一．客户端 发给服务器的数据

1.客户端发给服务器

CLIENT\_LOGIN\_REQ = 1001, //请求登录/\* join table \*/

CLIENT\_LOGOUT\_REQ = 1002, //退去请求

CLIENT\_CHANGE\_REQ = 1003, //换桌请求

CLIENT\_READY\_REQ = 1004, //准备请求

CLIENT\_CHAT\_REQ = 1005, //聊天请求

CLIENT\_FACE\_REQ = 1006, //发送表情请求

CLIENT\_EMOTION\_REQ = 1007, //发送互动表情请求

CLIENT\_DISMISS\_REQ = 1008, //房主解散请求

CLIENT\_APPLY\_DISMISS\_REQ = 1009, //申请解散房间

CLIENT\_VOICE\_REQ = 1010, //语音转发

CLIENT\_ROBOT\_REQ = 2001,

CLIENT\_GAME\_ACTION\_REQ = 3001, //打牌请求

2.客户端CLIENT\_GAME\_ACTION\_REQ 打牌请求的动作 键值为”action”

ACTION\_OUT\_CARD = 1, //出牌

ACTION\_OPERATE = 2, //操作

ACTION\_BUY\_POINT = 3, //买点

3. ACTION\_OUT\_CARD数据格式：

{

“cmd” = 3001,

“action” = 1,

“Card\_data” = 0x01

}

4. ACTION\_OPERATE数据格式：

{

“cmd” = 3001,

“action” = 2,

“operate\_card” = 0x01

“operate\_code”=0x40  
}

备注：operate\_code取值

#define WIK\_NULL 0x00 //没有类型

#define WIK\_LEFT 0x01 //左吃类型

#define WIK\_CENTER 0x02 //中吃类型

#define WIK\_RIGHT 0x04 //右吃类型

#define WIK\_PENG 0x08 //碰牌类型

#define WIK\_GANG 0x10 //杠牌类型

#define WIK\_CHI\_HU 0x20 //吃胡类型

#define WIK\_LISTEN 0x40 //听牌类型

5. ACTION\_BUY\_POINT玩家买点数据格式:

{

“cmd” = 3001,

“action” = 3,

“buy\_point” = 1   
}

Ps:buy\_point取值 1，2，3，0

二．服务器发给客户端的数据

6.服务端 发给 客户端

SERVER\_LOGIN\_SUCC\_UC = 4000, //登录成功

SERVER\_LOGIN\_SUCC\_BC = 4001, //登录成功广播

SERVER\_LOGIN\_ERR\_UC = 4002, //登录错误

SERVER\_ROBOT\_SER\_UC = 4003, //

SERVER\_LOGOUT\_SUCC\_BC = 4004, //退出房间广播

SERVER\_TABLE\_INFO\_UC = 4005, //房间信息

SERVER\_CHAT\_BC = 4006, //聊天广播

SERVER\_FACE\_BC = 4007, //表情广播

SERVER\_ERROR\_UC = 4008, //错误码

SERVER\_READY\_BC = 4009, //玩家准备广播

SERVER\_EMOTION\_UPDATE\_BC = 4010, //互动表情更新

SERVER\_APPLY\_DISMISS\_BC = 4011, //请求解散广播

SERVER\_CHANGE\_SEAT\_BC = 4012, //换座位广播

SERVER\_NOTIFY\_OFFLINE\_BC = 4013, //下线广播

SERVER\_GAME\_PREREADY\_BC = 4015,

SERVER\_GAME\_START\_UC = 4016, //游戏开始

SERVER\_GAME\_END\_BC = 4018, //游戏结束

SERVER\_GAME\_OUT\_CARD\_BC = 4019, //出牌广播

SERVER\_GAME\_SEND\_CARD\_UC = 4020, //发牌

SERVER\_GAME\_OPERATE\_CARD\_BC = 4021, //操作广播

SERVER\_GAME\_OPERATE\_NOTIFY\_UC = 4022, //提示玩家有动作

SERVER\_GAME\_SEND\_CARD\_BC = 4025, //发牌

SERVER\_GAME\_NOTIFY\_BUY\_POINT\_BC =4026, //提示买点操作

SERVER\_GAME\_BUY\_POINT\_SUCC\_UC = 4027, //买点成功

SERVER\_GAME\_BUY\_POINT\_SUCC\_BC = 4028, //买点成功广播

SERVER\_VOICE\_BC = 5000, //语音广播

7. SERVER\_GAME\_START\_UC数据格式:

{

“cmd” = 4016,

“banker\_user” = 0, //0-3玩家实际座位号 -1

“current\_user” = -1, //当前玩家

“left\_card\_count” = 108 //剩余牌数

“card\_data” = //发牌

{

“1” = 0x01,

“2” = 0x13,

………

“14” = 0x00,

}

}

8. SERVER\_GAME\_END\_BC:

{

“cmd” = 4018,

“game\_score” =

{

“0” =

{

“seatid” = 0, //玩家实际座位号

“score” = 12, //结果分

“gang\_score” = 8, //杠牌得分

“hu\_kind” = 1, //胡牌类型

“win\_times” = 2, //番数

“e\_wai\_fan” =2, //额外番数

“zi\_mo”, //是否自摸

“provide\_user” , //点炮者实际座位号

“chi\_hu\_card” //胡的那张牌

“total\_score” //玩家总计的分数

}

…………

“3”

