

Chengdu Aurora Technology Co.,Ltd

Our purpose:“CUSTOMER FIRST”

BRIEF INTRODUCTION

简介

- SERVER ARCHITECTURES
- 服务器架构
- **THE MAINTENANCE OF THE SERVER**
- 服务器维护
- 计费系统讲解
- 自动更新服务器
- COMMON OPERATION OF CUSTOMER SERVICE
- 常见GM操作

SERVER ARCHITECTURES

服务器架构

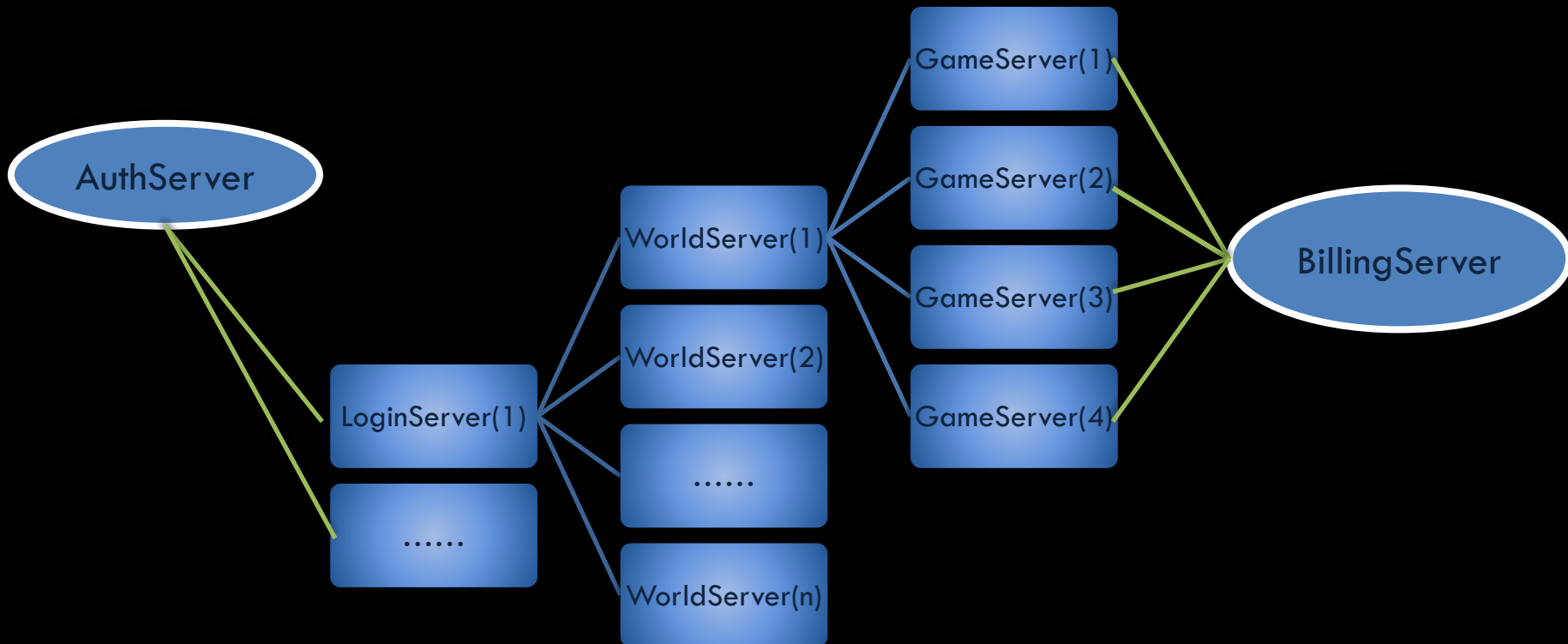
| 服务端程序 | | 说明 |
|---------------|--|----------------------|
| AuthServer | | 登入验证, 包括帐号, 密码 |
| LoginServer | | 与客户端连接的接口, 本地账号密码验证 |
| WorldServer | | 所有数据中转站, 记录日志 |
| BillingServer | | 商城购买物品的日志(元宝的扣除和转帐) |
| Gameserver | | 游戏逻辑服务器, 包含了游戏的场景等内容 |

Configure Privileges of game database 游戏数据库权限配置

| 数据库 | 登陆名 | 权限 | 说明 |
|-----------|-----------------|---------|----------------------|
| AccountDB | Login_AccountDB | dbowner | 账号充值日志, 账号创建日志 |
| BillingDB | Login_BillingDB | dbowner | 账号密码验证, 玩家元宝消费记录 |
| LoginDB | Login_LoginDB | dbowner | 赠送物品记录, 禁用的IP及其他登录信息 |
| LogDB | Login_LogDB | dbowner | 日志记录, 如玩家交易, 物品获取等 |
| GameDB | Login_GameDB | dbowner | 游戏主要存储数据库(人物, 装备等信息) |

