录像协议，接收到玩家出牌

NetworkMessage message = NetworkMessage.Create((ushort)Opcodes.Server\_Room\_Info, 100);

message.writeUInt8((byte)RoomMessageType.playerOperate);//玩家操作

//BroadcastPlayerOperate broadcastPlayerOperate = new BroadcastPlayerOperate();

//broadcastPlayerOperate.RoomCodeId = codeId;//房间号

//broadcastPlayerOperate.Position = (uint)player\_info.position;//位置

//broadcastPlayerOperate.Type = type;//操作类型

//broadcastPlayerOperate.OperateCard.AddRange(operateCard);//操作的牌

//MemoryStream memoryStream = new MemoryStream();

//broadcastPlayerOperate.WriteTo(memoryStream);

//message.writeBytes(memoryStream.ToArray());

message.writeUInt32(codeId);//房间号

message.writeUInt8((byte)player\_info.position);//玩家位置

message.writeUInt8((byte)type);//操作类型

message.writeInt32(operateCard.Count);//出牌的数量

foreach (var item in operateCard) message.writeUInt32(item);

message.writeInt32(player\_info.holdCards.Count);//剩余牌的数量

//if (roomType == RoomType.PK) message.writeUInt32(player\_info.taoShangSocre);//当前淘善分

//else

//{

// message.writeUInt8((byte)drop\_card\_position);//吃 碰 杠 弃牌的玩家

// message.writeBool(isAnGang);//是否是暗杠

//}

message.writeBool(player\_info.has\_tao\_shang);//当前回合是否有分数变化,有分数变化才读取下面数据

if (player\_info.has\_tao\_shang)

{

message.writeInt32(sitPlayerDict.Count);//玩家人数

foreach (XYRoomPlayerInfo item in sitPlayerDict.Values)

{

if (item.position != player\_info.position)

{

//item.cur\_taoShangScore -= player\_info.cur\_taoShangScore;

item.taoShangSocre -= player\_info.cur\_taoShangScore;

}

message.writeUInt8((byte)item.position);//玩家位置

//message.writeInt32(item.cur\_taoShangScore);//当前讨赏变化分数(每个玩家不同)

message.writeInt32(item.taoShangSocre);//当前局讨赏分数

}

}

broadcastMessage(message);

//if (!isPiPei && (roomType == RoomType.WDH || roomType == RoomType.ZB))

curRoundVideo.AddMessages(message);