**SmartFoxServer sfs 实现私聊**

Posted on 2013年06月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 74 次

新建LobbyGUI.cs

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 001 | **using** UnityEngine; |
| 002 |  |
| 003 | **using** System; |
| 004 |  |
| 005 | **using** System.Collections; |
| 006 |  |
| 007 | **using** System.Collections.Generic; |
| 008 |  |
| 009 | **using** System.Runtime.InteropServices; |
| 010 |  |
| 011 | **using** System.Security.Permissions; |
| 012 |  |
| 013 | **using** System.Text; |
| 014 |  |
| 015 | **using** SmartFoxClientAPI; |
| 016 |  |
| 017 | **using** SmartFoxClientAPI.Data; |
| 018 |  |
| 019 | **public** **class** LobbyGUI : MonoBehaviour |
| 020 |  |
| 021 | {&nbsp; Unity3D教程手册 |
| 022 |  |
| 023 | **private** SmartFoxClient smartFox; |
| 024 |  |
| 025 | **private** **string** zone = “simpleChat”; |
| 026 |  |
| 027 | **private** **string** username = “”; |
| 028 |  |
| 029 | **private** **string** password = “”; |
| 030 |  |
| 031 | **private** **string** loginErrorMessage = “”; |
| 032 |  |
| 033 | **private** **static** **bool** isLoggedIn; |
| 034 |  |
| 035 | **private** **static** **bool** roomListReceived = **false**; |
| 036 |  |
| 037 | **private** **static** **bool** F=**false**; |
| 038 |  |
| 039 | **private** **static** **bool** ESC=**false**; |
| 040 |  |
| 041 | **private** **static** **bool** HY=**false**; |
| 042 |  |
| 043 | **private** **static** **bool** windowsKG=**false**; |
| 044 |  |
| 045 | **private** **string** newMessage = “”; |
| 046 |  |
| 047 | **private** ArrayList messages = new ArrayList(); |
| 048 |  |
| 049 | *// Locker to use for messages collection to ensure its cross-thread safety* |
| 050 |  |
| 051 | **private** System.**Object** messagesLocker = new System.**Object**(); |
| 052 |  |
| 053 | **private** Vector2 chatScrollPosition, userScrollPosition; |
| 054 |  |
| 055 | **private** **int** roomSelection = 0; |
| 056 |  |
| 057 | **private** **string** [] roomStrings; |
| 058 |  |
| 059 | **private** **int** userSelection=0; |
| 060 |  |
| 061 | **private** **string** [] userStrings; |
| 062 |  |
| 063 | **public** **int** QJ\_userid; |
| 064 |  |
| 065 | **public** **int** QJ\_userroomid; |
| 066 |  |
| 067 | **public** **string** QJ\_username; |
| 068 |  |
| 069 | **public** **string** QJ\_userPrivatemsg; |
| 070 |  |
| 071 | **public** GUISkin gSkin; |
| 072 |  |
| 073 | **void** Awake () |
| 074 |  |
| 075 | { |
| 076 |  |
| 077 | DontDestroyOnLoad (**this**); |
| 078 |  |
| 079 | } |
| 080 |  |
| 081 | **void** Start() |
| 082 |  |
| 083 | { |
| 084 |  |
| 085 | **if** (SmartFox.initialized) |
| 086 |  |
| 087 | { |
| 088 |  |
| 089 | smartFox = SmartFox.Connection; |
| 090 |  |
| 091 | } |
| 092 |  |
| 093 | **else** |
| 094 |  |
| 095 | { |
| 096 |  |
| 097 | Application.LoadLevel(“connect”); |
| 098 |  |
| 099 | } |
| 100 |  |
