**目 录**

目录

[概述 3](#_Toc379826257)

[接口 3](#_Toc379826258)

[1.auth 3](#_Toc379826259)

[2.createMainPlayer 8](#_Toc379826260)

[3.getMainPlayer 9](#_Toc379826261)

[4.battle（测试） 9](#_Toc379826262)

[5.进入副本 9](#_Toc379826263)

[6.离开副本 9](#_Toc379826264)

[7.触发副本事件 9](#_Toc379826265)

[8.进入场景 9](#_Toc379826266)

[9.切换场景 9](#_Toc379826267)

[10.改变阵型 10](#_Toc379826268)

[11.装载武器（可用装载装备） 10](#_Toc379826269)

[12.卸载武器 10](#_Toc379826270)

[13.装载装备 10](#_Toc379826271)

[14.卸载装备 11](#_Toc379826272)

[15.升级装备 11](#_Toc379826273)

[16.获得伙伴 12](#_Toc379826274)

[17.接任务 12](#_Toc379826275)

[18.交任务 12](#_Toc379826276)

[19.切换场景 12](#_Toc379826277)

[20.学习技能 14](#_Toc379826278)

[21.升级技能 14](#_Toc379826279)

[22.使用技能 15](#_Toc379826280)

[23.removeMainPlayer 15](#_Toc379826281)

[24.buyItem 15](#_Toc379826282)

[25.sellItem 15](#_Toc379826283)

[26.unlock 15](#_Toc379826284)

[27.出场 15](#_Toc379826285)

[28.离队 15](#_Toc379826286)

[29.资质升级 16](#_Toc379826287)

[30.命魂升级 16](#_Toc379826288)

[31.打造装备 17](#_Toc379826289)

[32.镶嵌宝石 17](#_Toc379826290)

[33.摘除宝石 18](#_Toc379826291)

[34.资质升级检查免费次数 18](#_Toc379826292)

[35.學習升級技能 18](#_Toc379826293)

[37.遗忘技能 19](#_Toc379826294)

[38.获得图鉴列表 19](#_Toc379826295)

[39.获得场景数据 19](#_Toc379826296)

[40.獲得角色信息 21](#_Toc379826297)

[41.最强攻击阵型 21](#_Toc379826298)

[42.最强防御阵型 21](#_Toc379826299)

[43.设置阵法 22](#_Toc379826300)

[44.升级阵法 22](#_Toc379826301)

[45.设置默认阵型 22](#_Toc379826302)

[46.重置阵型 23](#_Toc379826303)

[47.解鎖陣型 23](#_Toc379826304)

[48.所有角色资质升级消耗数据 23](#_Toc379826305)

# 概述

说明

先调用auth获得授权

跨域：

xhrFields: {withCredentials: true},

# 接口

## 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

}

]

2013-12-29

auth返回结果增加friends

[{"id":"","cId":"","nickname":"","lastLoginDate":0}]

2014-01-13

auth接口

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

auth中formation信息更改

"formation": {

"formation": {//排布

"1": {

"playerId": "S1C1"

}

},

"tactical": {//阵法

"id": "F101",

"level": 1

}

}

auth接口

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

auth中增加陈法列表数据

"tacticals": [

{

"id": "F101",

"level": 1,

"active": 1 //1 - 当前使用

}

]

2014-10-15

auth接口，根据客户端要求更新陈型数据结构

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

返回结果

"formations": {

"f": {

"s": "F102",

"f": [

"S1C1",

"S1C1P4",

0,

0,

0,

0,

0

]

},

"t": {

"F101": 2,

"F102": 3,

"F103": 0,

"F104": 0,

"F201": 0,

"F301": 0

}

}

auth接口，增加pushMessage信息

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

返回結果

"pushMessage": [

{

"type": "2",// type 1 - 升级了 2 - 阵型开锁

"message": "",

"num": 1//例：陣型開鎖，可以開鎖兩次

}

]

2014-02-10

auth接口，增加英雄图鉴列表miscs，魂魄背包soulPackage，祭坛数据altar信息

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

返回结果

"miscs":[{"cId":"H1101"},{"cId":"H1103"}]

"soulPackage":{"itemCount":64,"items":{}}

"altar":{"loyalty":0}// loyalty侠义值

2014-02-11

auth接口，增加祭坛数据altar信息

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

返回结果

"altar":{"loyalty":"100","extractionTimes":{"1":{"lastExtractionTime":1392119324484},"2":{"lastExtractionTime":0},"3":{"lastExtractionTime":0}}}

