新增区块加载器后，原读取世界代码：

while(!fin.eof() && tmp != "[Entities]") {

string tmp;

fin>>tmp;

if(tmp == "[Entities]")

break;

Block b;

b.id = Convert<string,USHORT>(tmp);

fin>>b.dur;

fin >> tmp;

b.biome = BIOME\_ID(Convert<string, u\_short>(tmp));

fin>>tmp;

if(!tmp.empty())

b.tag = ParseJSON(tmp,"ReadWorld");

b.AdjustShape();

world.PushBlock(b);

}

DebugLog("【读取】世界方块读取完毕。世界大小W="+ToString(world.map\_x)+" H="+ToString(world.map\_y)+" 方块总数="+ToString(world.blocks.size()));

while(!fin.eof() && fin)

{

Entity et;

fin>>et.id;

if(fin.eof() || !fin)

break;

fin>>et.uuid>>et.ai>>et.x>>et.y>>et.status>>et.dir>>et.hp;

string tmp;

fin>>tmp;

et.tag = ParseJSON(tmp,"ReadWorld");

entities.push\_back(et);

}

if(!entities.empty())

DebugLog("【读取】世界实体读取完毕，总数="+ToString(entities.size()));

原保存世界代码：

long i=0;

for(short \_y = 0; \_y < world.map\_y; ++\_y)

for(short \_x = 0; \_x < world.map\_x; ++\_x) {

Block& bcref = world.GetBlock(\_x,\_y,"SaveWorldBasic");

if (bcref.tag.HaveKey("Fuel") && bcref.tag.GetShort("Fuel") == 0)

bcref.tag.RemoveItem("Fuel"); //节省磁盘空间

fout<<bcref.id<<" "<<bcref.dur<<" "<<int(bcref.biome)<<" "<<bcref.tag.ToString()<<" ";

/\*if(i % SAVEWORLD\_NEWLINE\_BLOCK\_CNT == 0)

fout<<endl; //定期换行 \*/

++i;

}

fout<<endl;

fout<<"[Entities]"<<endl;

for(long i = 0; i < entities.size(); ++i)

{

fout<<entities.at(i).id<<" "<<entities.at(i).uuid<<" "<<entities.at(i).ai

<<" "<<entities.at(i).x<<" "<<entities.at(i).y<<" "<<entities.at(i).status<<" "<<entities.at(i).dir

<<" "<<entities.at(i).hp<<" "<<entities.at(i).tag.ToString()<<endl;

}