{

“seatid” = 3,

………………………

}

}

“weave\_count”=

{

“0” =

{

“seatid” = 0,

“count” = 2, //吃 碰 杠的数目

}

…………

“3” =

{

“seatid” = 3,

“count” = 3,

}

}

“weave\_item\_card” =

{

“0” =

{

“0” = 0x01(1万), //玩家0第一个组合的中心扑克

“1” = 0x24（4条）, //玩家0第二个组合的中心扑克

}

…………

“3” =

{

“0” = 0x05, //玩家3第一个组合的中心扑克

“1” = 0x18, //玩家3第二个组合的中心扑克

“2” = 0x25, //玩家3第三个组合的中心扑克

}

}

“weave\_item\_public” =

{

“0” =

{

“0” = 1, //玩家0第一个组合公开

“1” = 0, //玩家0第二个组合不公开

}

………

“3” =

{

“0” = 1, //玩家3第二个组合公开

“1” = 1, //玩家3第二个组合公开

“2” = 1, //玩家3第二个组合公开

}

}

“weave\_item\_kind” =

{

“0” =

{

“0” = 0x10(杠类型), //玩家0第一个组合类型

“1” = 0x08（碰类型）， //玩家0第二个组合类型

}

…………

“3” =

{

“0” = 0x10,

“1” = 0x08,

“2” = 0x08,

}

}

“weave\_item\_provide\_user” =

{

“0” =

{

“0” = 0, //玩家0第一个组合是由自己提供的中心牌

“1” = 3, //玩家0第二组合有玩家3提供中心牌

}

……

“3”

{

“0” = 0, //玩家3第一个组合有玩家0提供中心牌

“1” = 2,

“2” = 1,

}

}

“hand\_card” =

{

“0” =

{

“count” = 8, //玩家0剩余手牌数目

“hand\_count” = //玩家0的剩余手牌

{

“0” = 0x02, “1” = 0x03,……”7” = 0x24, “8” = 0x00, …”14” = 0x00,

}

}

……

“3” =

{

…………

}

}

}

Ps：

扑克数据：

0x01,0x02,0x03,0x04,0x05,0x06,0x07,0x08,0x09, //万子

0x11,0x12,0x13,0x14,0x15,0x16,0x17,0x18,0x19, //索子

0x21,0x22,0x23,0x24,0x25,0x26,0x27,0x28,0x29, //同子

0x31,0x32,0x33,0x34,0x35,0x36,0x37, //东西南北中发白

组合类型,用户操作：

#define WIK\_NULL 0x00 //没有类型

#define WIK\_LEFT 0x01 //左吃类型

#define WIK\_CENTER 0x02 //中吃类型

#define WIK\_RIGHT 0x04 //右吃类型

#define WIK\_PENG 0x08 //碰牌类型

#define WIK\_GANG 0x10 //杠牌类型

#define WIK\_CHI\_HU 0x20 //吃胡类型

#define WIK\_LISTEN 0x40 //听牌类型

9. SERVER\_GAME\_OUT\_CARD\_BC 玩家出牌数据格式

{

“cmd” = 4019,

“seatid” = 0, //出牌的玩家

“card\_data” = 0x02 //扑克数据

}

10. SERVER\_GAME\_SEND\_CARD\_UC //玩家出牌结果

{

“cmd” = 4020,

“current\_user” = 0， //当前发牌玩家

“card\_data” = 0x04, //当前发的牌,

“action\_mask” = 0x08 //用户操作

}

11. SERVER\_GAME\_OPERATE\_CARD\_BC //玩家操作广播

{

“cmd” = 4021,

“operate\_user” = 0, //操作玩家

“operate\_card” = 0x24, //操作的扑克

“operate\_code” = 0x08 //操作 类型

“provide\_user” = 2, //提供操作扑克的玩家

}

12. SERVER\_GAME\_OPERATE\_NOTIFY\_UC //通知 玩家操作

{

“cmd” = 4022 ,

“resume\_user” = 0, //可以操作的玩家

“action\_card” = 0x24, //当前扑克

“action\_mask” = 0x08， //可以操作的类型

}

13. SERVER\_GAME\_SEND\_CARD\_BC //发牌广播

{

“cmd” = 4025,

“current\_user” = 2, //当前发牌的玩家

}

14. SERVER\_GAME\_NOTIFY\_BUY\_POINT\_BC //提示玩家买点

15. SERVER\_GAME\_BUY\_POINT\_SUCC\_UC //玩家买点成功

{

“cmd” = 4027,

“buy\_point” = 1, //买点数

}

16.SERVER\_GAME\_BUY\_POINT\_SUCC\_BC //买点结束广播

{

“cmd” = 4028,

“buy\_point” = //玩家买点数 最大买3点

{

“0” = 0,

“1” = 2,

“2” = 3,

“3” = 2,

}

}