2014-02-13

auth接口，增加品质trait，星级starLevel信息

<http://192.168.1.22:4011/auth?token=464363099bc522beb8aff5cf16bbcf019f8516f3bc58e4b2d585d9a40b8d2ac5>

返回结果

"trait":1,"starLevel":0

## 2.createMainPlayer

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

2014-01-04

创建角色

<http://192.168.1.22:4011/role/createMainPlayer?cId=H1101&nickname=wozlla6&isRandom=0>

创建了一个角色，请帮忙验证数据是否有问题

code: 200,

loginName: "w182079",

registerType: 2,

sessionId: "FDCDF1F92A03E7B74B9EB6E250E6ED4C",

token: "52ce53aceeba6b38274b7f123fd586b12648714b625ada8ae6e959814ad02226",

uid: 82100

## 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>

2014-02-28

战斗

<http://192.168.1.22:9090/battle/battle2>

测试用例：

乙方：

◎ ☆ 蝙蝠妖 等级：1级 带腐化觉醒技能 阵型位：0

◆ ☆ 丛林收割者 等级：1级 阵型位：1

敌方：

◎ ☆ 蝙蝠妖 等级：4级 阵型位：0

[http://192.168.1.22:4011/battle/battle2?owner\_heros=[{%22h%22:%22H3102%22,%22l%22:%221%22,%22f%22:1,%22s1%22:%220%22,%22s2%22:%22SK308201%22,%22s3%22:%220%22},{%22h%22:%22H1102%22,%22l%22:%221%22,%22f%22:2,%22s1%22:%220%22,%22s2%22:%220%22,%22s3%22:%220%22}]&opponent\_heros=[{%22h%22:%22H3102%22,%22l%22:%224%22,%22f%22:1,%22s1%22:%220%22,%22s2%22:%220%22,%22s3%22:%220%22}](http://192.168.1.22:4011/battle/battle2?owner_heros=%5b%7b%22h%22:%22H3102%22,%22l%22:%221%22,%22f%22:1,%22s1%22:%220%22,%22s2%22:%22SK308201%22,%22s3%22:%220%22%7d,%7b%22h%22:%22H1102%22,%22l%22:%221%22,%22f%22:2,%22s1%22:%220%22,%22s2%22:%220%22,%22s3%22:%220%22%7d%5d&opponent_heros=%5b%7b%22h%22:%22H3102%22,%22l%22:%224%22,%22f%22:1,%22s1%22:%220%22,%22s2%22:%220%22,%22s3%22:%220%22%7d)]

返回结果

{"formationData":{"owner":[{"heroId":"H3102","level":"1","skills":{"2":"SK308201"}},{"heroId":"H1102","level":"1","skills":{}},null,null,null,null,null],"monster":[{"heroId":"H3102","level":"4","skills":{}},null,null,null,null,null,null]},"battleData":[{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":100,"anger":3,"reduceBlood":84,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":2,"currentTime":9.615384615384615,"targetType":2,"delayTime":9.615384615384615,"sequence":["H3102","H3102","H1102"],"camp":"enemy","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":257,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":196,"anger":13,"reduceBlood":61,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":9.900990099009901,"targetType":2,"delayTime":0.2856054836252859,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":100,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":166,"anger":16,"reduceBlood":30,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":9.900990099009901,"targetType":2,"delayTime":0,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H1102","attackerFid":1,"attackType":1,"attackAnger":10,"hp":345,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":9,"anger":13,"reduceBlood":91,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":2,"currentTime":19.23076923076923,"targetType":2,"delayTime":9.329779131759329,"sequence":["H3102","H3102","H1102"],"camp":"enemy","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":166,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":111,"anger":13,"reduceBlood":55,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":19.801980198019802,"targetType":2,"delayTime":0.5712109672505719,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":9,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":77,"anger":16,"reduceBlood":34,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":19.801980198019802,"targetType":2,"delayTime":0,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H1102","attackerFid":1,"attackType":1,"attackAnger":10,"hp":345,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":0,"anger":13,"reduceBlood":108,"buffs":[],"awakeSkill":1}],"attackTeam":[],"defenseTeam":[],"attackSide":2,"currentTime":28.846153846153847,"targetType":2,"delayTime":9.044173648134045,"sequence":["H3102","H3102","H1102"],"camp":"enemy","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":77,"buffs":[]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":47,"anger":13,"reduceBlood":30,"buffs":[{"skillId":"SK308201","buffData":{"value":0}}]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":29.702970297029704,"targetType":2,"delayTime":0.8568164508758578,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H1102","attackerFid":1,"attackType":1,"attackAnger":10,"hp":345,"buffs":[]},{"target":[{"id":"H1102","damageType":1,"fId":1,"action":1,"hp":252,"anger":13,"reduceBlood":93,"buffs":[]}],"attackTeam":[],"defenseTeam":[],"attackSide":2,"currentTime":38.46153846153846,"targetType":2,"delayTime":8.758568164508755,"sequence":["H3102","H1102","H3102"],"camp":"enemy","attacker":"H3102","attackerFid":0,"attackType":1,"attackAnger":10,"hp":47,"buffs":[{"skillId":"SK308201","buffData":{"value":0}}]},{"target":[{"id":"H3102","damageType":1,"fId":0,"action":1,"hp":16,"anger":13,"reduceBlood":31,"buffs":[{"skillId":"SK308201","buffData":{"value":0}}]}],"attackTeam":[],"defenseTeam":[],"attackSide":1,"currentTime":39.603960396039604,"targetType":2,"delayTime":1.1424219345011437,"sequence":["H1102","H3102","H3102"],"camp":"player","attacker":"H1102","attackerFid":1,"attackType":1,"attackAnger":10,"hp":252,"buffs":[]},{"target":[],"attackTeam":[],"defenseTeam":[],"attackSide":2,"currentTime":48.07692307692307,"delayTime":8.47296268088347,"sequence":["H3102","H1102","H3102"],"camp":"enemy","attacker":"H3102","attackerFid":0,"attackAnger":10,"hp":0}],"battleResult":{"isWin":true}}

