID |
| int32 | charm | 收礼者魅力值 |
|  |  |  |

### 23.3送礼响应消息 – 失败

|  |  |  |
| --- | --- | --- |
| CMD | SERVER\_PLAYER\_GIVE\_GIFT\_ERR=5032 | |
| DATA | | |
| 类型 | 名称 | 描述 |
| int32 | uid | 送礼者用户ID |
| int32 | giftid | 礼物ID |
| int32 | seatid | 送礼者座位ID |
| string | str | 失败提示 |

## 24 全服系统广播

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

[{

"cmd" : 5031,

"msgs" : [

{

"msg" : "XXXCC:BBB ",

"type" : "1"

},

{

"msg" : "第二条消息",

"type" : "2"

}

]

}]