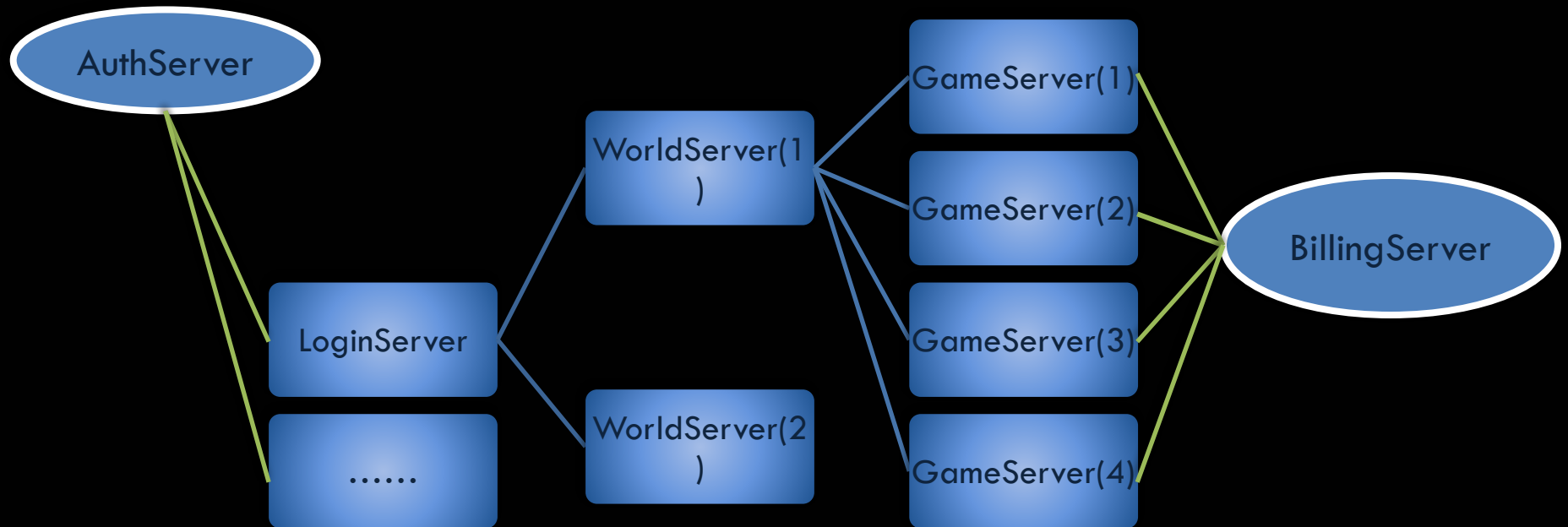
REVIEW OF SERVER ARCHITECTURES

服务器架构的回顾



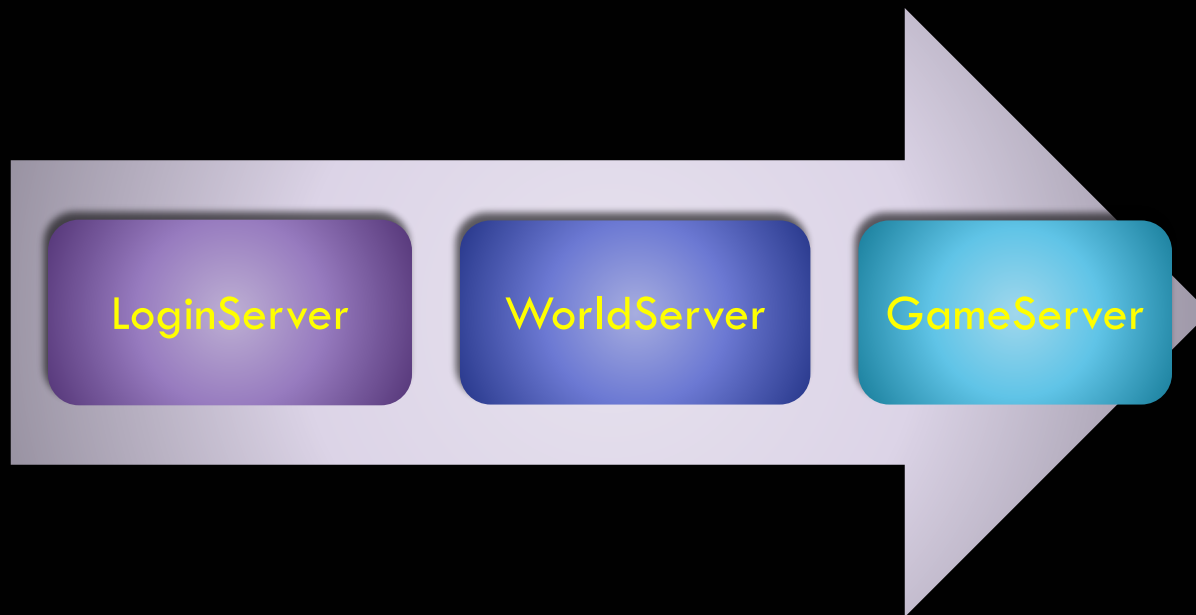
REVIEW OF SERVER ARCHITECTURES

标准布署



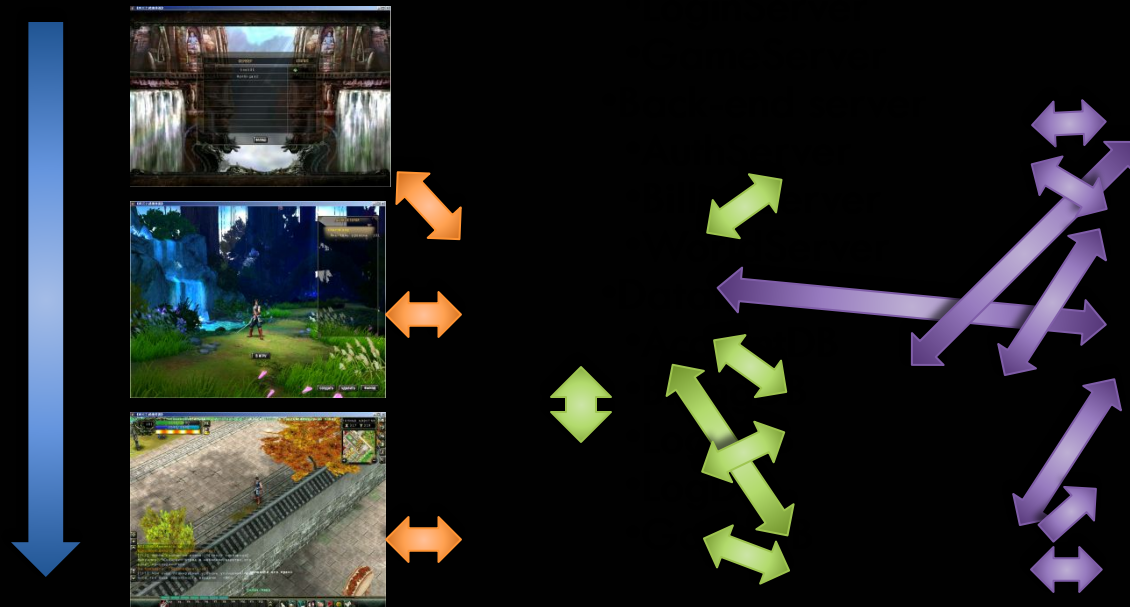
PLAYER LOGIN FLOW

玩家登陆流程



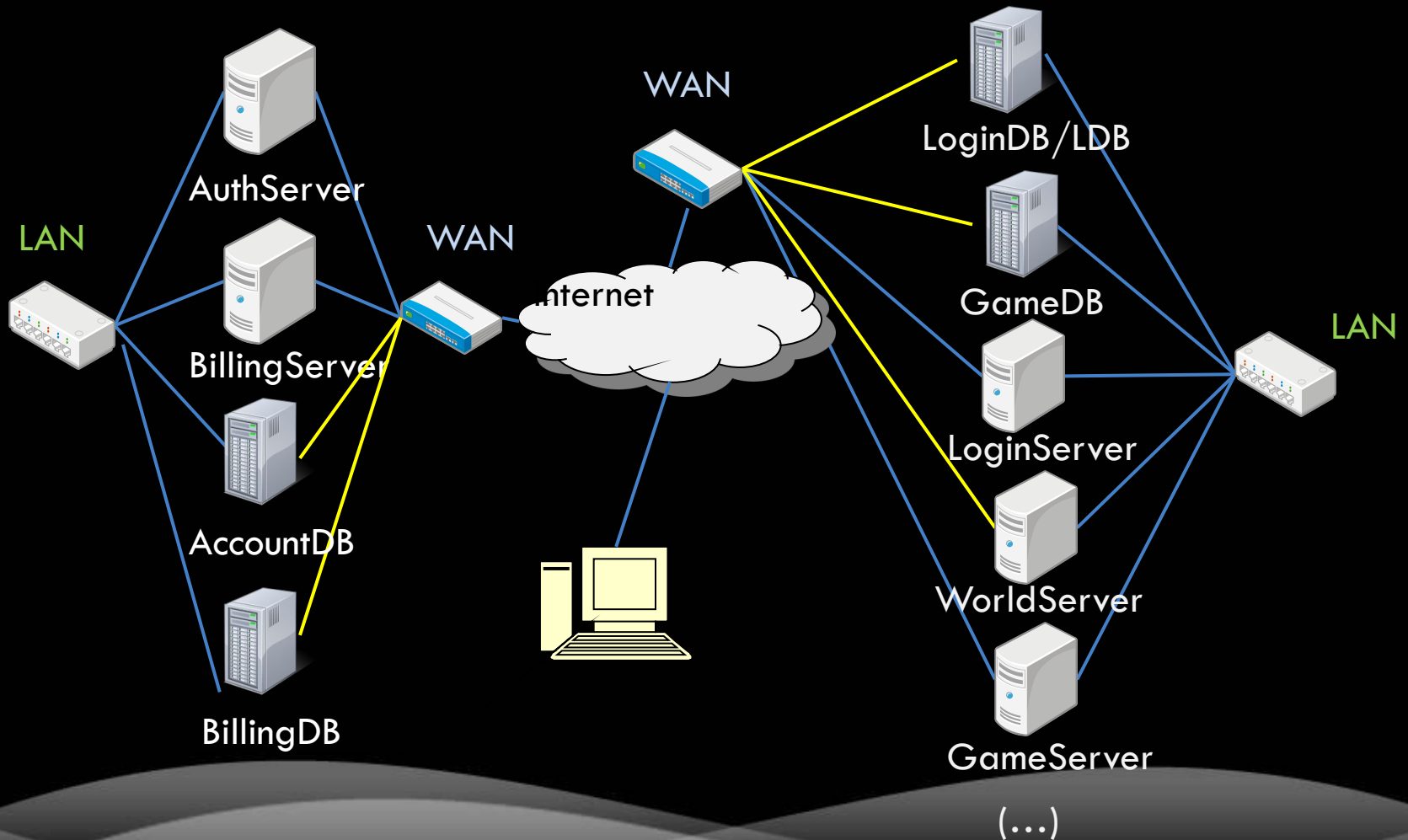
RELATION GRAPH

关系图

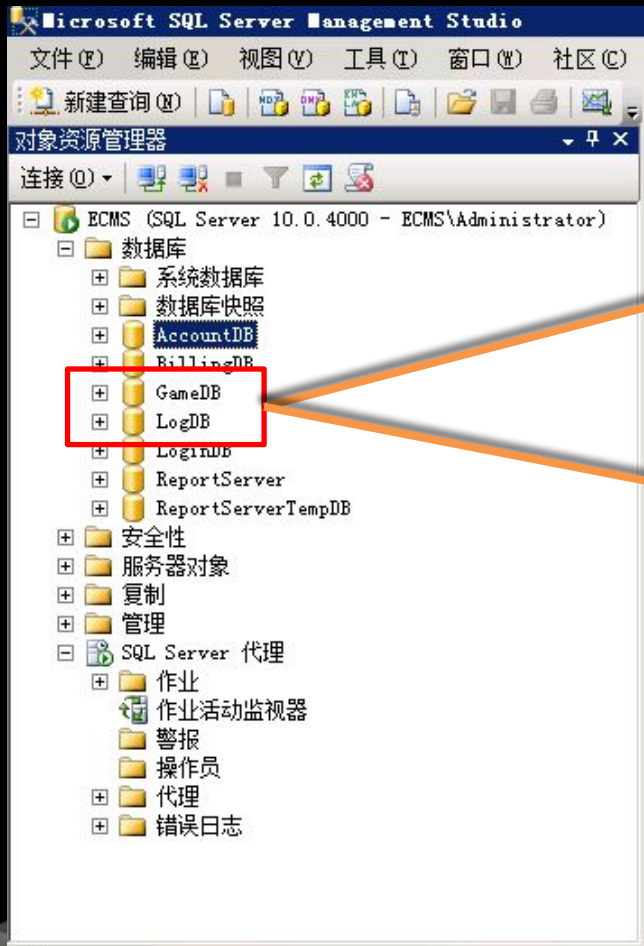


TOPOLOGICAL DIAGRAM

拓扑图



Configure game database job 游戏数据库作业配置

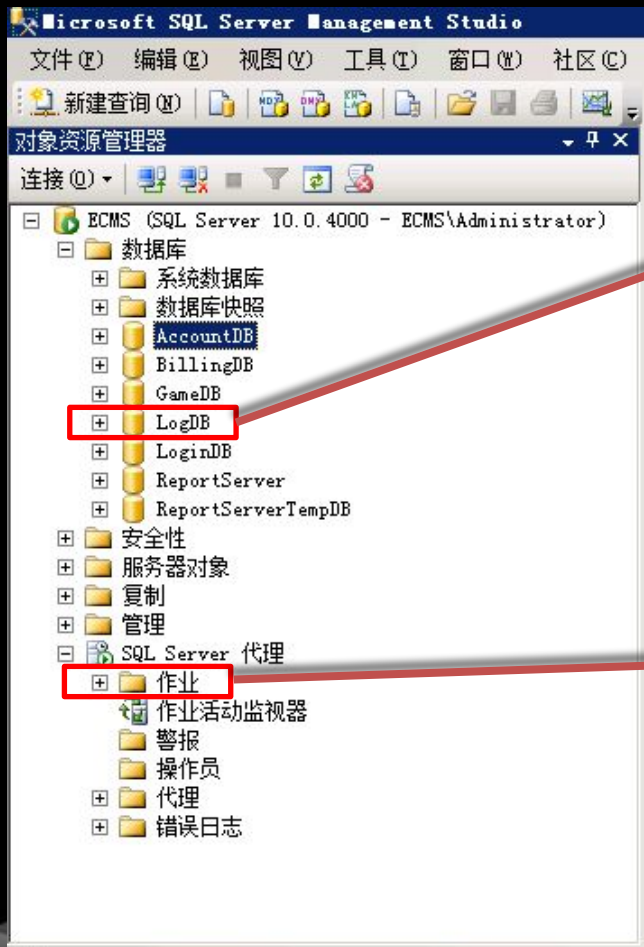


LogDB

GameDB

Configure game database job

游戏数据库作业配置



Clear log job: This job is used in clear unnecessary database log file in order to prevent make database too large every day.
清除日志作业:用于每天清除多余日志,避免数据库过大

1.Job name: clearlog
作业名称:clearlog

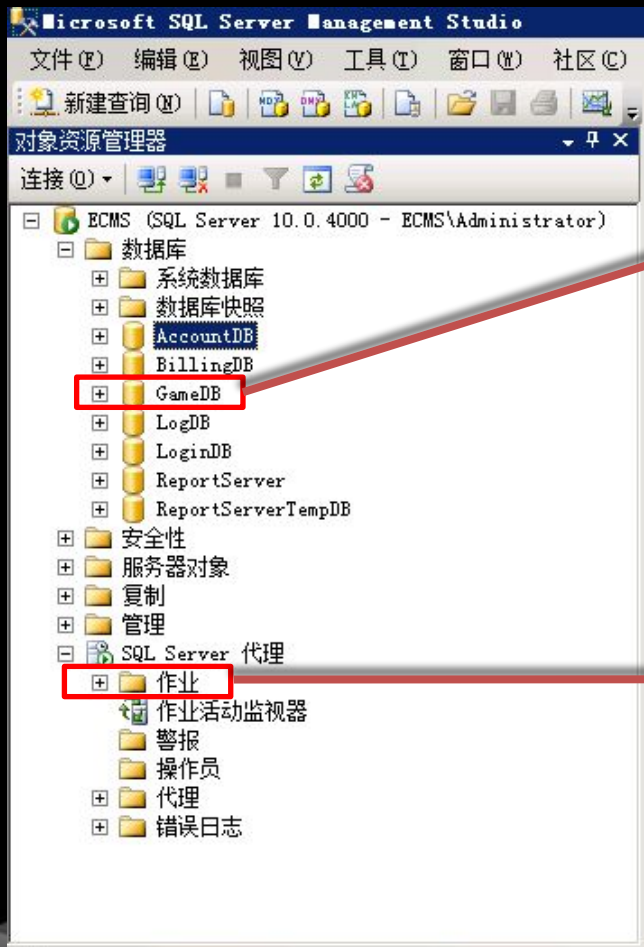
2.Database operation: LogDB
操作数据库:LogDB

3.SQL command: Execp_cleaelog
SQL命令:Exec p_clearlog

4.Job schedule: Execute on every morning at 8:00 AM
作业计划任务时间:每天上午8:00执行

Configure game database job

游戏数据库作业配置



Delete character job: This job used to delete character which has been labeled 7 days.

删除角色作业:用于删除7天前做了删除标的玩家角色

1.Job name: delplayer>7

作业名称:delplayer>7

2.Database operation: GameDB

操作数据库:GameDB

3.SQL command: Exec sp_ErasePlayer

SQL命令:Exec sp_ErasePlayer

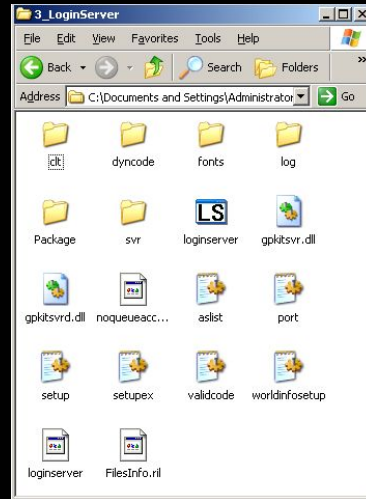
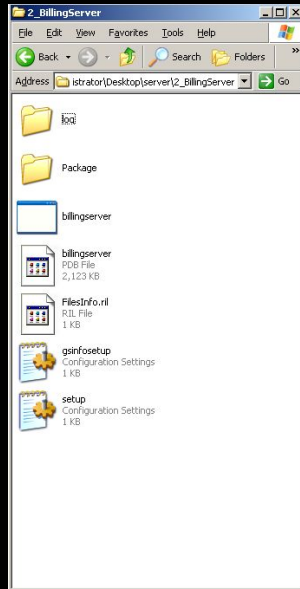
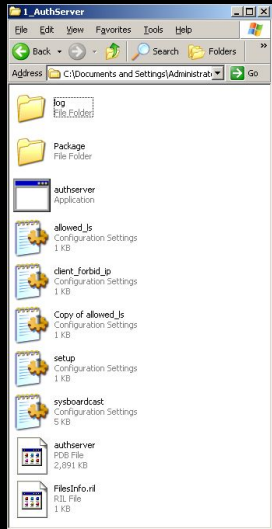
4.Job schedule: Execute on every morning at 7:00 AM

作业计划任务时间:每天上午7:00执行

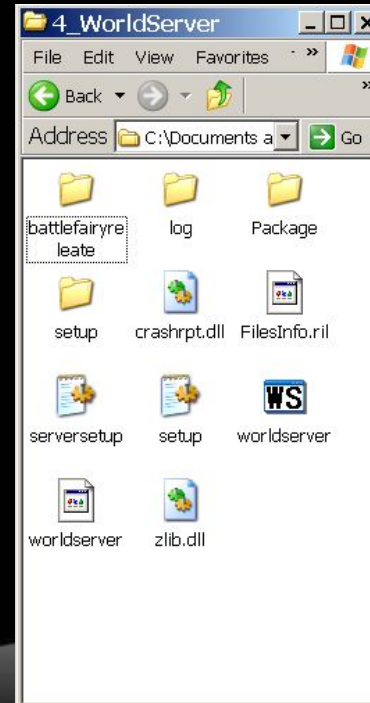
EXPLANNATION OF CONFIGRATION FILES ON SERVER-SIDE