## 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>

2014-01-13

改变成型，开启阵型位必须传入数值，如：{"1":"S1C1","2":""}

参数：{"1":"S1C1","2":"S1C1P4"}

<http://192.168.1.22:4011/formation/change?formation=%7B%221%22%3A%22S1C1%22%2C%222%22%3A%22S1C1P4%22%7D>

返回结果

{"code":200,"formation":{"1":{"playerId":"S1C1"},"2":{"playerId":"S1C1P4"}}}

## 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>

2013-12-28

切换场景

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

返回结果

{"code":200,"currentScene":"city02","entities":["S1C443","S1C591","S1C2933","S1C1137","S1C4323","S1C1978","S1C4908","S1C610","S1C352","S1C4337","S1C3466"]}

2014-01-01

切換場景

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

{"code":200,"currentScene":"city01","entities":[{"id":"S1C5000","nickname":"test1","heroId":"H1101","level":1}

2014-01-02

切換場景，忽略currentScene

<http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01>

切換場景

[http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01](http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01&jsoncallback=jQuery110209826985488180071_1388676568719&_=1388676568730)

返回结果

{"code":200,"currentScene":"city01","entities":[{"id":"S1C91","heroId":"H1206","level":10},{"id":"S1C372","heroId":"H1107","level":10},{"id":"S1C176","heroId":"H1103","level":9},{"id":"S1C34","heroId":"H1103","level":9},{"id":"S1C5000","nickname":"test1","heroId":"H1101","level":1},{"id":"S1C46","heroId":"H1206","level":4},{"id":"S1C172","heroId":"H1206","level":4},{"id":"S1C365","heroId":"H1203","level":8},{"id":"S1C263","heroId":"H1107","level":3},{"id":"S1C29","heroId":"H1201","level":8},{"id":"S1C275","heroId":"H1102","level":3},{"id":"S1C216","heroId":"H1206","level":7},{"id":"S1C371","heroId":"H1107","level":5},{"id":"S1C11","heroId":"H1206","level":5},{"id":"S1C175","heroId":"H1209","level":7},{"id":"S1C214","heroId":"H1102","level":3},{"id":"S1C373","heroId":"H1104","level":8},{"id":"S1C70","heroId":"H1101","level":3},{"id":"S1C425","heroId":"H1103","level":6},{"id":"S1C240","heroId":"H1203","level":8}]}

2013-01-03

切換場景，增加暱稱

[http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01](http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01&jsoncallback=jQuery110209826985488180071_1388676568719&_=1388676568730)