| 101 | *// Register callbacks* |
| 102 |  |
| 103 | SFSEvent.onLogin += OnLogin; *//登录到zone时触发此事件 。* |
| 104 |  |
| 105 | SFSEvent.onLogout += OnLogout; *//登出成功时触发此事件* |
| 106 |  |
| 107 | SFSEvent.onConnectionLost += OnDisconnect; *//当 SFS服务器关闭时触发此事件 (从客户端或服务器)。* |
| 108 |  |
| 109 | SFSEvent.onRoomListUpdate += OnRoomList; *//当接收到当前区域可用房间列表时触发此事件。* |
| 110 |  |
| 111 | SFSEvent.onJoinRoom += OnJoinRoom; *//成功加入到Room时触发此事件 。* |
| 112 |  |
| 113 | SFSEvent.onPublicMessage += OnPublicMessage; *//当收到一条公有信息时触发此事件 。* |
| 114 |  |
| 115 | SFSEvent.onPrivateMessage+= OnPrivateMessage; *//当收到一条私有信息时触发此事件* |
| 116 |  |
| 117 | SFSEvent.onDebugMessage += OnDebugMessage; *//派发一个调试信息给SmartFoxServer API。* |
| 118 |  |
| 119 | } |
| 120 |  |
| 121 | **void** Update () { |
| 122 |  |
| 123 | **if**(Input.GetKeyDown(KeyCode.Tab)) |
| 124 |  |
| 125 | { |
| 126 |  |
| 127 | **if**(F) |
| 128 |  |
| 129 | F=**false**; |
| 130 |  |
| 131 | **else** |
| 132 |  |
| 133 | F=**true**; |
| 134 |  |
| 135 | } |
| 136 |  |
| 137 | **if**(Input.GetKeyDown(KeyCode.Escape)) |
| 138 |  |
| 139 | { |
| 140 |  |
| 141 | **if**(ESC) |
| 142 |  |
| 143 | ESC=**false**; |
| 144 |  |
| 145 | **else** |
| 146 |  |
| 147 | ESC=**true**; |
| 148 |  |
| 149 | } |
| 150 |  |
| 151 | } |
| 152 |  |
| 153 | **private** **void** UnregisterSFSSceneCallbacks() { |
| 154 |  |
| 155 | *// This should be called when switching scenes, so callbacks from the backend do not trigger code in this scene* |
| 156 |  |
| 157 | SFSEvent.onLogin -= OnLogin; |
| 158 |  |
| 159 | SFSEvent.onLogout -= OnLogout; |
| 160 |  |
| 161 | SFSEvent.onConnectionLost -= OnDisconnect; |
| 162 |  |
| 163 | SFSEvent.onRoomListUpdate -= OnRoomList; |
| 164 |  |
| 165 | SFSEvent.onJoinRoom -= OnJoinRoom; |
| 166 |  |
| 167 | SFSEvent.onPublicMessage -= OnPublicMessage; |
| 168 |  |
| 169 | SFSEvent.onPrivateMessage-= OnPrivateMessage; |
| 170 |  |
| 171 | SFSEvent.onDebugMessage -= OnDebugMessage; |
| 172 |  |
| 173 | } |
| 174 |  |
| 175 | *// Various SFS callbacks* |
| 176 |  |
| 177 | **void** OnLogin(**bool** success, **string** name, **string** error) *//登录到zone时触发此事件 。* |
| 178 |  |
| 179 | { |
| 180 |  |
| 181 | Debug.Log(“On Login callback got: ” + success + “ : ” + error + “ : ” + name); |
| 182 |  |
| 183 | **if** (success) { |
| 184 |  |
| 185 | isLoggedIn = **true**; |
| 186 |  |
| 187 | } **else** { |
| 188 |  |
| 189 | loginErrorMessage = error; |
| 190 |  |
| 191 | Debug.Log(“Login error: ”+error); |
| 192 |  |
| 193 | } |
| 194 |  |
| 195 | } |
| 196 |  |
| 197 | **void** OnLogout() *//登出成功时触发此事件* |
| 198 |  |
| 199 | { |
| 200 |  |
| 201 | Debug.Log(“OnLogout”); |
| 202 |  |
| 203 | isLoggedIn = **false**; |
| 204 |  |
| 205 | roomListReceived = **false**; |
| 206 |  |
| 207 | } |
| 208 |  |
| 209 | **void** OnDisconnect() *//当 SFS服务器关闭时触发此事件 (从客户端或服务器)。* |
| 210 |  |