服务器端配置文件说明

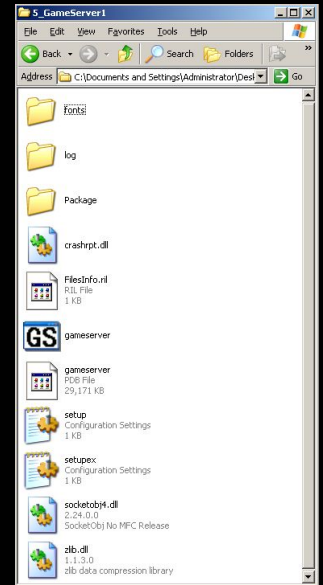
AuthServer BillingServer LoginServer



WorldServer



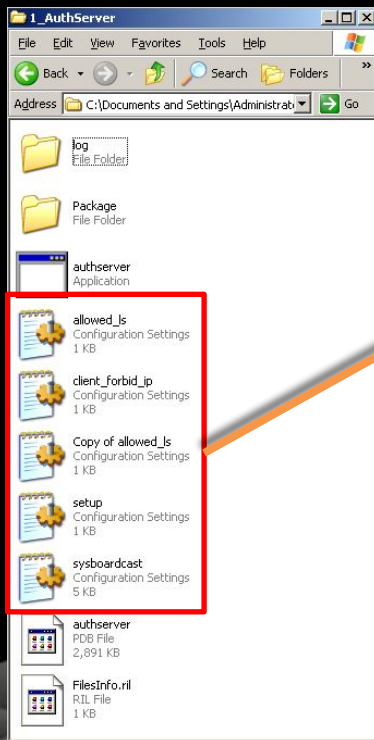
GameServer



EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

AuthServer

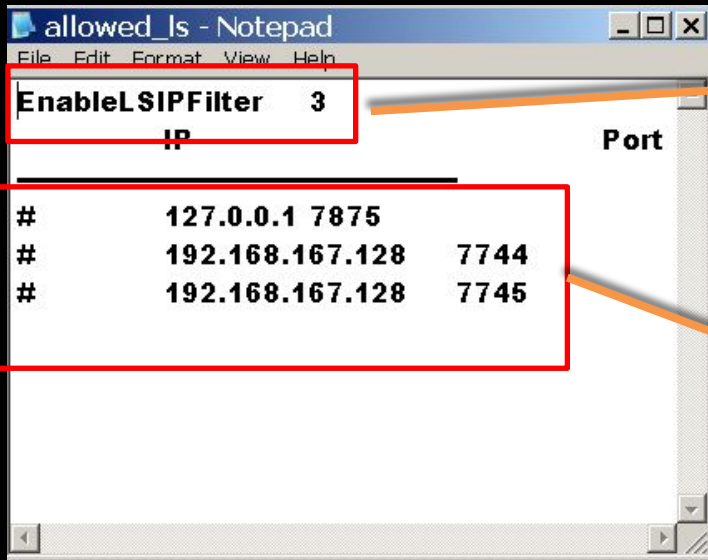


Allowed_ls.ini
Setup.ini

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

AuthServer\Alowed_Is.ini



Number of Loginserver which allow to access
允许访问的Loginserver数量

IP address and port for Loginserver
Loginserver的IP地址和端口

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

AuthServer\Setup.ini

| | |
|------------------------------|-------------------|
| AuthServerPort | 7100 |
| DatabaseAuthThreadCount | 3 |
| MaxLoginServerCount | 20 |
| SendIONum | 100 |
| MaxClientSendBufSize | 167772160 |
| SendInterTime | 10000 |
| EnableIPFilter(NOT_USED) | 0 |
| DatabaseIP | 192.168.169.56 |
| AuthDatabaseName | BillingDB |
| DatabaseUser | Login_BillingDB |
| DatabasePassword | BillingDBPassWord |
| LogDatabaseIP | 192.168.169.56 |
| LogDatabaseName | AccountDB |
| LogDatabaseUser | Login_AccountDB |
| LogDatabasePassword | AccountDBPassWord |
| MaxAuthQueueSize | 3000 |
| EnableClientIPFilter | 1 |
| UpdateServerInfoTime(ms) | 30000 |
| WriteServerInfoTime(ms) | 40000 |
| EnableUpdateServerInfo(1or0) | 1 |

AuthServer listen port
AuthServerPort 监听端口

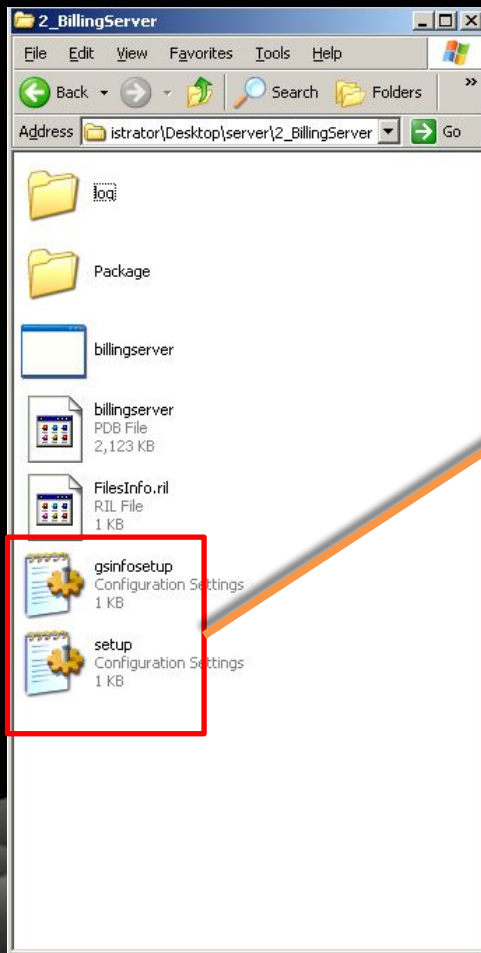
BillingDB Configuration
BillingDB 配置信息

AccountDB Configuration
AccountDB 配置信息

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

BillingServer



setup.ini
gsinfosetup.ini

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

BillingServer\Setup.ini

| | |
|-----------------|-------------------|
| GSListenPort | 8188 |
| SqlServerIP | 192.168.169.56 |
| SqlUserName | Login_Account |
| SqlPassWord | BillingDBPassWord |
| DBName | BillingDB |
| LogSvrSwitch | 1 |
| LogSvrIP | 192.168.169.56 |
| LogSvrUsrName | Login_AccountDB |
| LogSvrPwd | AccountDBPassWord |
| LogDBName | AccountDB |
| RefeashInfoTime | 30000 |
| SaveInfoTime | 30000 |
| SaveLogSvrTime | 3000 |
| DBIOThreadNum | 3 |

BillingServer listen

GameServer port

AuthServerPort 监听端口

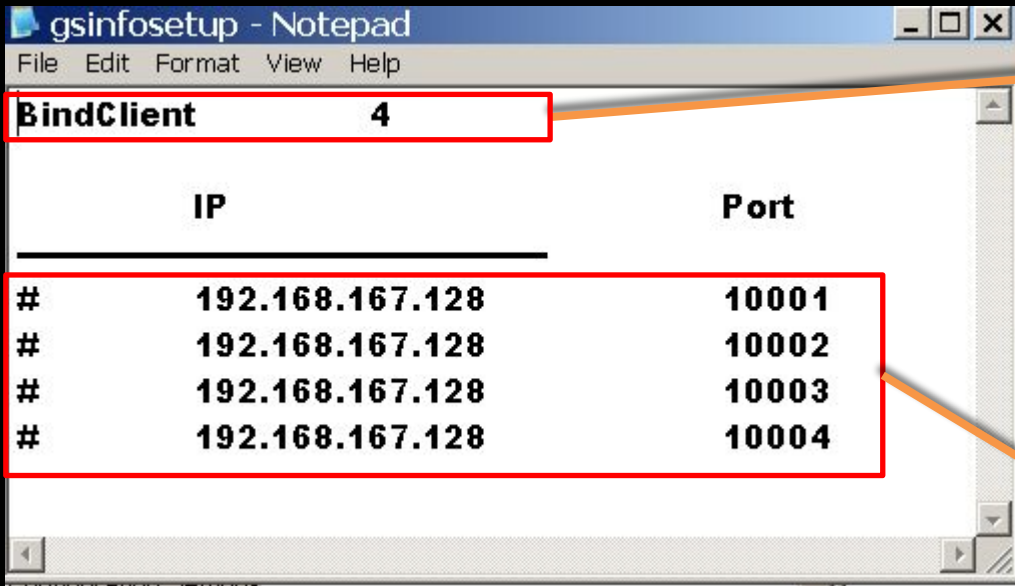
AccountDB Configuration

BillingDB配置信息

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

BillingServer\gsinfosetup.ini



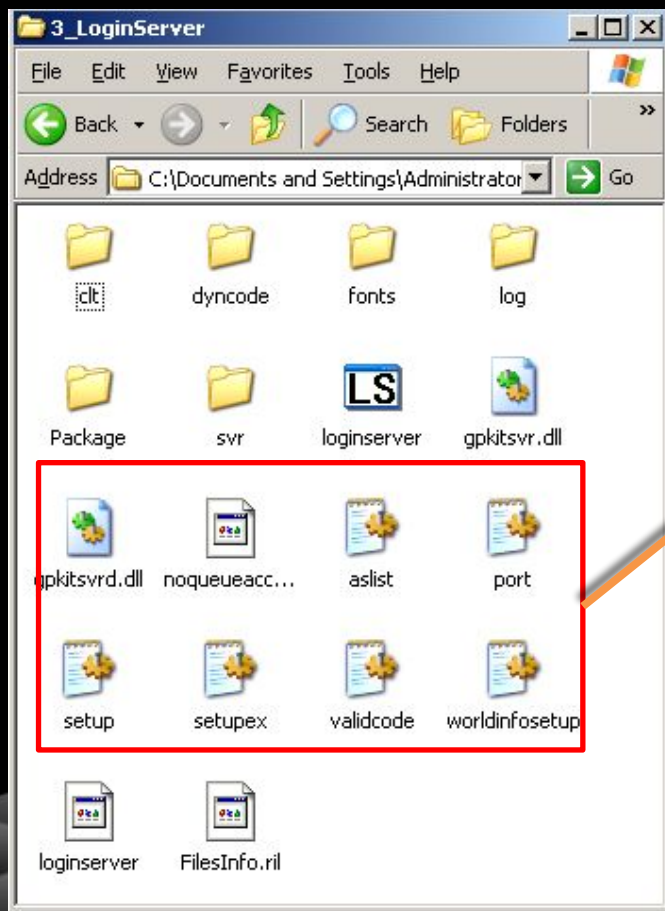
Number of GameServer
which allow to access
GameServer访问数量

