说明

先调用auth获得授权

跨域：

xhrFields: {withCredentials: true},

1.auth

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252270>

增加返回结果

connectSid: "connect.sid=s%3AeKLsA1i94NbOZVEXIDuQfTMK.Xmk6BlDRkz2%2F4Ho1YrpPLF%2FPHBTDqcdKyYhyZmPF4IE"

2013-12-17

增加返回结果ghost,ghostNum,aptitude，资质增加count，魂力调整为ghostNum

ghost

"ghost": {

"ghost": {

"level": 8

},

"attrValue": {

"1": 35,

"2": 9,

"3": 23,

"4": 2,

"5": 4

}

}

ghostNum

aptitude

"aptitude": {

"aptitude": {

"1": {

"level": 0,

"count": 50

},

"2": {

"level": 0,

"count": 50

},

"3": {

"level": 8,

"count": 42

},

"6": {

"level": 0,

"count": 50

},

"7": {

"level": 0,

"count": 50

}

}

2013-12-19

auth返回结果

武器装备增加镶嵌宝石信息

"equipments": {

"weapon": {

"epid": "W1011001",

"level": 5,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {

"1": "B1012"

}

}

},

"necklace": {

"epid": "E10115",

"level": 1,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"helmet": {

"epid": 0,

"level": 0,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"armor": {

"epid": "E10111",

"level": 4,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"belt": {

"epid": 0,

"level": 0,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"legguard": {

"epid": "E10112",

"level": 1,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"amulet": {

"epid": "E10114",

"level": 1,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"shoes": {

"epid": "E10113",

"level": 1,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

},

"ring": {

"epid": "E10116",

"level": 1,

"forgeLevel": 0,

"inlay": {

"count": 6,

"diamonds": {}

}

}

}

2013-12-20

auth返回结果

增加currentSkills和allSkills

"currentSkills": {

"1": {

"skillId": 101101,

"level": 1

}

},

"allSkills": [

{

"skillId": "101101",

"level": 1

},

{

"skillId": "101201",

"level": 1

},

{

"skillId": "102101",

"level": 1

},

{

"skillId": "102201",

"level": 1

},

{

"skillId": "103101",

"level": 1

},

{

"skillId": "103201",

"level": 1

},

{

"skillId": "104101",

"level": 1

},

{

"skillId": "104201",

"level": 1

},

{

"skillId": "105101",

"level": 1

},

{

"skillId": "105201",

"level": 1

},

{

"skillId": "106101",

"level": 1

},

{

"skillId": "106201",

"level": 1

},

{

"skillId": "107101",

"level": 1

},

{

"skillId": "107201",

"level": 1

},

{

"skillId": "108101",

"level": 1

},

{

"skillId": "108201",

"level": 1

},

{

"skillId": "109101",

"level": 1

},

{

"skillId": "109201",

"level": 1

},

{

"skillId": "110101",

"level": 1

},

{

"skillId": "110201",

"level": 1

},

{

"skillId": "201101",

"level": 1

},

{

"skillId": "201201",

"level": 1

},

{

"skillId": "202101",

"level": 1

},

{

"skillId": "202201",

"level": 1

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{

"skillId": "203101",

"level": 1

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"skillId": "203201",

"level": 1

},

{

"skillId": "204101",

"level": 1

},

{

"skillId": "204201",

"level": 1

},

{

"skillId": "205101",

"level": 1

},

{

"skillId": "205201",

"level": 1

},

{

"skillId": "206101",

"level": 1

},

{

"skillId": "206201",

"level": 1

},

{

"skillId": "207101",

"level": 1

},

{

"skillId": "207201",

"level": 1

},

{

"skillId": "208101",

"level": 1

},

{

"skillId": "208201",

"level": 1

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{

"skillId": "209101",

"level": 1

},

{

"skillId": "209201",

"level": 1

},

{

"skillId": "210101",

"level": 1

},

{

"skillId": "210201",

"level": 1

},

{

"skillId": "211101",

"level": 1

},

{

"skillId": "211201",

"level": 1

},

{

"skillId": "301101",

"level": 1

},

{

"skillId": "301201",

"level": 1

},

{

"skillId": "302101",

"level": 1

},

{

"skillId": "302201",

"level": 1

},

{

"skillId": "303101",

"level": 1

},

{

"skillId": "303201",

"level": 1

},

{

"skillId": "304101",

"level": 1

},

{

"skillId": "304201",

"level": 1

},

{

"skillId": "305101",

"level": 1

},

{

"skillId": "305201",

"level": 1

},

{

"skillId": "306101",

"level": 1

},

{

"skillId": "306201",

"level": 1

},

{

"skillId": "307101",

"level": 1

},

{

"skillId": "307201",

"level": 1

},

{

"skillId": "308101",

"level": 1

},

{

"skillId": "308201",

"level": 1

}

]