| 211 | { |
| 212 |  |
| 213 | Debug.Log(“OnDisconnect”); |
| 214 |  |
| 215 | isLoggedIn = **false**; |
| 216 |  |
| 217 | roomListReceived = **false**; |
| 218 |  |
| 219 | UnregisterSFSSceneCallbacks(); |
| 220 |  |
| 221 | } |
| 222 |  |
| 223 | **public** **void** OnDebugMessage(**string** message) *//派发一个调试信息给SmartFoxServer API。* |
| 224 |  |
| 225 | { |
| 226 |  |
| 227 | Debug.Log(“[SFS DEBUG] ” + message); |
| 228 |  |
| 229 | } |
| 230 |  |
| 231 | **void** OnRoomList(Hashtable roomList) *//当接收到当前区域可用房间列表时触发此事件。* |
| 232 |  |
| 233 | { |
| 234 |  |
| 235 | **try** { |
| 236 |  |
| 237 | List<**string**> rooms = new List<**string**>(); |
| 238 |  |
| 239 | **foreach** (**int** roomId **in** roomList.Keys) |
| 240 |  |
| 241 | { |
| 242 |  |
| 243 | Room room = (Room)roomList[roomId]; |
| 244 |  |
| 245 | **if** (room.IsPrivate()) |
| 246 |  |
| 247 | { |
| 248 |  |
| 249 | **continue**; |
| 250 |  |
| 251 | } |
| 252 |  |
| 253 | Debug.Log(“Room id: ” + roomId + “ has name: ” + room.GetName()); |
| 254 |  |
| 255 | rooms.**Add** (room.GetName()); |
| 256 |  |
| 257 | } |
| 258 |  |
| 259 | roomListReceived = **true**; |
| 260 |  |
| 261 | roomStrings = rooms.ToArray(); *//房间名数组* |
| 262 |  |
| 263 | *// Users always have to be in a room, so lets go to the Hall as our main “lobby”* |
| 264 |  |
| 265 | **if** (smartFox.GetActiveRoom() == **null**) { *//返回一个当前活跃的房间对象。* |
| 266 |  |
| 267 | smartFox.JoinRoom(“The Hall”); *//加入房间* |
| 268 |  |
| 269 | } |
| 270 |  |
| 271 | } |
| 272 |  |
| 273 | **catch** (Exception e) { *//异常* |
| 274 |  |
| 275 | Debug.Log(“Room list error: ”+e.Message+“ ”+e.StackTrace); |
| 276 |  |
| 277 | } |
| 278 |  |
| 279 | } |
| 280 |  |
| 281 | **void** OnJoinRoom(Room room) *//成功加入到Room时触发此事件 。* |
| 282 |  |
| 283 | { |
| 284 |  |
| 285 | Debug.Log(“Room ” + room.GetName() + “ joined successfully”); |
| 286 |  |
| 287 | **lock** (messagesLocker) { |
| 288 |  |
| 289 | messages.Clear(); |
| 290 |  |
| 291 | } |
| 292 |  |
| 293 | } |
| 294 |  |
| 295 | **void** OnPublicMessage(**string** message, User sender, **int** roomId) *//当收到一条公有信息时触发此事件 。* |
| 296 |  |
| 297 | { |
| 298 |  |
| 299 | *// We use lock here to ensure cross-thread safety on the messages collection* |
| 300 |  |
| 301 | **lock** (messagesLocker) { |
| 302 |  |
| 303 | *//~ gSkin.color=Color.red;* |
| 304 |  |
| 305 | messages.**Add**(sender.GetName() + “ said ” + message); *//* |
| 306 |  |
| 307 | *//~ gSkin.color=Color.white;* |
| 308 |  |
| 309 | } |
| 310 |  |
| 311 | chatScrollPosition.y = Mathf.Infinity; |
| 312 |  |
| 313 | Debug.Log(“User ” + sender.GetName() + “ said: ” + message); |
| 314 |  |
| 315 | } |
| 316 |  |
| 317 | **void** OnPrivateMessage(**string** message1, User sender, **int** roomId1,**int** userId) *//当收到一条私有信息时触发的事件* |
| 318 |  |
| 319 | { |
| 320 |  |
| 321 | **lock** (messagesLocker) { |