GameServer's IP and
BillingServer listen port
GameServer IP配置和监听端口

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer



aslist.ini

port.ini

Setup.ini

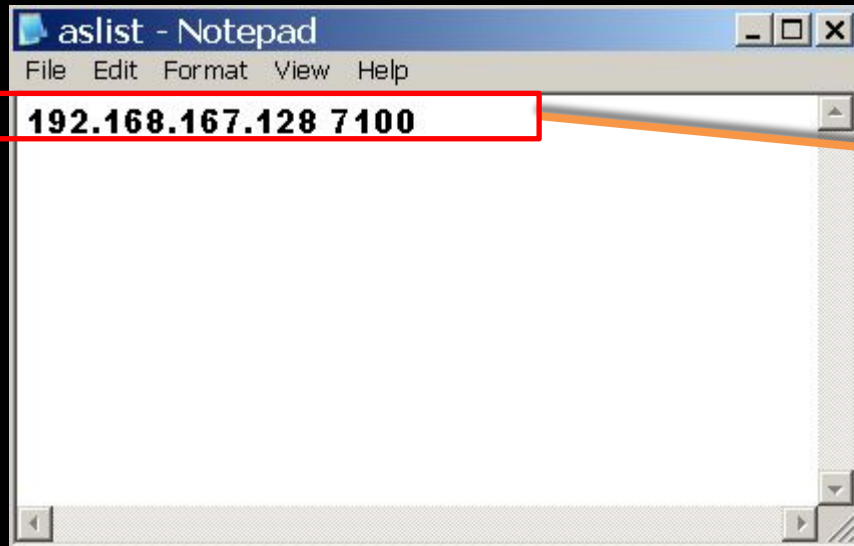
Setupex.ini

Worldinfosetup.ini

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\aslist.ini

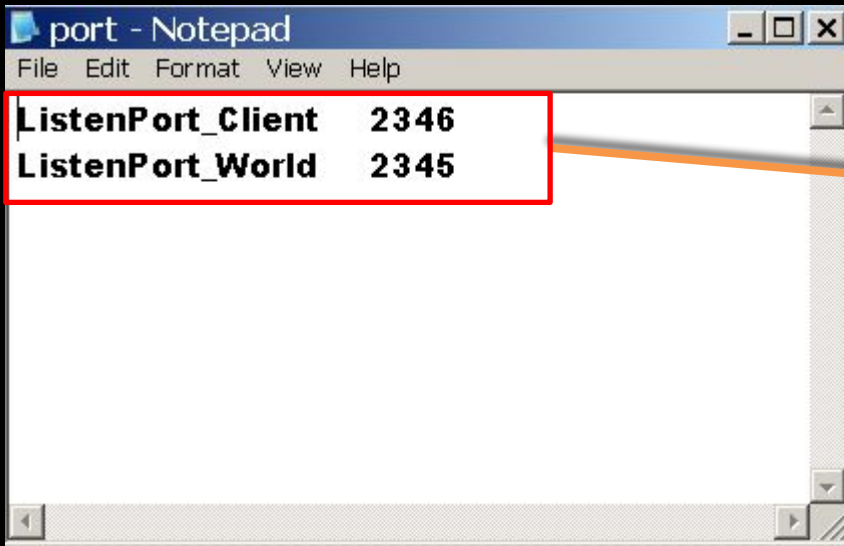


AuthServer 的IP地址和监听端口

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\port.ini

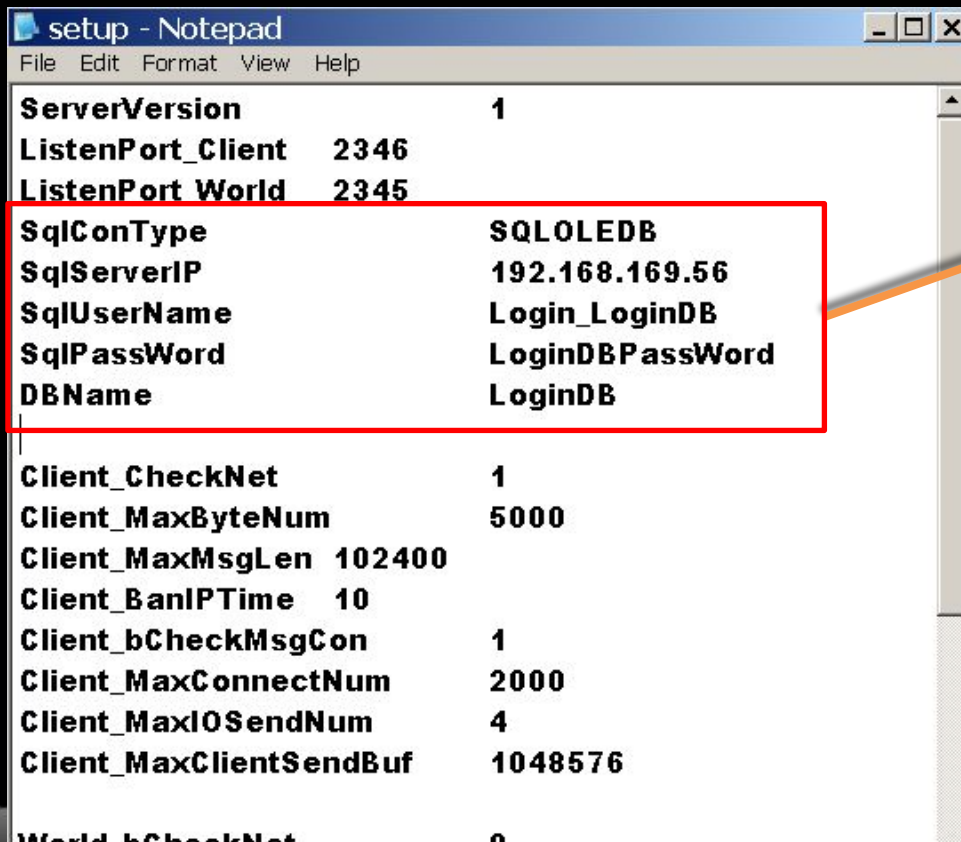


LoginServer监听客户端的监听端口和监听WorldServer的监听端口

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\setup.ini



```
setup - Notepad
File Edit Format View Help
ServerVersion          1
ListenPort_Client     2346
ListenPort World      2345
SqlConType            SQLOLEDB
SqlServerIP           192.168.169.56
SqlUserName            Login_LoginDB
SqlPassWord           LoginDBPassWord
DBName                LoginDB
Client_CheckNet       1
Client_MaxByteNum     5000
Client_MaxMsgLen      102400
Client_BanIPTime      10
Client_bCheckMsgCon   1
Client_MaxConnectNum  2000
Client_MaxIOSendNum   4
Client_MaxClientSendBuf 1048576
World_bCheckNet       0
```

LoginDB数据库链接配置信息

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\setupex.ini

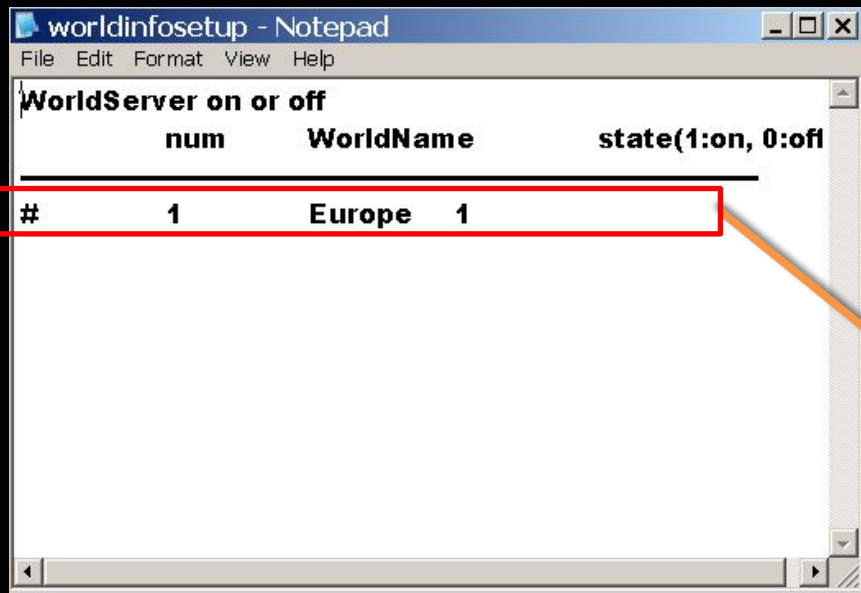
```
File Edit Format View Help
Areald 1
TheMaxNumberOfBlockingForClient 10
TheDelayOfNewEfficiencyConnectToClient(millisecond) 500000
TheMaxNumberOfBlockingForWorld 10
TheDelayOfNewEfficiencyConnectToWorld(millisecond) 600000
TheSpaceTimeOfPlayerAskWorldServerForTheirDB(millisecond) 5000
TheCardOvertime 100000
validCodeUse 0
validCodeTimeout(2minutes) 120000
validCodeCount 3
validCodeForbidTime(30seconds) 30000
CherryAPIState(0:off1:on) 0
```

配置区号

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\worldinfosetup.ini



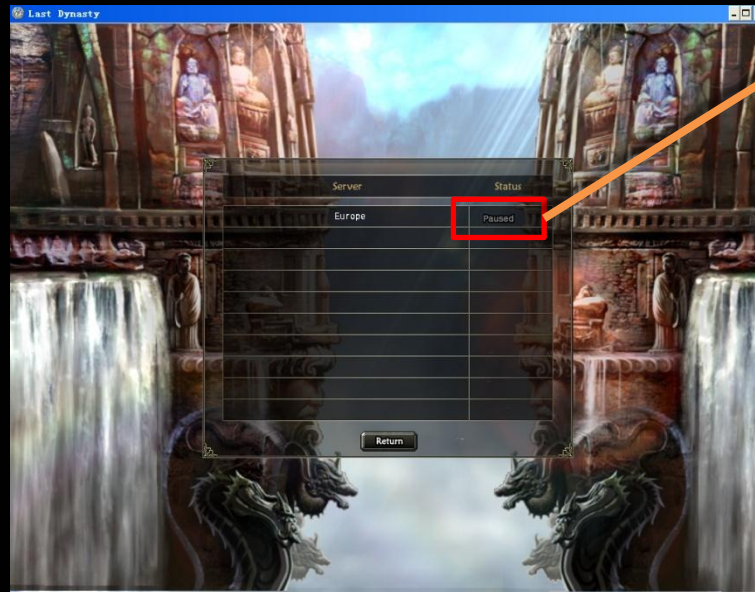
WorldServer世界编号、名称和开启状态。
开启:1
关闭:0
由于一个LoginServer可能会连接多个WorldServer, 用于关闭其中一个。

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

LoginServer\worldinfosetup.ini

关闭:0

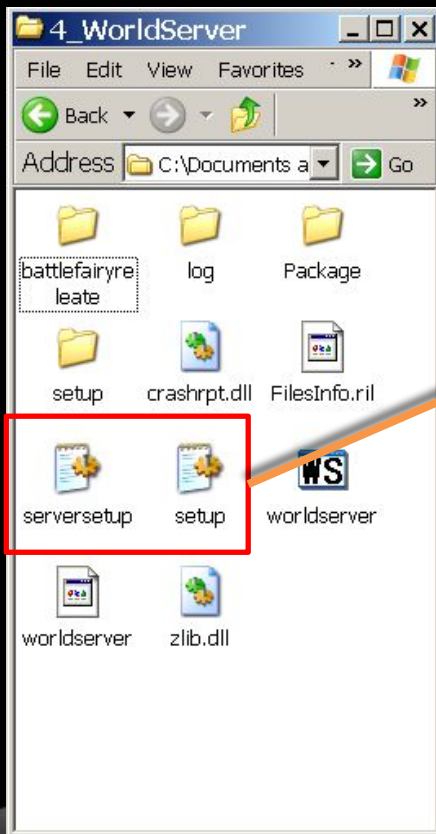


Paused

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

WorldServer



ServerSetup.ini
Setup.ini

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

WorldServer\setup.ini

```
setup - Notepad
File Edit Format View Help

WorldNumber      1
WorldName       Europe
LoginIP         192.168.167.128
LoginPort      2345
ListenPort     8100

SqlConType      SQLOLEDB
SqlServerIP    192.168.169.56
SqlUserName     Login_GameDB
SqlPassWord    GameDBPassWord
DBName         GameDB

bCheckNet      0
MaxByteNum(byte)  0
MaxMsgLen(byte)  0
BanIPTime(mmsecond)  0
bCheckMsgCon(Checkcontent)  0
MaxConnectNum  20
MaxIOSendNum   100
MaxClientSendBuf(byte)  167772160

RefeashInfoTime(mmsecond) 3000
SaveInfoTime(mmsecond) 300000
```

WorldServer世界编号、世界名称、连接LoginServer的IP和LoginServer监听WorldServer的监听端口以及WorldServer监听GameServer的监听端口

GamDB连接配置项

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

WorldServer\setup.ini

```
setup - Notepad
File Edit Format View Help

ClearnLoginList(mmsecond)(0=off) 120000

UseLogSys 1
LogSysProvider SQLOLEDB
LogSysServer 192.168.169.56
LogSysDatabase LogDB
LogSysUID Login_LogDB
LogSysPWD LogDBPassWord

CostDBProvider SQLOLEDB
CostDBIP 192.168.169.56
CostDB GameDB
CostDBUserName Login_GameDB
CostDBPassword GameDBPassWord

LoadLargessTime(mmsecond)(0=off) 30000

CostDBOnLoginProvider SQLOLEDB
CostDBOnLoginIP 192.168.169.56
CostDBOnLogin LoginDB
CostDBOnLoginUserName Login_LoginDB
CostDBOnLoginPassword LoginDBPassWord

LoadThreadNum 1
LanguageEx setup\LanguageEx.lag
```