返回结果

{"code":200,"currentScene":"city01","entities":[{"id":"S1C46","nickname":"a100044","heroId":"H1103","level":9},{"id":"S1C275","nickname":"a100273","heroId":"H1201","level":9},{"id":"S1C34","nickname":"a100032","heroId":"H1202","level":9},{"id":"S1C91","nickname":"a100089","heroId":"H1201","level":8},{"id":"S1C172","nickname":"a100170","heroId":"H1201","level":5},{"id":"S1C176","nickname":"a100174","heroId":"H1104","level":4},{"id":"S1C365","nickname":"a100363","heroId":"H1209","level":1},{"id":"S1C263","nickname":"a100261","heroId":"H1202","level":4},{"id":"S1C29","nickname":"a100027","heroId":"H1202","level":7},{"id":"S1C216","nickname":"a100214","heroId":"H1201","level":1},{"id":"S1C371","nickname":"a100369","heroId":"H1101","level":1},{"id":"S1C372","nickname":"a100370","heroId":"H1206","level":5},{"id":"S1C11","nickname":"a100009","heroId":"H1205","level":7},{"id":"S1C175","nickname":"a100173","heroId":"H1107","level":5},{"id":"S1C214","nickname":"a100212","heroId":"H1104","level":8},{"id":"S1C373","nickname":"a100371","heroId":"H1104","level":1},{"id":"S1C70","nickname":"a100068","heroId":"H1201","level":4},{"id":"S1C425","nickname":"a100423","heroId":"H1104","level":2},{"id":"S1C240","nickname":"a100238","heroId":"H1103","level":5},{"id":"S1C238","nickname":"a100236","heroId":"H1209","level":2}]}

2014-01-04

<http://211.155.86.237:4011/player/changeAndGetSceneData?currentScene=city01&target=city01>

返回结果

{"code":200,"currentScene":"city01","entities":[{"id":"S1C214","nickname":"a100212","heroId":"H1101","level":10},{"id":"S1C216","nickname":"a100214","heroId":"H1202","level":9},{"id":"S1C46","nickname":"a100044","heroId":"H1102","level":4},{"id":"S1C91","nickname":"a100089","heroId":"H1103","level":7},{"id":"S1C172","nickname":"a100170","heroId":"H1102","level":4},{"id":"S1C176","nickname":"a100174","heroId":"H1104","level":6},{"id":"S1C365","nickname":"a100363","heroId":"H1202","level":8},{"id":"S1C263","nickname":"a100261","heroId":"H1201","level":1},{"id":"S1C29","nickname":"a100027","heroId":"H1203","level":5},{"id":"S1C275","nickname":"a100273","heroId":"H1101","level":8},{"id":"S1C371","nickname":"a100369","heroId":"H1107","level":2},{"id":"S1C372","nickname":"a100370","heroId":"H1102","level":2},{"id":"S1C11","nickname":"a100009","heroId":"H1209","level":8},{"id":"S1C175","nickname":"a100173","heroId":"H1102","level":3},{"id":"S1C373","nickname":"a100371","heroId":"H1101","level":2},{"id":"S1C70","nickname":"a100068","heroId":"H1103","level":5},{"id":"S1C34","nickname":"a100032","heroId":"H1104","level":6},{"id":"S1C425","nickname":"a100423","heroId":"H1201","level":7},{"id":"S1C240","nickname":"a100238","heroId":"H1205","level":7},{"id":"S1C238","nickname":"a100236","heroId":"H1107","level":4}]}

2014-01-06

切換場景，增加pageInfo

<http://192.168.1.22:4011/player/changeAndGetSceneData?currentScene=city01&target=city01>

返回结果

{"code":200,"currentScene":"city01","pageInfo":{"currentPage":1,"perPage":20,"allPage":2},"entities":[{"id":"S1C373","nickname":"a100371","heroId":"H1104","level":1},{"id":"S1C214","nickname":"a100212","heroId":"H1104","level":8},{"id":"S1C175","nickname":"a100173","heroId":"H1107","level":5},{"id":"S1C70","nickname":"a100068","heroId":"H1201","level":4},{"id":"S1C172","nickname":"a100170","heroId":"H1201","level":5},{"id":"S1C176","nickname":"a100174","heroId":"H1104","level":4},{"id":"S1C216","nickname":"a100214","heroId":"H1201","level":1},{"id":"S1C263","nickname":"a100261","heroId":"H1202","level":4},{"id":"S1C275","nickname":"a100273","heroId":"H1201","level":9},{"id":"S1C29","nickname":"a100027","heroId":"H1202","level":7},{"id":"S1C46","nickname":"a100044","heroId":"H1103","level":9},{"id":"S1C425","nickname":"a100423","heroId":"H1104","level":2},{"id":"S1C11","nickname":"a100009","heroId":"H1205","level":7},{"id":"S1C240","nickname":"a100238","heroId":"H1103","level":5},{"id":"S1C5026","nickname":"冰芯草","heroId":"H1101","level":1},{"id":"S1C34","nickname":"a100032","heroId":"H1202","level":9},{"id":"S1C371","nickname":"a100369","heroId":"H1101","level":1},{"id":"S1C365","nickname":"a100363","heroId":"H1209","level":1},{"id":"S1C372","nickname":"a100370","heroId":"H1206","level":5},{"id":"S1C91","nickname":"a100089","heroId":"H1201","level":8}]}

