List程序为 列表服务器，

play\_mj为游戏逻辑服务器

Redis使用方法 ：

引用

list\_mj\packages\ServiceStack.Common.4.5.12

list\_mj\packages\ ServiceStack.Interfaces.4.5.12

list\_mj\packages\ ServiceStack.Redis.4.5.12

list\_mj\packages\ ServiceStack.Text.4.5.12

四个文件夹下的 dll

添加using ServiceStack.Redis; 引用

string host = ConfigurationManager.AppSettings["redisIP"];

int port =int.Parse( ConfigurationManager.AppSettings["redisport"]);

string password = ConfigurationManager.AppSettings["redispassword"]; ;/\*密码\*/

//实例化redis客户端

RedisClient client = new RedisClient(host, port, password);

string key = "xintiao:user";

//存入redis

client.Set(key, "需要缓存的对象或者集合");

//根据key 获取value

Console.WriteLine(client.Get(key));