LogDB连接配置项

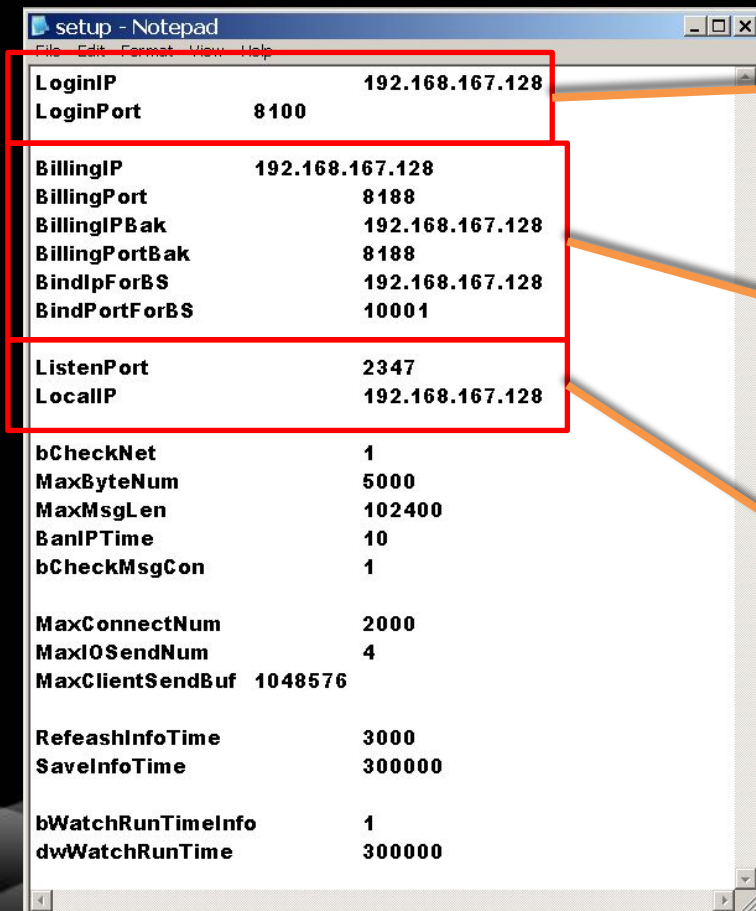
GameDB连接配置项用于给玩家发物品

LoginDB连接配置项

EXPLANNATION OF CONFIGURATION FILES ON SERVER-SIDE

服务器端配置文件说明

GameServer\setup.ini



WorldServer的连接IP和WorldServer
监听端口

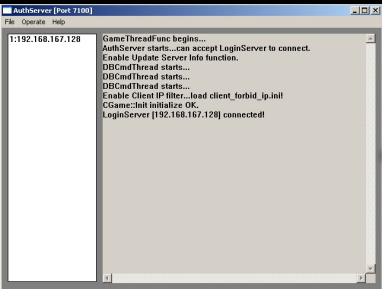
BillingServer连接配置信息

GameServer所在服务器本机外网IP
和监听客户端的端口号。

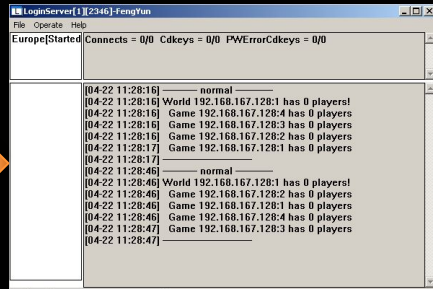
SERVER INTERFACE

UI界面

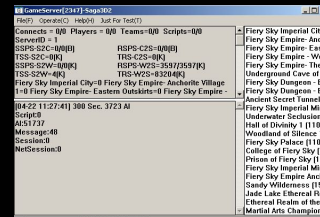
AuthServer



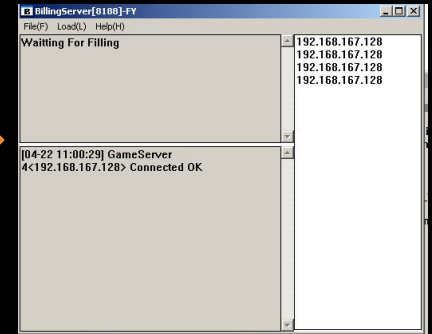
LoginServer



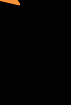
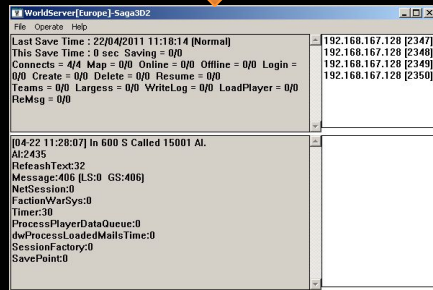
GameServer



BillingServer



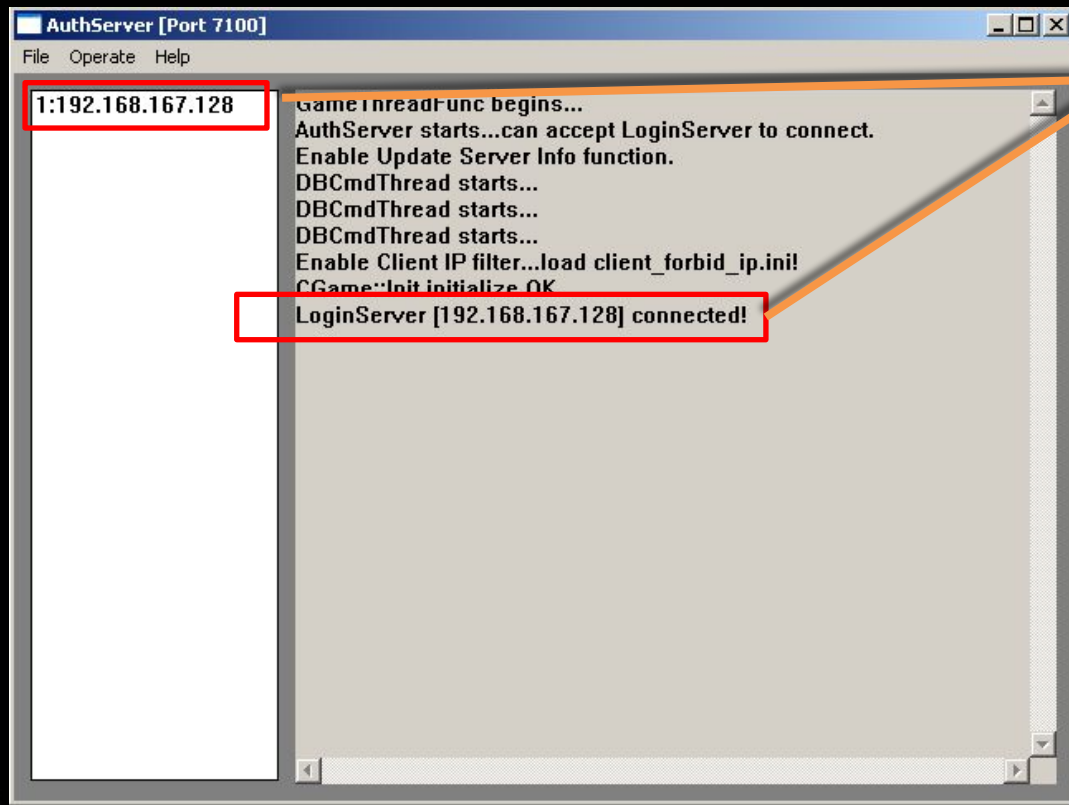
WorldServer



DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

AuthServer

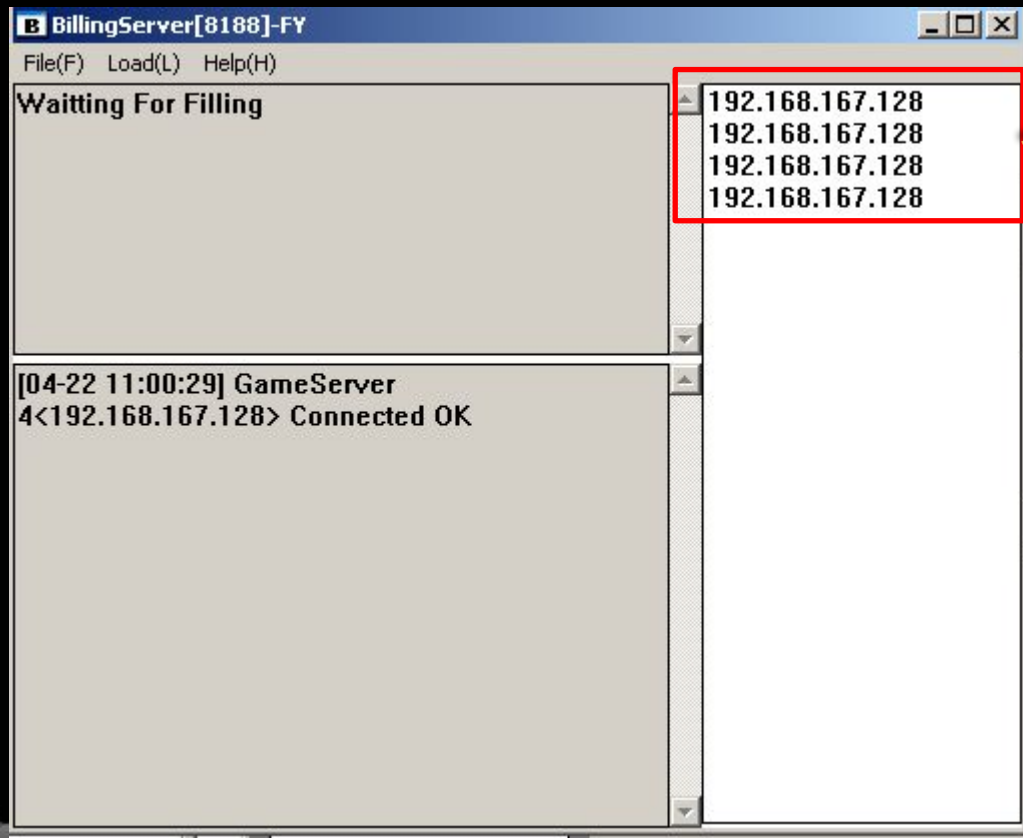


LoginServer已联接的信息

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

BillingServer

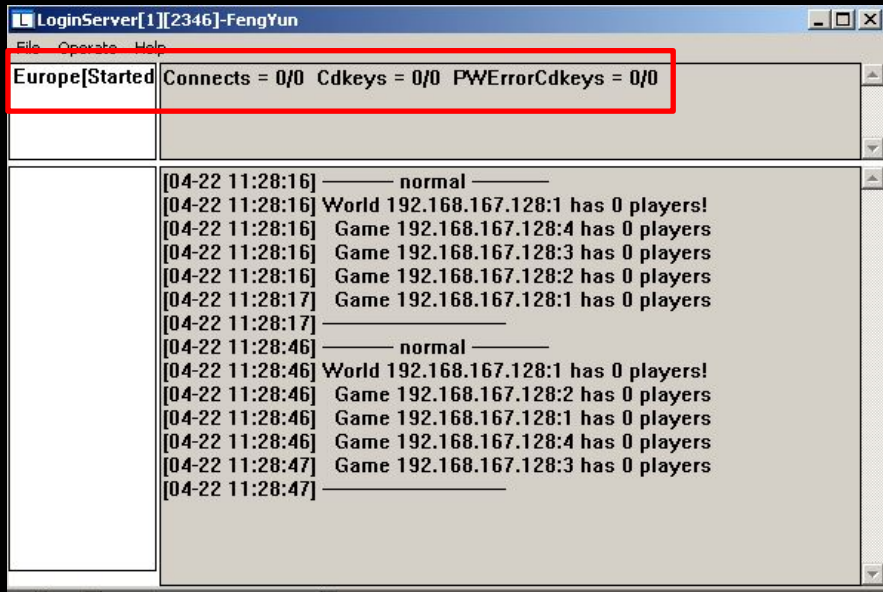


GameServer已联接的信息

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

LoginServer



```
LoginServer[1][2346]-FengYun
File Operate Help
Europe[Started] Connects = 0/0 Cdkeys = 0/0 PWErrorCdkeys = 0/0
[04-22 11:28:16] ----- normal -----
[04-22 11:28:16] World 192.168.167.128:1 has 0 players!
[04-22 11:28:16] Game 192.168.167.128:4 has 0 players
[04-22 11:28:16] Game 192.168.167.128:3 has 0 players
[04-22 11:28:16] Game 192.168.167.128:2 has 0 players
[04-22 11:28:17] Game 192.168.167.128:1 has 0 players
[04-22 11:28:17] -----
[04-22 11:28:46] ----- normal -----
[04-22 11:28:46] World 192.168.167.128:1 has 0 players!
[04-22 11:28:46] Game 192.168.167.128:2 has 0 players
[04-22 11:28:46] Game 192.168.167.128:1 has 0 players
[04-22 11:28:46] Game 192.168.167.128:4 has 0 players
[04-22 11:28:47] Game 192.168.167.128:3 has 0 players
[04-22 11:28:47] -----
```

Connects=0/1

“0” means number of player who is connecting to Loginserver at that time.
“1” means highest number of players about simultaneous connection server after boot Loginserver this time.