## 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>

## 24.buyItem

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

## 25.sellItem

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

## 26.unlock

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

## 27.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

## 28.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

## 29.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}}

## 30.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

2014-03-05

命魂升級

<http://192.168.1.22:4011/ghost/upgrade?playerId=S1C1>

增加概率計算

{"code":200,"level":13,"ghostNum":98456}

## 31.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

## 32.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}]}

## 33.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}}]}

## 34.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}

2014-01-03

资质升级检查免费次数，如果freeTime=0，返回增加消費金額數據

<http://192.168.1.22:4011/aptitude/checkFreeTime?type=1&mtype=1&playerId=S1C1P4>

返回結果 1 – 金幣 2 – 元寶

{"code":200,"freeTime":0,"costInfo":{"1":3000,"2":6}}

## 35.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}

2013-12-27

调整学习升级技能功能，學習技能只消耗金幣

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

返回结果

{code: 200, skillId: "SK101101", level: 1, packageIndex: 0, money: 95126350}

升级依次需要D10030113幸运结晶、D10030114魔力之尘、D10030108源泉精华、D10030106不灭精华

2014-01-04

调整学习升级技能功能，增加无法升级具体原因

<http://192.168.1.22:4011/skill/learnAndUpgradeSkill?type=1&skillId=SK101101&playerId=S1C1P4>

返回结果

{code: 1827}

1827 – 材料不足 1828 – 等级不够 1829 – 金币不足

## 37.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}]}

## 38.获得图鉴列表

<http://192.168.1.22:4011/misc/getMiscs>

返回结果

{"code":200,"miscs":[{"cId":1},{"cId":3}]}

## 39.获得场景数据

<http://192.168.1.22:4011/area/getSceneData?sceneId=city03>

返回结果

{"code":200,"entities":[{"id":"S1C91","heroId":"H1206","level":10},{"id":"S1C372","heroId":"H1107","level":10},{"id":"S1C176","heroId":"H1103","level":9},{"id":"S1C34","heroId":"H1103","level":9},{"id":"S1C5000","nickname":"test1","heroId":"H1101","level":1},{"id":"S1C46","heroId":"H1206","level":4},{"id":"S1C172","heroId":"H1206","level":4},{"id":"S1C365","heroId":"H1203","level":8},{"id":"S1C263","heroId":"H1107","level":3},{"id":"S1C29","heroId":"H1201","level":8},{"id":"S1C275","heroId":"H1102","level":3},{"id":"S1C216","heroId":"H1206","level":7},{"id":"S1C371","heroId":"H1107","level":5},{"id":"S1C11","heroId":"H1206","level":5},{"id":"S1C175","heroId":"H1209","level":7},{"id":"S1C214","heroId":"H1102","level":3},{"id":"S1C373","heroId":"H1104","level":8},{"id":"S1C70","heroId":"H1101","level":3},{"id":"S1C425","heroId":"H1103","level":6},{"id":"S1C240","heroId":"H1203","level":8}]}