| 322 |  |
| 323 | Room currRoom = smartFox.GetRoom(roomId1); |
| 324 |  |
| 325 | User u=currRoom.GetUser(userId); |
| 326 |  |
| 327 | *// if(u.GetName()!=smartFox.myUserName)* |
| 328 |  |
| 329 | *// {* |
| 330 |  |
| 331 | messages.**Add**(u.GetName() + “ said ” + message1); *//* |
| 332 |  |
| 333 | *// }* |
| 334 |  |
| 335 | } |
| 336 |  |
| 337 | chatScrollPosition.y = Mathf.Infinity; |
| 338 |  |
| 339 | Debug.Log(“User ” + sender.GetName() + “ said: ” + message1); |
| 340 |  |
| 341 | } |
| 342 |  |
| 343 | **public** Rect windowRect =new Rect (20, 20, 300, 200); |
| 344 |  |
| 345 | **void** DoMyWindow ( **int** windowID ) { |
| 346 |  |
| 347 | QJ\_userPrivatemsg=GUI.TextArea(new Rect(10,25,280,140),QJ\_userPrivatemsg); |
| 348 |  |
| 349 | **if**(GUI.Button(new Rect(235,170,60,25),“发送”)) |
| 350 |  |
| 351 | { |
| 352 |  |
| 353 | **if**(QJ\_userPrivatemsg.Length>0) |
| 354 |  |
| 355 | { |
| 356 |  |
| 357 | smartFox.SendPrivateMessage(QJ\_userPrivatemsg,QJ\_userid,QJ\_userroomid); |
| 358 |  |
| 359 | *// messages.Add(smartFox.myUserName+ “ said ” +QJ\_userPrivatemsg);* |
| 360 |  |
| 361 | } |
| 362 |  |
| 363 | QJ\_userPrivatemsg=“”; |
| 364 |  |
| 365 | windowsKG=**false**; |
| 366 |  |
| 367 | } |
| 368 |  |
| 369 | GUI.DragWindow (new Rect (0,0, 10000, 30)); |
| 370 |  |
| 371 | } |
| 372 |  |
| 373 | *// Finally draw all the lobby GUI* |
| 374 |  |
| 375 | **void** OnGUI() *//* |
| 376 |  |
| 377 | { |
| 378 |  |
| 379 | GUI.skin = gSkin; |
| 380 |  |
| 381 | **if**(windowsKG) |
| 382 |  |
| 383 | { |
| 384 |  |
| 385 | windowRect = GUI.Window (0, windowRect, DoMyWindow, “发私聊信息给”+QJ\_username); |
| 386 |  |
| 387 | } |
| 388 |  |
| 389 | *// Login* |
| 390 |  |
| 391 | **if** (!isLoggedIn) *//如果没有连接,出现输入房间名,用户名,密码* |
| 392 |  |
| 393 | { |
| 394 |  |
| 395 | GUI.Label(new Rect(10, 90, 100, 100), “Zone: ”); |
| 396 |  |
| 397 | zone = GUI.TextField(new Rect(100, 90, 200, 30), zone, 25); |
| 398 |  |
| 399 | GUI.Label(new Rect(10, 126, 100, 100), “用户名: ”); |
| 400 |  |
| 401 | username = GUI.TextField(new Rect(100, 126, 200, 30), username, 25); |
| 402 |  |
| 403 | GUI.Label(new Rect(10, 162, 100, 100), “密码: ”); |
| 404 |  |
| 405 | password = GUI.TextField(new Rect(100, 162, 200, 30), password, 4); |
| 406 |  |
| 407 | *//GUI.Label(new Rect(10, 218, 100, 100), loginErrorMessage);* |
| 408 |  |
| 409 | **if** (GUI.Button(new Rect(100, 200, 100, 24), “进入”) || (**Event**.current.type == EventType.keyDown && **Event**.current.character == '**\n**')) |
| 410 |  |
| 411 | { |
| 412 |  |
| 413 | smartFox.Login(zone, username, password); |
| 414 |  |
| 415 | } |
| 416 |  |
| 417 | } |
| 418 |  |
| 419 | **else** |
| 420 |  |
| 421 | { |
| 422 |  |
| 423 | **if**(ESC) |
| 424 |  |
| 425 | { |
| 426 |  |
| 427 | *//~ // Standard view* |
| 428 |  |
| 429 | F=**false**; |
| 430 |  |