0表示现在正在联接Loginserver的人数
1表示本次启动Loginserver后,同时联接登陆服务器的最高人数

Cdkeyes=0/2

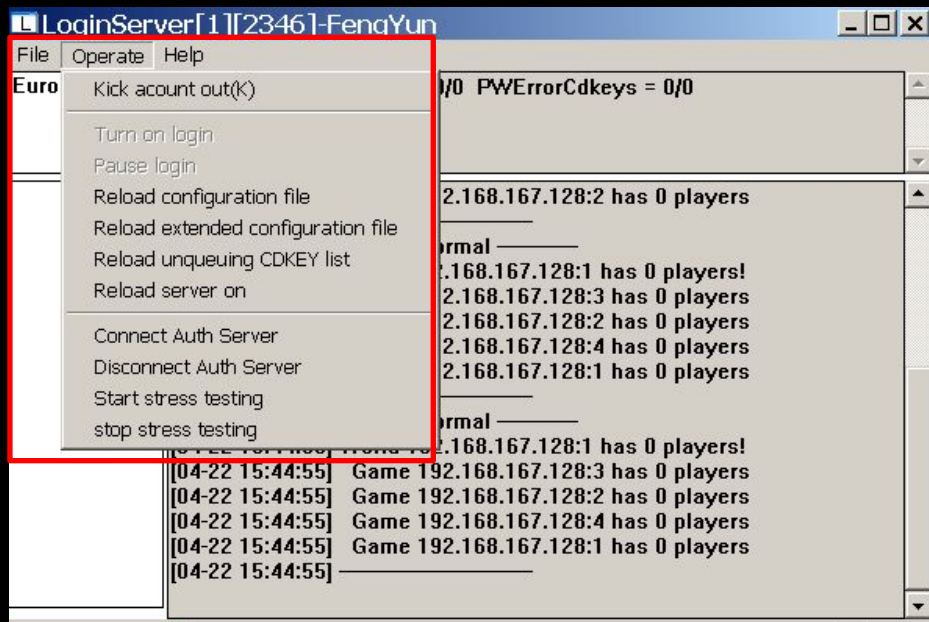
“0” means number of player in game.
“2” means the highest number of player about connection server after booting server this time.

0表示正在游戏中的玩家人数
2本次启动服务后,最高登陆到游戏中的人数

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

LoginServer

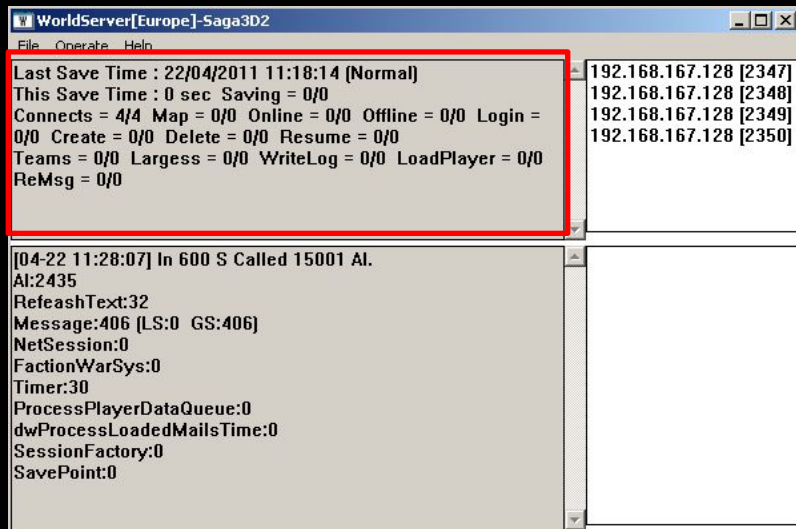


| Name of Menu 菜单名称 | Explanation 说明 |
|--|--|
| Reload unqueuing CDKEY list (NoQueueAccounts.conf is unqueuing list file) | 重读不排队CDKEY列表 (NoQueueAccounts.conf是不排队列表文件) |
| Reload server on (WorldInfoSetup.ini configuration) | 重读服务器开启状态 (WorldInfoSetup.ini配置) |
| Connect Auth server | 连接到Authserver |
| Disconnect Auth server | 断开与Authserver的连接 |

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

WorldServer



Last Save TIME:2009-07-12

The last time of data archive, and it is normal or not.

最后一次存档时间, 以及是否正常存档的

This Save Time:0sec

The time consuming on last data archive.

最后一次存档的用时

Saving=0/3

“0”means how many data of players haven't be archived after issue a data archive command at this time.

“3”means the highest number of players which be saved after boot server at this time.

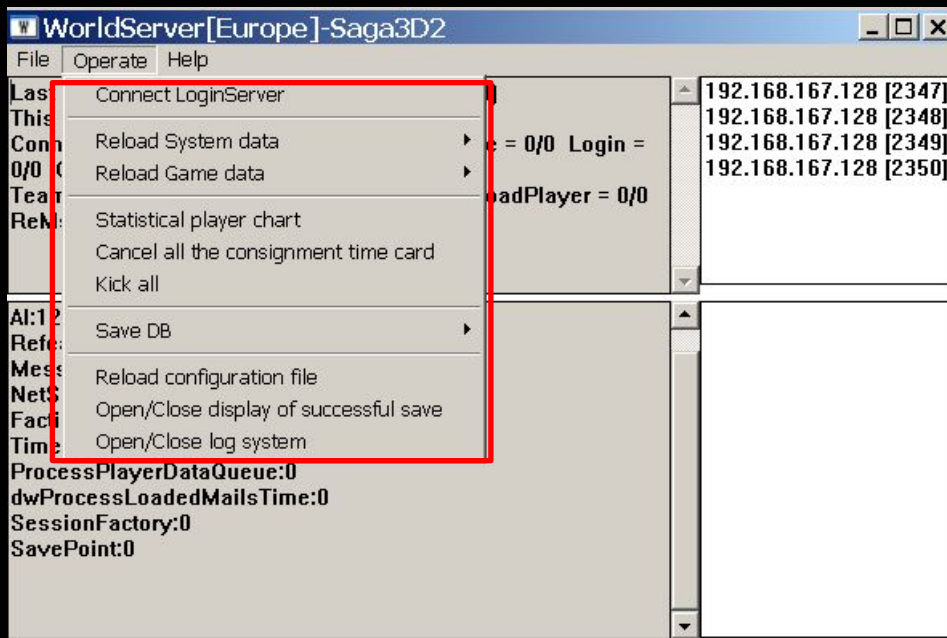
0表示本次发起存盘命令后还有多少个玩家资料未被保存

3表示本次服务启动后, 最高一次被保存的玩家数量

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

WorldServer

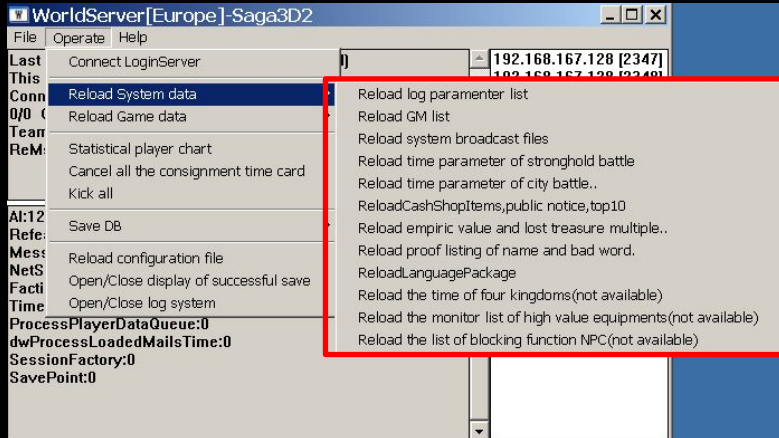


| Name of Menu 菜单名称 | Explanation 说明 |
|---------------------------------|-------------------|
| Connect loginserver | 连接Loginserver |
| Reload system data | 重读系统数据 |
| Reload game date | 重读游戏数据 |
| Statistical player chart | 统计玩家排行榜 |
| Kick all | 踢世界所有人 |
| Save DB | 保存数据 |

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

WorldServer

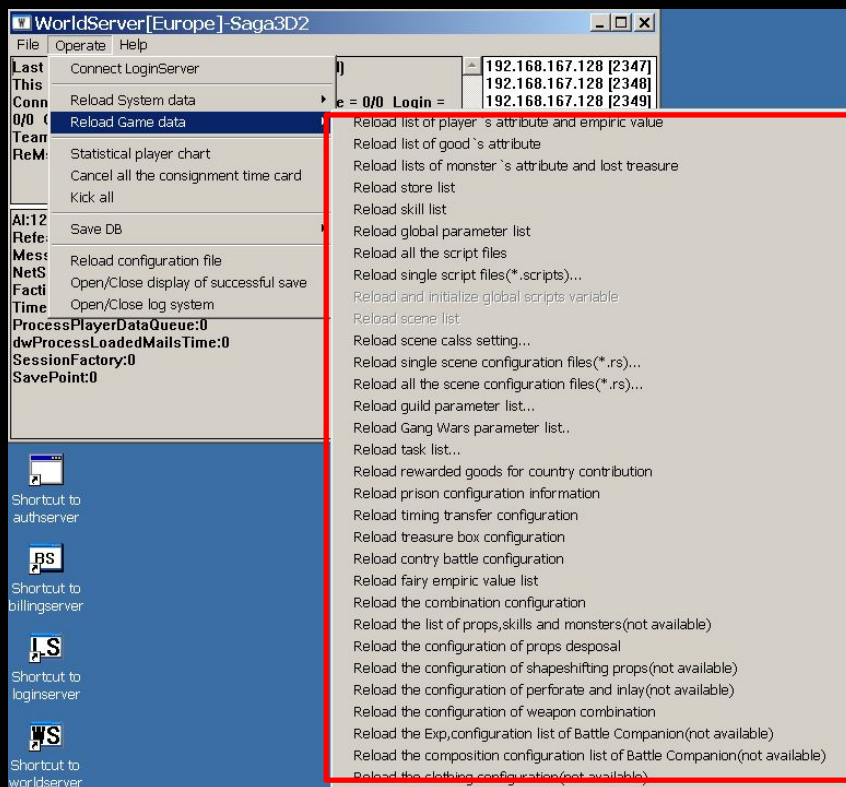


| Name of Menu 菜单名称 | Explanation 说明 | |
|---------------------------|---|-------------------------------------|
| Reload system data | Reload log parameter list | 重读日志参数表 |
| | Reload GM list | 重读GM列表 (setup\GMList.ini) |
| | Reload system broadcast file | 重读系统广播文件 |
| | ReloadCashShop Items | 重读增值商店物品 |
| | Reload empiric value and lost treasure multiple | 重读经验值和掉宝倍数 (setup\GameSetup.ini) |
| | Reload proof listing of name and bad word | 重读名字脏话验证列表 |

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

WorldServer

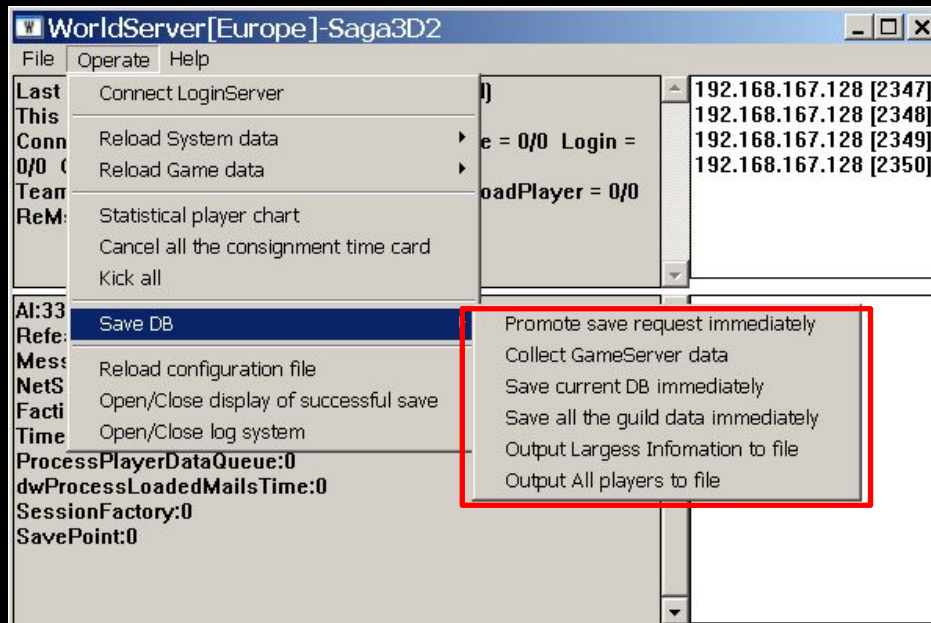


| Name of Menu 菜单名称 | Explanation 说明 |
|-------------------------|--|
| Reload game data | Reload list of player's attribute and empiric value 重读玩家属性和经验列表 |
| | Reload list of goods attribute 重读物品属性列表 |
| | Reload lists of monster's attribute and lost treasure 重读怪物属性和掉宝列表 |
| | Reload global parameter list 重读全局参数表 (setup\gamesetup.ini) |
| | Reload all the script files 重读所有脚本文件 |