2013-01-03

获得场景数据

<http://192.168.1.22:4011/area/getSceneData?sceneId=city03>

返回结果

{"code":200,"entities":[{"id":"S1C46","nickname":"a100044","heroId":"H1103","level":9},{"id":"S1C275","nickname":"a100273","heroId":"H1201","level":9},{"id":"S1C34","nickname":"a100032","heroId":"H1202","level":9},{"id":"S1C91","nickname":"a100089","heroId":"H1201","level":8},{"id":"S1C172","nickname":"a100170","heroId":"H1201","level":5},{"id":"S1C176","nickname":"a100174","heroId":"H1104","level":4},{"id":"S1C365","nickname":"a100363","heroId":"H1209","level":1},{"id":"S1C263","nickname":"a100261","heroId":"H1202","level":4},{"id":"S1C29","nickname":"a100027","heroId":"H1202","level":7},{"id":"S1C216","nickname":"a100214","heroId":"H1201","level":1},{"id":"S1C371","nickname":"a100369","heroId":"H1101","level":1},{"id":"S1C372","nickname":"a100370","heroId":"H1206","level":5},{"id":"S1C11","nickname":"a100009","heroId":"H1205","level":7},{"id":"S1C175","nickname":"a100173","heroId":"H1107","level":5},{"id":"S1C214","nickname":"a100212","heroId":"H1104","level":8},{"id":"S1C373","nickname":"a100371","heroId":"H1104","level":1},{"id":"S1C70","nickname":"a100068","heroId":"H1201","level":4},{"id":"S1C425","nickname":"a100423","heroId":"H1104","level":2},{"id":"S1C240","nickname":"a100238","heroId":"H1103","level":5},{"id":"S1C238","nickname":"a100236","heroId":"H1209","level":2}]}

2014-01-06

获取场景数据，增加pageInfo

<http://192.168.1.22:4011/area/getSceneData?sceneId=city01&currentPage=1>

返回结果

{"code":200,"pageInfo":{"currentPage":"1","perPage":20,"allPage":2},"entities":[{"id":"S1C373","nickname":"a100371","heroId":"H1104","level":1},{"id":"S1C214","nickname":"a100212","heroId":"H1104","level":8},{"id":"S1C175","nickname":"a100173","heroId":"H1107","level":5},{"id":"S1C70","nickname":"a100068","heroId":"H1201","level":4},{"id":"S1C172","nickname":"a100170","heroId":"H1201","level":5},{"id":"S1C176","nickname":"a100174","heroId":"H1104","level":4},{"id":"S1C216","nickname":"a100214","heroId":"H1201","level":1},{"id":"S1C263","nickname":"a100261","heroId":"H1202","level":4},{"id":"S1C275","nickname":"a100273","heroId":"H1201","level":9},{"id":"S1C29","nickname":"a100027","heroId":"H1202","level":7},{"id":"S1C46","nickname":"a100044","heroId":"H1103","level":9},{"id":"S1C425","nickname":"a100423","heroId":"H1104","level":2},{"id":"S1C11","nickname":"a100009","heroId":"H1205","level":7},{"id":"S1C240","nickname":"a100238","heroId":"H1103","level":5},{"id":"S1C5026","nickname":"冰芯草","heroId":"H1101","level":1},{"id":"S1C34","nickname":"a100032","heroId":"H1202","level":9},{"id":"S1C371","nickname":"a100369","heroId":"H1101","level":1},{"id":"S1C365","nickname":"a100363","heroId":"H1209","level":1},{"id":"S1C372","nickname":"a100370","heroId":"H1206","level":5},{"id":"S1C91","nickname":"a100089","heroId":"H1201","level":8}]}

## 40.獲得角色信息

<http://192.168.1.22:4011/player/getPlayerInfo?playerId=S1C5000>

返回结果

{"code":200,"player":{"id":"S1C5000","entityId":1,"nickname":"test1","cId":"H1101","type":"opponent","hp":270,"maxHp":270,"anger":0,"level":1,"experience":50,"attack":89,"defense":11,"speedLevel":20,"speed":5,"focus":1.85,"dodge":0.25,"photo":"","criticalHit":0.375,"critDamage":41.375,"block":0.25,"counter":0.375,"equipments":{"weapon":{"epid":"W1011001","level":5,"forgeLevel":3,"inlay":{"count":6,"diamonds":{"1":"B2102","2":"B1012","3":"0","4":"0"}}},"necklace":{"epid":"E10115","level":1,"forgeLevel":1,"inlay":{"count":6,"diamonds":{"2":0}}},"helmet":{"epid":0,"level":0,"forgeLevel":0,"inlay":{"count":6,"diamonds":{}}},"armor":{"epid":"E10111","level":74,"forgeLevel":1,"inlay":{"count":6,"diamonds":{"2":0}}},"belt":{"epid":0,"level":0,"forgeLevel":0,"inlay":{"count":6,"diamonds":{}}},"legguard":{"epid":"E10112","level":1,"forgeLevel":3,"inlay":{"count":6,"diamonds":{"2":0,"3":0,"4":0}}},"amulet":{"epid":"E10114","level":1,"forgeLevel":0,"inlay":{"count":6,"diamonds":{}}},"shoes":{"epid":"E10113","level":1,"forgeLevel":1,"inlay":{"count":6,"diamonds":{"2":0}}},"ring":{"epid":"E10116","level":1,"forgeLevel":0,"inlay":{"count":6,"diamonds":{}}}},"currentSkills":{"1":{"skillId":"SK101101","level":1},"2":{"skillId":0,"level":0},"3":{"skillId":0,"level":0},"4":{"skillId":0,"level":0},"5":{"skillId":0,"level":0},"6":{"skillId":0,"level":0},"serverId":"1","registerType":"1","loginName":"wozlla","characterId":"5000","allSkills":[]},"buffs":[],"ghost":{"ghost":{"level":0},"attrValue":{}},"aptitude":{"aptitude":{"1":{"level":0,"count":50},"2":{"level":0,"count":50},"3":{"level":0,"count":50},"6":{"level":0,"count":50},"7":{"level":0,"count":50}},"attrValue":{"1":"0","2":"0","3":"0","6":"0","7":"0"}}}}

