public void LoginGame(string accountName = "aa", string password = "bb")

{

DeviceInfoPro device = new DeviceInfoPro();

device.deviceName = "test";

device.deviceType = 1;

device.UDID = "test";

System.Random random = new System.Random();

int randomSeed = random.Next(Int32.MinValue, Int32.MaxValue);

NetworkManagerProxy.Instance.Client.LoginAS("192.168.99.123",

889,

accountName, password, "" + randomSeed,

1,

"1", device);

}

PeceiveMessages.cs中设置服务器消息的回调

NetworkManagerProxy.Instance.Client.SetCallBackRes<GC\_LoginGameMessage>(OnLoginGameServerHandle);

NetworkManagerProxy.Instance.Client.SetOnLoginAuthRes(OnAuthenticationHandle);

NetworkManagerProxy.Instance.Client.SetOnLoginGameRes(OnLoginGameServerHandle);

ClientHelperMessageInitializer.cs中添加消息号

MessageInProcessor.cs中处理服务器回来的消息，没有处理的话会传递给lua处理