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

WorldServer

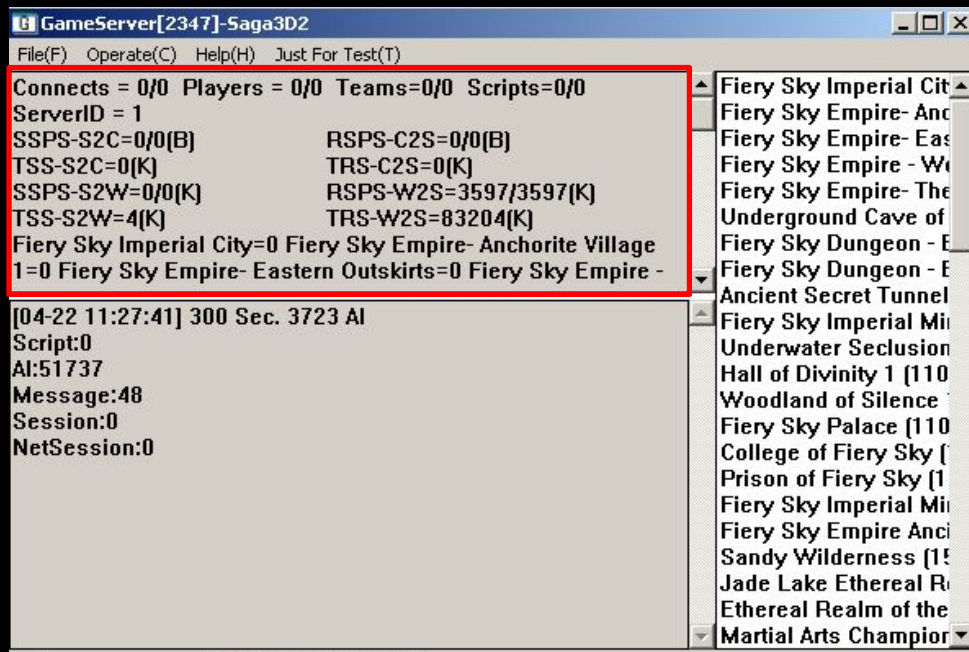


| Name of Menu 菜单名称 | Explanation 说明 |
|----------------------|--|
| Save DB | Promote save request immediately 立刻发起存盘请求 |
| | Collect gameserver data 收集Gameserver数据 |
| | Save current DB immediately 立刻存盘当前数据 |
| | Save all the guild data immediately 立刻保存所有帮会数据 |

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

GameServer



Connects=0/1

“0”means the number of connection on GS.

“1”means the highest number of connection on GS after boot server.

0 GS上的连接数

1 本次服务启动后GS上的连接最大数

Players=0/1

“0”means the number of players in game on this GS.

“1”means the highest number of players in game on this GS.

0正在本GS进行游戏的玩家数

1 本次服务启动后进入本GS游戏的最大玩家数

Teams=0/0

The first“0”means the number of teams which is grouping.

The second“0”means the highest number of teams.

0本GS正在组队的队伍数

0本次服务启动后最高组队的队伍数

ServerID=3

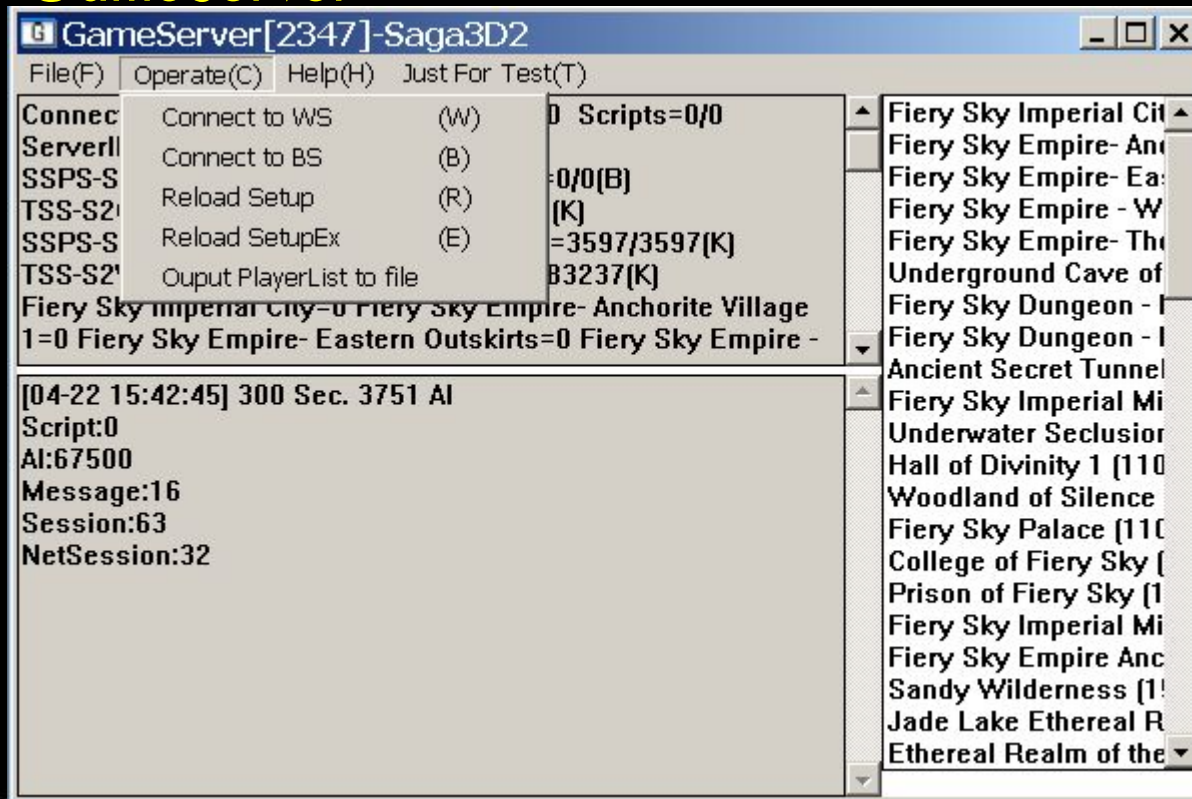
“3”means GS’s ID

3表示GS的编号

DESCRIPTION OF SERVER—SIDE MENU FUNCTION

服务器端菜单说明

GameServer



SERVER MAINTENANCE

服务器维护

I. SEVER ROUTINE MAINTENANCE

服务器例行维护

A. CLOSE SERVER NORMALLY

正常关闭服务器

B. INTERNAL BOOT SERVER

对外开启服务器

II. SERVER MERGER

合区

III. DATABASE OPERATION

数据库操作

IV. THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除

SERVER ROUTINE MAINTENANCE

服务器维护

I. SERVER ROUTINE MAINTENANCE

服务器例行维护

A. CLOSE SERVER NORMALLY

正常关闭服务器

B. INTERNAL BOOT SERVER

对外开启服务器

II. 合区

III. 数据库操作

IV. 服务器端的一些突发故障的发现和排除库操作

CLOSE SERVER NORMALLY

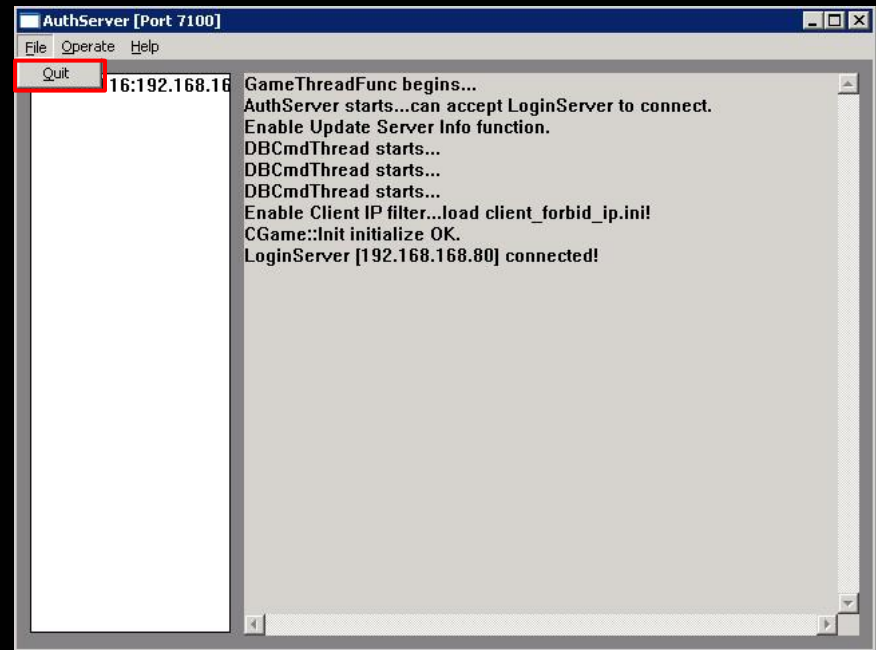
正常关闭服务器

1. Close AuthServer 关闭AuthServer
2. Close LoginServer 关闭LoginServer
3. WorldServer kick Players and save data WorldServer踢人并存盘
4. Close WorldServer 关闭WorldServer
5. Close GameServer 关闭GameServer
6. Close BillingServer 关闭BillingServer
7. Database Backup 备份数据库
8. Reboot server 重启服务器

CLOSE SERVER NORMALLY

正常关闭服务器

1. Close AuthServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

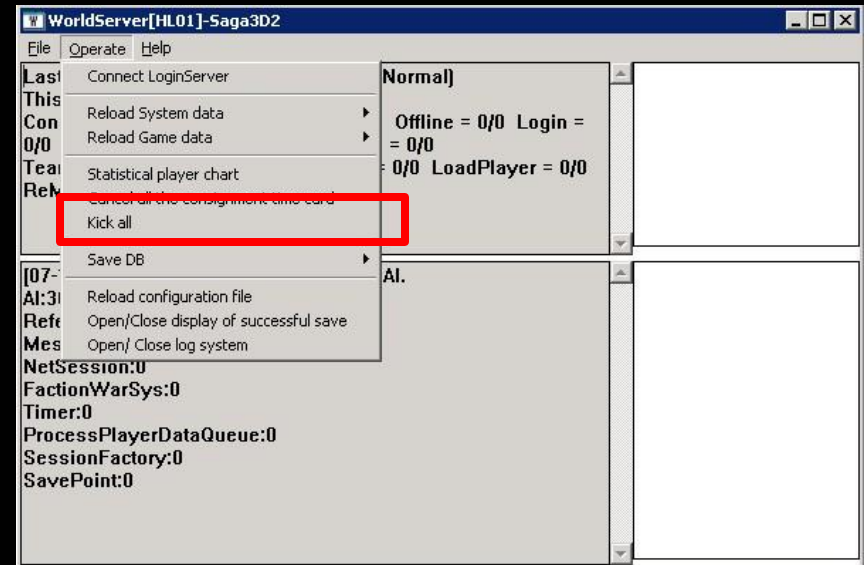
1. 关闭AuthServer
2. Close LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