## 41.最强攻击阵型

<http://192.168.1.22:4011/formation/forteAttack>

返回结果

{"code":200,"formation":{"1":{"playerId":"S1C1"},"2":{"playerId":"S1C1P4"}}}

## 42.最强防御阵型

<http://192.168.1.22:4011/formation/forteDefense>

返回结果

{"code":200,"formation":{"1":{"playerId":"S1C1"},"2":{"playerId":"S1C1P4"}}}

## 43.设置阵法

<http://192.168.1.22:4011/formation/setTactical?tacticalId=F102>

返回结果

{"code":200,"tacticalId":"F102"}

## 44.升级阵法

<http://192.168.1.22:4011/formation/upgradeTactical?tacticalId=F102>

返回结果

{"code":200,"level":3}

2014-01-20

升级阵法，增加消耗

<http://192.168.1.22:4011/formation/upgradeTactical?tacticalId=F102>

返回结果

{"code":200,"level":4,"packageIndex":[{"index":56,"itemId":"D10010101","itemNum":0},{"index":57,"itemId":"D10010103","itemNum":9}],"money":9580799}

## 45.设置默认阵型

<http://192.168.1.22:4011/formation/setDefault?formation=%7B%221%22%3A%22S1C1%22%2C%222%22%3A%22S1C1P4%22%7D&tacticalId=F102>

返回结果

{"code":200,"formation":{"formation":{"1":{"playerId":"S1C1"},"2":{"playerId":"S1C1P4"}},"tactical":{"id":"F102","level":3}}}

2014-01-15

设置默认阵型，调整返回结果数据结构

<http://192.168.1.22:4011/formation/setDefault?formation=%7B%221%22%3A%22S1C1%22%2C%222%22%3A%22S1C1P4%22%7D&tacticalId=F101>

返回结果

{"code":200,"f":{"s":"F101","f":["S1C1","S1C1P4",0,0,0,0,0]}}

2014-01-17

保存阵型

<http://192.168.1.22:4011/formation/save?formation=%7B%221%22%3A%22S1C1%22%2C%222%22%3A%22S1C1P4%22%2C%223%22%3A%22%22%7D&tacticalId=F102>

返回结果

{"code":200,"f":{"s":"F102","f":["S1C1","S1C1P4","e",0,0,0,0]}}

## 46.重置阵型

<http://192.168.1.22:4011/formation/resetFormation>

返回结果

{"code":200,"formation":{"formation":{"1":{"playerId":"S1C1"},"2":{"playerId":"S1C1P4"}},"tactical":{"id":"F102","level":3}}}

2014-01-15

重置阵型，调整返回结果数据结构

[http://192.168.1.22:4011/formation/resetFormation](http://192.168.1.22:4011/formation/resetFormation?&jsoncallback=jQuery110209164086319506168_1389765990074&_=1389765990076)