2.createMainPlayer

<http://192.168.1.22:4011/role/createMainPlayer?cId=1&nickname=test&isRandom=0&jsoncallback=jQuery1102045082299783825874_1380266270069&_=1380266270072>

3.getMainPlayer

<http://192.168.1.22:4011/role/getMainPlayer?&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252272>

4.battle（测试）

<http://192.168.1.22:4011/battle/battle?eid=MG101011&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252274>

5.进入副本

<http://192.168.1.22:4011/player/enterIndu?induId=Ins10101&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252275>

6.离开副本

<http://192.168.1.22:4011/player/leaveIndu?induId=Ins10101&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252276>

7.触发副本事件

<http://192.168.1.22:4011/indu/triggerEvent?eid=MG101011&jsoncallback=jQuery1102018609981704503298_1379907252269&_=1379907252279>

8.进入场景

<http://192.168.1.22:4011/player/enterScene?&jsoncallback=jQuery110207268230197951198_1379993218765&_=1379993218768>

9.切换场景

<http://192.168.1.22:4011/player/changeArea?currentScene=city01&target=city02&jsoncallback=jQuery110207268230197951198_1379993218765&_=1379993218769>

10.改变阵型

<http://192.168.1.22:4011/formation/change?formation=%5Bnull%2C%7B%22playerId%22%3A%22S1C7420%22%7D%2Cnull%2Cnull%2Cnull%2Cnull%2Cnull%5D&jsoncallback=jQuery110207268230197951198_1379993218765&_=1379993218771>

11.装载武器（可用装载装备）

<http://192.168.1.22:4011/equip/wearWeapon?index=2&weaponId=W0101&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513599>

[http://192.168.1.22:4011/equip/wearWeapon?index=2&weaponId=W0101&playerId=S1C7420P8&jsoncallback=jQuery1102011944848299026489\_1380011513597&\_=1380011513599](http://192.168.1.22:4011/equip/wearWeapon?index=2&weaponId=W0101&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513599)

12.卸载武器

<http://192.168.1.22:4011/equip/unWearWeapon?weaponId=W0101&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513600>

[http://192.168.1.22:4011/equip/unWearWeapon?weaponId=W0101&playerId=S1C7420P8&jsoncallback=jQuery1102011944848299026489\_1380011513597&\_=1380011513600](http://192.168.1.22:4011/equip/unWearWeapon?weaponId=W0101&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513600)

13.装载装备

<http://192.168.1.22:4011/equip/equip?index=1&eqId=W0101&pkgType=weapons&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513601>

[http://192.168.1.22:4011/equip/equip?index=1&eqId=W0101&pkgType=weapons&playerId=S1C7420P8&jsoncallback=jQuery1102011944848299026489\_1380011513597&\_=1380011513601](http://192.168.1.22:4011/equip/equip?index=1&eqId=W0101&pkgType=weapons&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513601)

2013-12-18

装备Id更新，如W1011101更新为W1011001

玩家只能装备专属装备

<http://192.168.1.22:4011/equip/equip?index=4&eqId=W1011002&playerId=S1C1>

返回结果

{code: 1225}

不是专属装备

14.卸载装备

<http://192.168.1.22:4011/equip/unEquip?eqId=W0101&type=weapon&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513602>

<http://192.168.1.22:4011/equip/unEquip?eqId=W0101&type=weapon&playerId=S1C7420P8&jsoncallback=jQuery110201456237284000963_1381334962220&_=1381334962222>

15.升级装备

<http://192.168.1.22:4011/equip/upgrade?eqId=W0101&type=weapon&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513605>

