1. 拷贝tools/安全策略/secure文件夹到项目目录src/app下
2. LoginScene.lua：

* 删除所有和安全策略有关的代码
* 添加函数

function LoginScene:getSecureIP()

local onRespSucceed = function(ipstate)

gt.LoginServer.ip = ipstate:getIP()

self:sendRealLogin( self.accessToken, self.refreshToken, self.openid, self.sex, self.nickname, self.headimgurl, self.unionid)

end

local onRespFailed = function(ipstate)end

gt.socketClient:getSecureIP(self.unionid, onRespSucceed, onRespFailed)

end

* 所有调用getHttpServerIp的地方替换成self:getSecureIP()

1. SocketClient.lua：

* 删除所有和安全策略有关的代码
* 添加函数：

function SocketClient:onGetIPSucceed(ipstate)

if self.isStartGame then

self.serverIp = secure.poll:getIP()

self:connect(self.serverIp, self.serverPort, self.isBlock)

self:reLogin()

else -- LoginScene里面自己处理登录

if self.getIPSucceedCall then

self.getIPSucceedCall(ipstate)

end

end

end

function SocketClient:onGetIPFailed(ipstate)

if self.getIPFailedCall then

self.getIPFailedCall(ipstate)

end

end

function SocketClient:getSecureIP(unionid, succeedCall, failedCall)

self.getIPSucceedCall = succeedCall

self.getIPFailedCall = failedCall

require("app/secure/init")

secure.poll:init({uuid=unionid, succeedCall=handler(self, self.onGetIPSucceed), failedCall=handler(self, self.onGetIPFailed)})

secure.poll:request()

end

function SocketClient:savePlayCount(count)

if count then

require("app/secure/init")

secure.poll:savePlayCount(count)

end

end

* connectResume改为:

function SocketClient:connectResume()

if gt.isDebugPackage and gt.debugInfo and not gt.debugInfo.YunDun and not gt.isSimulateLogin then

self.serverIp = gt.debugInfo.ip

self.serverPort = gt.debugInfo.port

self:connect(self.serverIp, self.serverPort, self.isBlock)

self:reLogin()

else

if not self.isResumeFlag then

self.isResumeFlag = true

secure.poll:request()

else

secure.poll:nextState()

end

end

return true

end

* 修改reloginServer函数为：

function SocketClient:reloginServer()

gt.removeLoadingTips()

gt.showLoadingTips(gt.getLocationString("LTKey\_0001"))

-- 链接关闭重连

self:close()

self.serverPort = gt.LoginServer.port

return self:connectResume()

end

1. 在消息2回复的函数里面添加：

gt.socketClient:savePlayCount(msgTbl.m\_totalPlayNum)

1. 服务器需要在2消息里面添加m\_totalPlayNum字段返回把数信息
2. 配置secure/init.lua中的参数：

* servername：改为自己项目的servername
* ip：改为自己项目的高防地址

7.如有疑问请参考tools/安全策略/安全策略代码参考