返回结果

{"code":200,"f":{"s":"F101","f":["S1C1","S1C1P4",0,0,0,0,0]}}

## 47.解鎖陣型

陣型位formationId(1-7) mtype 2 – 元寶

<http://192.168.1.22:4011/formation/unlock?formationId=3&mtype=2>

返回結果

{"code":200,"pushMessage":{"type":2,"num":2,"message":""}}

2014-01-17

解锁阵型，为防止歧义，formationId更改为positionId

<http://192.168.1.22:4011/formation/unlock?positionId=4&mtype=1>

{"code":200,"mtype":"1","pushMessage":{"type":2,"num":1,"message":""}}

## 48.所有角色资质升级消耗数据

<http://192.168.1.22:4011/aptitude/checkAllFreeTime>

返回结果 freeTime等于-1表示已达到最高级

{"code":200,"players":{"S1C1":{"freeTimes":{"1":-1,"2":-1,"3":1,"6":-1,"7":1},"costInfos":{"1":{},"2":{},"3":{"1":0,"2":0},"6":{},"7":{"1":0,"2":0}}},"S1C1P4":{"freeTimes":{"1":1,"3":1,"6":1,"7":1,"9":1},"costInfos":{"1":{"1":0,"2":0},"3":{"1":0,"2":0},"6":{"1":0,"2":0},"7":{"1":0,"2":0},"9":{"1":0,"2":0}}}}}

2014-01-20

所有角色资质升级消耗数据

<http://192.168.1.22:4011/aptitude/checkAllFreeTime>

返回結果

{"code":200,"players":{"S1C1":{"freeTimes":1,"costInfos":{"1":0,"2":0}},"S1C1P4":{"freeTimes":1,"costInfos":{"1":0,"2":0}}}}

## 49.召唤英雄

<http://192.168.1.22:4011/altar/extraction?altarId=1>

返回结果

type: 1 – 实体 2 – 魂魄

{"code":200, "lastExtractionTime":1392119324484,"type":1,"cId":"H2307","packageIndex":[],"money":4633649,"gameCurrency":22068}

{"code":200, "lastExtractionTime":1392119324484,"type":2,"cId":"H1101","packageIndex":[{"index":0,"item":{"itemId":"H1101","itemNum":1,"level":1}}],"money":4637649,"gameCurrency":22068}

2014-02-18

召唤英雄，修正召唤返回结果中冻结时间

<http://192.168.1.22:4011/altar/extraction?altarId=1>

返回结果

{"code":200,"loyalty":104,"lastExtractionTime":1392697658564,"leftTime":7200,"type":2,"cId":"H2208","packageIndex":[{"index":12,"item":{"itemId":"H2208","itemNum":1,"level":1,"starLevel":0}}],"money":4464319,"gameCurrency":21679}

## 50.魂魄融合

<http://192.168.1.22:4011/soul/fusion?souls=H1101,H1101>

返回结果

{"code":200,"starLevel":0,"starLevelExperience":2,"packageIndex":[{"index":0,"itemId":"H1101","itemNum":0},{"index":1,"itemId":"H1101","itemNum":0}]}

2014-02-14

魂魄融合，增加伙伴魂魄融合功能

[http://192.168.1.22:4011/soul/fusion?playerId=S1C1P4&souls=H1101,H1101](http://192.168.1.22:4011/soul/fusion?playerId=S1C1P4&souls=H1101,H1101&jsoncallback=jQuery110205308750621043146_1392367076578&_=1392367076581)

返回结果

{"code":200,"starLevel":0,"starLevelExperience":4,"packageIndex":[{"index":2,"itemId":"H1101","itemNum":0},{"index":4,"itemId":"H1101","itemNum":0}]}

2014-02-17

魂魄融合，增加不同品质魂魄融合功能

<http://192.168.1.22:4011/soul/fusion?playerId=S1C1&souls=H1203>

返回结果

{"code":200,"starLevel":1,"starLevelExperience":6,"packageIndex":[{"index":0,"itemId":"H1203","itemNum":0}]}

2014-02-18

魂魄融合，传入背包位置

<http://192.168.1.22:4011/soul/fusion?playerId=S1C1&souls=0,1>

{"code":200,"starLevel":1,"starLevelExperience":7,"packageIndex":[{{"index":0,"itemId":"H1101","itemNum":0}},{{"index":1,"itemId":"H1101","itemNum":0}}]}

## 51.兑换英雄

[http://192.168.1.22:4011/altar/exchange?heroId=H1203](http://192.168.1.22:4011/altar/exchange?heroId=H1203&jsoncallback=jQuery1102009012923040427268_1392623799784&_=1392623799788)

返回结果

{"code":200,"loyalty":1002192,"type":2,"cId":"H1203","packageIndex":[{"index":2,"item":{"itemId":"H1203","itemNum":1,"level":1,"starLevel":0}}]}