2013-12-17

升级装备

<http://192.168.1.22:4011/equip/upgrade?eqId=W1011101&type=weapon&playerId=S1C1>

返回結果

{code: 200, level: 4}

2013-12-19

升级装备

<http://192.168.1.22:4011/equip/upgrade?eqId=W1011001&type=weapon&playerId=S1C1>

增加消耗

{code: 200, level: 6, money: 872000}

<http://192.168.1.22:4011/equip/upgrade?eqId=W0101&type=weapon&playerId=S1C7420P8&jsoncallback=jQuery1102011944848299026489_1380011513597&_=1380011513605>

16.获得伙伴

<http://192.168.1.22:4011/player/getPartner?cId=3&jsoncallback=jQuery110209495699643157423_1380015026961&_=1380015026963>

17.接任务

<http://192.168.1.22:4011/task/startTask?taskId=Task10101&jsoncallback=jQuery1102021879066131077707_1380046418768&_=1380046418771>

18.交任务

<http://192.168.1.22:4011/task/handOverTask?taskId=Task10101&jsoncallback=jQuery1102021879066131077707_1380046418768&_=1380046418772>

19.切换场景

<http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city02&jsoncallback=jQuery1102028214329085312784_1380086113272&_=1380086113274>

20.学习技能

<http://192.168.1.99:4011/player/learnSkill?skillId=SK01111&jsoncallback=jQuery110207424701880663633_1380214534675&_=1380214534677>

21.升级技能

<http://192.168.1.99:4011/player/upgradeSkill?skillId=SK01111&jsoncallback=jQuery110207424701880663633_1380214534675&_=1380214534678>

22.使用技能

<http://192.168.1.99:4011/player/useSkill?skillId=SK01111&jsoncallback=jQuery110207424701880663633_1380214534675&_=1380214534679>

23.removeMainPlayer

<http://192.168.1.22:4011/role/removeMainPlayer?&jsoncallback=jQuery110205611675011459738_1381415089982&_=1381415089989>

1. buyItem

<http://127.0.0.1:4011/shop/buyItem?wid=W0101&num=1&currentScene=city01>

1. sellItem

<http://127.0.0.1:4011/package/sellItem?itemId=D10010102&index=8&itemNum=1&type=items>

1. unlock

<http://127.0.0.1:4011/package/unlock?type=items&end=23>

1. 出场

<http://192.168.1.22:4011/partner/gotoStage?cId=1>

返回结果：{code: 200, cId: "1"}

Auth返回结果增加showCIds {"stage":1}

注：可随意指定cId

1. 离队

[http://192.168.1.22:4011/partner/leaveTeam?cId=3](http://192.168.1.22:4011/partner/leaveTeam?cId=3&jsoncallback=jQuery110204566305277403444_1386611771644&_=1386611771648)

返回结果：{code: 200}

注：参数会调整为playerId，暂用cId

1. 资质升级

<http://192.168.1.22:4011/aptitude/upgrade?type=3>

type

1 - 力

2 - 体

3 - 敏

4 - 韧

5 - 魅

调整为：

1 - 生命

2 - 攻击

3 - 防御

4 - 幸运

5 - 速度

6 - 暴击

7 - 格挡

8 - 闪避

9 - 反击

返回结果：{code: 200, level: 4}

注：没用加升级条件，可随意升级

[http://192.168.1.22:4011/aptitude/upgrade?type=3&mtype=0](http://192.168.1.22:4011/aptitude/upgrade?type=3&mtype=0&jsoncallback=jQuery1102039162694197148085_1387270144915&_=1387270144930)

mtype

1 – 金币 2 – 元宝

返回结果：

{code: 200, level: 10, count: 40, money: 887650, gameCurrency: 76}

没有免费次数返回:{code: 1804}

[http://192.168.1.22:4011/aptitude/upgrade?type=3&mtype=1&playerId=S1C1P4](http://192.168.1.22:4011/aptitude/upgrade?type=3&mtype=1&playerId=S1C1P4&jsoncallback=jQuery110209950565388426185_1387278765026&_=1387278765045)

增加伙伴升级

2013-12-18

资质和命魂升级增加attrValue

{"code":200,"level":12,"count":38,"money":874000,"gameCurrency":72,"attrValue":{"3":62.4}}

1. 命魂升级

<http://192.168.1.22:4011/ghost/upgrade>

返回结果：{code: 200, level: 2}

增加魄力消耗，魄力不足返回{code: 1802}

Auth返回结果增加aptitude

{"1":{"level":0},"2":{"level":0},"3":{"level":0},"4":{"level":0},"5":{"level":0}}