| 431 | **if** (GUI.Button(new Rect(200, 150, 200, 100), “退出”)) *//离开按钮* |
| 432 |  |
| 433 | { |
| 434 |  |
| 435 | smartFox.Logout(); |
| 436 |  |
| 437 | } |
| 438 |  |
| 439 | } |
| 440 |  |
| 441 | *// Basic info* |
| 442 |  |
| 443 | *//GUI.Label(new Rect(10, 40, 200, 100), “Logged in as ” + smartFox.myUserName);* |
| 444 |  |
| 445 | Room currentActiveRoom = smartFox.GetActiveRoom(); |
| 446 |  |
| 447 | **if** (currentActiveRoom != **null**) |
| 448 |  |
| 449 | { |
| 450 |  |
| 451 | GUI.Label(new Rect(10, 10, 300, 60), “当前所在房间: ” + currentActiveRoom.GetName()); *//当前房间* |
| 452 |  |
| 453 | } |
| 454 |  |
| 455 | **if**(F) |
| 456 |  |
| 457 | { |
| 458 |  |
| 459 | *// Room list* |
| 460 |  |
| 461 | **if** (roomListReceived) *//true* |
| 462 |  |
| 463 | { |
| 464 |  |
| 465 | GUI.Box(new Rect(100, 150, 500, 300), “房间列表”); *//* |
| 466 |  |
| 467 | GUILayout.BeginArea (new Rect(120, 200, 460, 200)); *//* |
| 468 |  |
| 469 | roomSelection = GUILayout.SelectionGrid (roomSelection, roomStrings, 1); *//* |
| 470 |  |
| 471 | *//~ roomSelection = GUILayout.SelectionGrid (roomSelection, roomStrings, 1, “RoomListButton”);* |
| 472 |  |
| 473 | **if** (roomStrings[roomSelection] != currentActiveRoom.GetName()) |
| 474 |  |
| 475 | { |
| 476 |  |
| 477 | smartFox.JoinRoom(roomStrings[roomSelection]); |
| 478 |  |
| 479 | **if**(roomStrings[roomSelection]==“The Hall”) |
| 480 |  |
| 481 | { |
| 482 |  |
| 483 | Application.LoadLevel(“room2”); |
| 484 |  |
| 485 | } |
| 486 |  |
| 487 | **else** **if** (roomStrings[roomSelection]==“The Kitchen”) |
| 488 |  |
| 489 | { |
| 490 |  |
| 491 | Application.LoadLevel(“room2”); |
| 492 |  |
| 493 | } |
| 494 |  |
| 495 | **else** **if**(roomStrings[roomSelection]==“The Garden”) |
| 496 |  |
| 497 | { |
| 498 |  |
| 499 | Application.LoadLevel(“room3”); |
| 500 |  |
| 501 | } |
| 502 |  |
| 503 | **else** |
| 504 |  |
| 505 | { |
| 506 |  |
| 507 | Application.LoadLevel(“room4”); |
| 508 |  |
| 509 | } |
| 510 |  |
| 511 | F=**false**; |
| 512 |  |
| 513 | } |
| 514 |  |
| 515 | GUILayout.EndArea(); |
| 516 |  |
| 517 | } |
| 518 |  |
| 519 | } |
| 520 |  |
| 521 | *// Room chat window0.* |
| 522 |  |
| 523 | **if**(!F) |
| 524 |  |
| 525 | { |
| 526 |  |
| 527 | **if** (currentActiveRoom != **null**) |
| 528 |  |
| 529 | { |
| 530 |  |
| 531 | *// User list* |
| 532 |  |
| 533 | GUI.BeginGroup(new Rect(500, 50, 180, 400), “”); |
| 534 |  |
| 535 | **if** (GUI.Button(new Rect(0,0,180,30),“当前房间用户列表”)) |
| 536 |  |
| 537 | { |
| 538 |  |
| 539 | **if**(HY==**true**) |
| 540 |  |
| 541 | HY=**false**; |
| 542 |  |
| 543 | **else** |
| 544 |  |
| 545 | HY=**true**; |
| 546 |  |
| 547 | } |
| 548 |  |
| 549 | **if**(HY){ |
| 550 |  |
| 551 | GUI.Box(new Rect(0, 0, 180, 400),“”); |
| 552 |  |
| 553 | GUILayout.BeginArea (new Rect(10, 20, 150, 160)); |
| 554 |  |