Auth返回结果增加ghost

{"level":1,"number":10000}

[http://192.168.1.22:4011/ghost/upgrade?playerId=S1C1P4](http://192.168.1.22:4011/ghost/upgrade?playerId=S1C1P4&jsoncallback=jQuery110209950565388426185_1387278765026&_=1387278765044)

增加伙伴升级

返回结果：

{code: 200, level: 4, ghostNum: 8626}

增加ghostNum

1. 打造装备

[http://192.168.1.22:4011/equip/forgeUpgrade?eqId=W1011101&type=weapon&playerId=S1C1](http://192.168.1.22:4011/equip/forgeUpgrade?eqId=W1011101&type=weapon&playerId=S1C1&jsoncallback=jQuery110205883911768905818_1387281212244&_=1387281212258)

返回结果：

{code: 200, forgeLevel: 3}

2013-12-19

打造增加物品消耗

<http://192.168.1.22:4011/equip/forgeUpgrade?eqId=W1011001&type=weapon&playerId=S1C1>

{"code":200,"forgeLevel":1,"packageIndex":[{"index":6,"item":{"itemId":"D10030105","itemNum":1,"level":1}}]}

{ "code":1228}

缺少材料

1. 镶嵌宝石

[http://192.168.1.22:4011/equip/inlay?eqId=W1011001&type=weapon&playerId=S1C1&index=7&cellId=1&diamondId=B1012](http://192.168.1.22:4011/equip/inlay?eqId=W1011001&type=weapon&playerId=S1C1&index=7&cellId=1&diamondId=B1012&jsoncallback=jQuery110205552427675575018_1387460219453&_=1387460219468)

返回结果

{code: 200, packageIndex: 0}

{code: 1229} 错误镶嵌位

{code: 1230} 非改武器宝石

2013-12-23

镶嵌宝石，经多种测试暂时未发现bug，只是改变宝石位置，宝石品种未改变将不更新背包，求测试，发现bug发巧克力

[http://192.168.1.22:4011/equip/changeDiamond?eqId=W1011001&type=weapon&playerId=S1C5000&diamonds={%221%22:%22B2102%22,%222%22:%22B1012%22,%223%22:%220%22,%224%22:%220%22}](http://192.168.1.22:4011/equip/changeDiamond?eqId=W1011001&type=weapon&playerId=S1C5000&diamonds=%7b%221%22:%22B2102%22,%222%22:%22B1012%22,%223%22:%220%22,%224%22:%220%22%7d)

返回结果

{"code":200,"packageIndex":[{"index":4,"itemId":"B2102","itemNum":4},{"index":11,"itemId":"B1012","itemNum":14}]}

1. 摘除宝石

<http://192.168.1.22:4011/equip/unInlay?eqId=W1011001&type=weapon&playerId=S1C1&cellId=1&diamondId=B1012>

返回结果

{"code":200,"packageIndex":[{"index":"7","item":{"itemId":"B1012","itemNum":2}}]}

1. 资质升级检查免费次数

<http://192.168.1.22:4011/aptitude/checkFreeTime?type=7&mtype=0&playerId=S1C1>

返回结果

{code: 200, freeTime: 0}

1. 學習升級技能

<http://192.168.1.22:4011/skill/learnAndUpgradeSkill?type=2&skillId=101101>

返回结果

{code: 200, skillId: "101101", level: 2}

2013-12-24

调整学习升级技能功能，增加伙伴升级和消耗

<http://192.168.1.22:4011/skill/learnAndUpgradeSkill?type=1&skillId=SK101101&playerId=S1C1>

返回结果

{"code":200,"skillId":"SK101101","level":2,"packageIndex":[{"index":11,"itemId":"D10030114","itemNum":39}],"money":99916000}

1. 遗忘技能

<http://192.168.1.22:4011/skill/forgetSkill?type=1&skillId=101101>

返回结果

{code: 200, skillId: 0, level: 0}

2013-12-24

调整遗忘技能功能，增加伙伴升级和消耗

<http://192.168.1.22:4011/skill/forgetSkill?type=1&skillId=SK101101&playerId=S1C1>

返回结果

{"code":200,"skillId":0,"level":0,"packageIndex":[{"index":12,"itemId":"D10030112","itemNum":34}]}