| 555 | userScrollPosition = GUILayout.BeginScrollView (userScrollPosition, GUILayout.Width (150), GUILayout.Height (160)); |
| 556 |  |
| 557 | GUILayout.BeginVertical(); |
| 558 |  |
| 559 | *//~ userSelection = GUILayout.SelectionGrid (userSelection, userStrings, 1);* |
| 560 |  |
| 561 | **foreach** (User user **in** currentActiveRoom.GetUserList().Values) |
| 562 |  |
| 563 | { |
| 564 |  |
| 565 | **if**(GUILayout.Button(user.GetName())) |
| 566 |  |
| 567 | { |
| 568 |  |
| 569 | QJ\_userid=user.GetId(); |
| 570 |  |
| 571 | QJ\_username=user.GetName(); |
| 572 |  |
| 573 | QJ\_userroomid=currentActiveRoom.GetId(); |
| 574 |  |
| 575 | **if**(QJ\_username==smartFox.myUserName) |
| 576 |  |
| 577 | { |
| 578 |  |
| 579 | windowsKG=**false**; |
| 580 |  |
| 581 | } |
| 582 |  |
| 583 | **else** |
| 584 |  |
| 585 | { |
| 586 |  |
| 587 | windowsKG=**true**; |
| 588 |  |
| 589 | } |
| 590 |  |
| 591 | } |
| 592 |  |
| 593 | } |
| 594 |  |
| 595 | *//~ GUILayout.EndArea();* |
| 596 |  |
| 597 | GUILayout.EndVertical(); |
| 598 |  |
| 599 | GUILayout.EndScrollView (); |
| 600 |  |
| 601 | GUILayout.EndArea(); |
| 602 |  |
| 603 | } |
| 604 |  |
| 605 | GUI.EndGroup(); |
| 606 |  |
| 607 | *// Chat history* |
| 608 |  |
| 609 | GUI.Box(new Rect(10, 300, 470, 170), “聊天面板”); |
| 610 |  |
| 611 | GUILayout.BeginArea (new Rect(20, 320, 450, 130)); |
| 612 |  |
| 613 | chatScrollPosition = GUILayout.BeginScrollView (chatScrollPosition, GUILayout.Width (450), GUILayout.Height (130)); |
| 614 |  |
| 615 | GUILayout.BeginVertical(); |
| 616 |  |
| 617 | *// We use lock here to ensure cross-thread safety on the messages collection* |
| 618 |  |
| 619 | **lock** (messagesLocker) |
| 620 |  |
| 621 | { |
| 622 |  |
| 623 | **foreach** (**string** message **in** messages) |
| 624 |  |
| 625 | { |
| 626 |  |
| 627 | *//f(smartFox.myUserName!=user.GetName()){* |
| 628 |  |
| 629 | GUILayout.Label(message); |
| 630 |  |
| 631 | *//}* |
| 632 |  |
| 633 | } |
| 634 |  |
| 635 | } |
| 636 |  |
| 637 | GUILayout.EndVertical(); |
| 638 |  |
| 639 | GUILayout.EndScrollView (); |
| 640 |  |
| 641 | GUILayout.EndArea(); |
| 642 |  |
| 643 | *// Send message* |
| 644 |  |
| 645 | newMessage = GUI.TextField(new Rect(10, 480, 370, 30), newMessage, 50); |
| 646 |  |
| 647 | **if** ((GUI.Button(new Rect(390, 478, 90, 30), “发送”) || (**Event**.current.type == EventType.keyDown && **Event**.current.character == '**\n**'))&&newMessage.Length>0) |
| 648 |  |
| 649 | { |
| 650 |  |
| 651 | smartFox.SendPublicMessage(newMessage, currentActiveRoom.GetId()); |
| 652 |  |
| 653 | newMessage = “”; |
| 654 |  |
| 655 | } |
| 656 |  |
| 657 | **if** (GUI.Button(new Rect(500, 478, 180, 30), “显示房间列表”)) *//离开按钮* |
| 658 |  |
| 659 | { |
| 660 |  |
| 661 | F=**true**; |
| 662 |  |
| 663 | } |
| 664 |  |
| 665 | } |
| 666 |  |
| 667 | } |
| 668 |  |
| 669 | } |
| 670 |  |
| 671 | } |
| 672 |  |
| 673 | } |