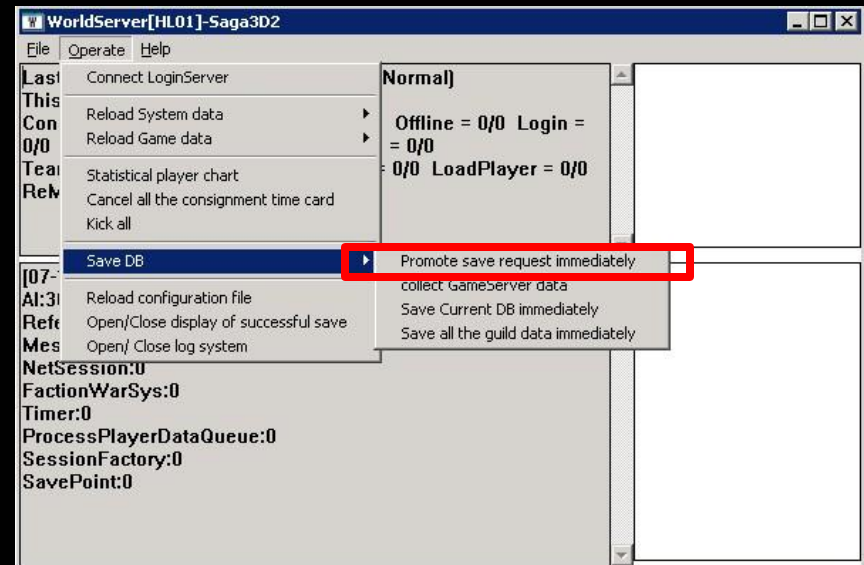
1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer kick Players and save data
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer kick Players and save data
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer kick Players and save data
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器

We judge if it finish data saving or not through these two parts.
通过此两处判断是否存盘完成

The screenshot shows the console output of WorldServer. Two red boxes highlight specific information:

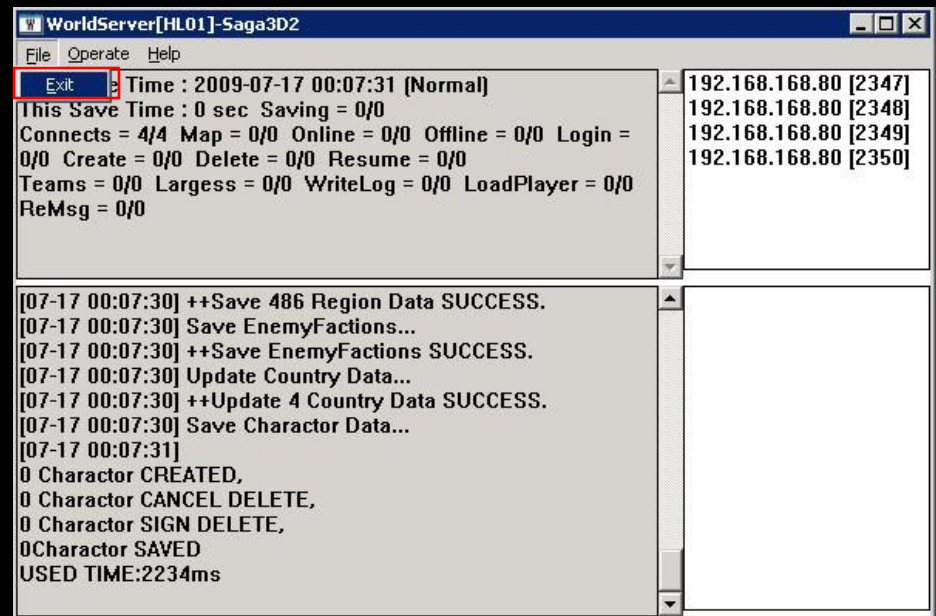
- The top box highlights the status of the server: `Offline = 0/1`, `Login = 0/0`, `Create = 0/1`, `Delete = 0/0`, `Resume = 0/0`, `Teams = 0/0`, `Lancess = 0/0`, `WriteLog = 0/0`, `LoadPlayer = 0/0`, and `ReMsg = 0/0`.
- The bottom box highlights the log messages: `0 Character CREATED,`, `0 Character CANCEL DELETE,`, `0 Character SIGN DELETE,`, `0Character SAVED`, and `USED TIME:2032ms`.

Other visible log messages include: `++Save 486 Region Data SUCCESS.`, `Save EnemyFactions...`, `++Save EnemyFactions SUCCESS.`, `Update Country Data...`, `++Update 4 Country Data SUCCESS.`, and `Save Charactor Data...`.

正常关闭服务器

CLOSE SERVER NORMALLY

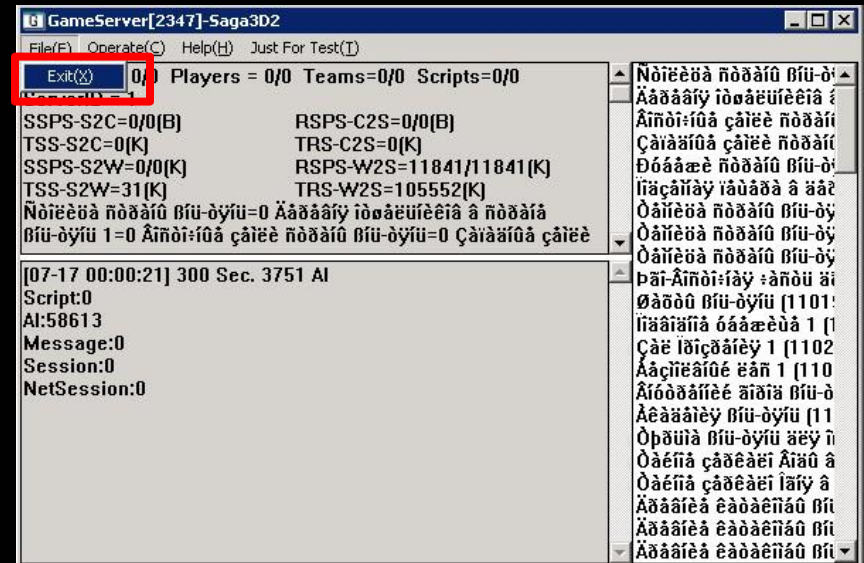
1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. Close WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

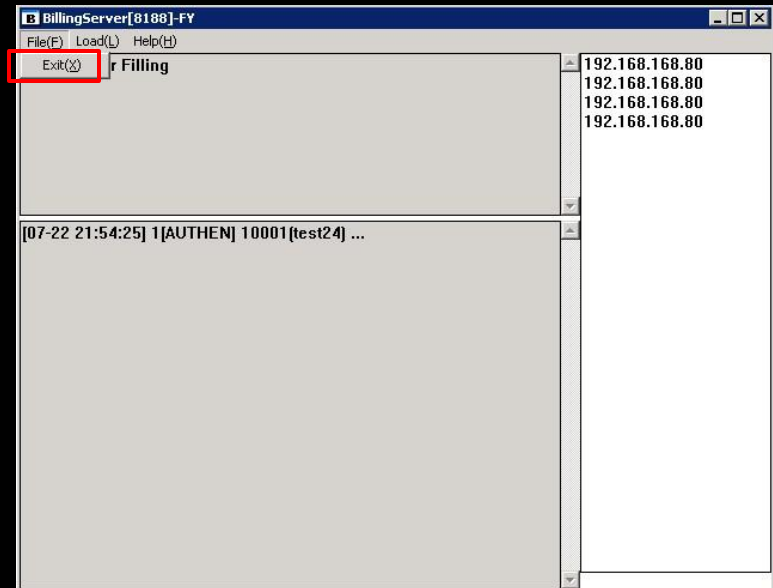
1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. Close GameServer
6. 关闭BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

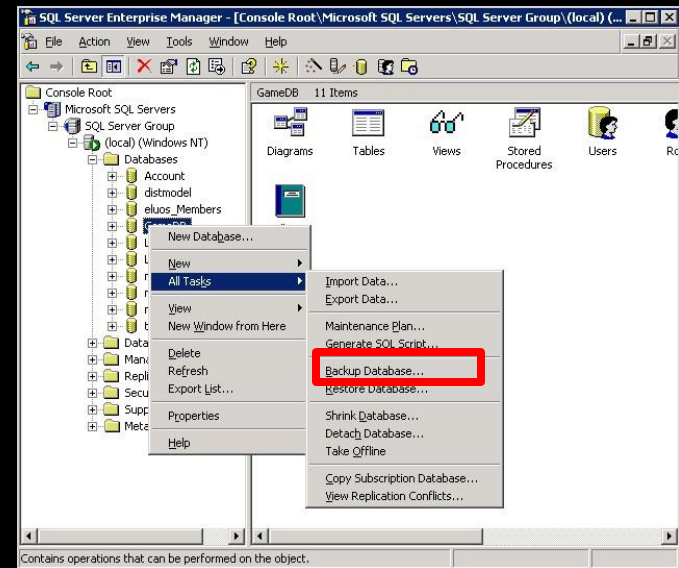
1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. 关闭 GameServer
6. Close BillingServer
7. 备份数据库
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. Database Backup
8. 重启服务器



CLOSE SERVER NORMALLY

正常关闭服务器

1. 关闭AuthServer和BillingServer
2. 关闭LoginServer
3. WorldServer踢人并存盘
4. 关闭WorldServer
5. 关闭GameServer
6. 关闭BillingServer
7. 备份数据库
8. Reboot server

EXTERNAL BOOT SERVER

对外开启服务器

1. Run AuthServer 开启AuthServer

2. Run BillingServer 开启BillingServer

3. Run LoginServer 开启LoginServer

Note: Needs to modify the corresponding port of port.ini file in order to prevent player's login.

注意:需要更改port.ini文件的对应的端口号,防止玩家登陆

4. Run WorldServer 打开WorldServer

Explanation: Check WorldServer to find whether there exist error prompt.

说明:查看WorldServer是否有报错信息

5. Run GameServer 打开GameServer

Explanation: Operation after boot WorldServer successfully.

说明:在WorldServer成功开启后进行

6. GM login and check the server. 客服使用GM号登陆游戏检查


7. EXTERNAL BOOT SERVER 对外开启服务器



EXTERNAL BOOT SERVER

对外开启服务器

1. Run AuthServer
2. 开启BillingServer
3. 开启LoginServer
4. 打开WorldServer
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. 对外开启服务器

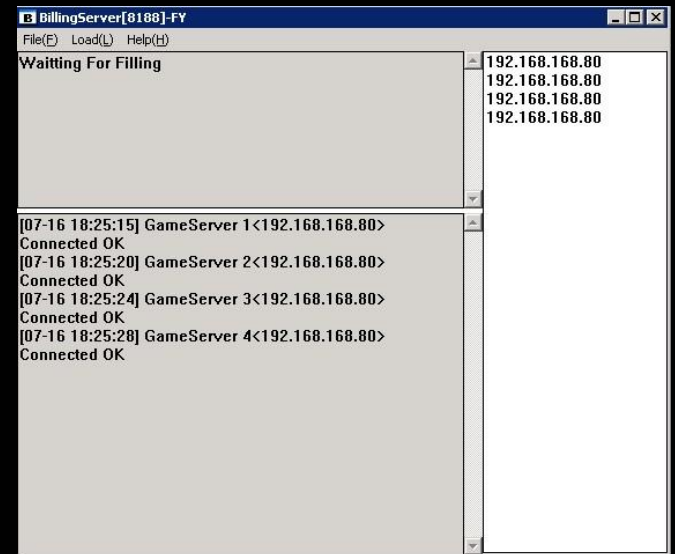


```
AuthServer [Port 7100]
File Operate Help
0:192.168.168.80
GameThreadFunc begins...
AuthServer starts...can accept LoginServer to connect.
DBCmdThread starts...
DBCmdThread starts...
Enable Update Server Info function.
DBCmdThread starts...
Enable Client IP filter...load client_forbid_ip.ini!
CGame::Init initialize OK.
LoginServer [192.168.168.80] connected!
```

EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
2. Run BillingServer
3. 开启LoginServer
4. 打开WorldServer
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. 对外开启服务器



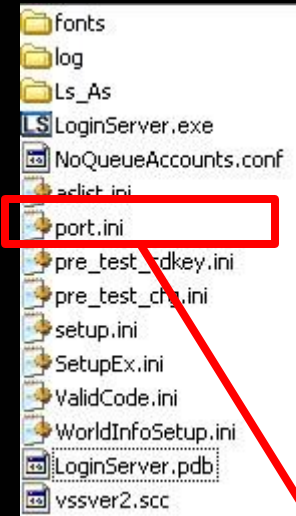
EXTERNAL BOOT SERVER

对外开启服务器

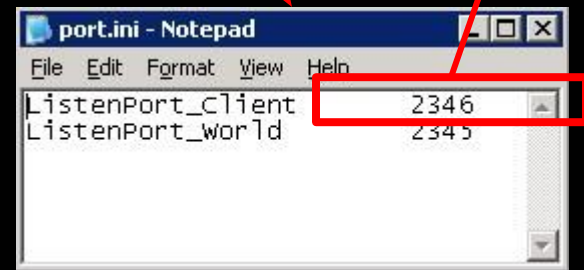
1. 开启AuthServer
2. 开启BillingServer
3. Run LoginServer

Note: Needs to modify the corresponding port of port.ini file in order to prevent player's login.

4. 打开WorldServer
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. 对外开启服务器



修改成: 32580
Modify to: 32580

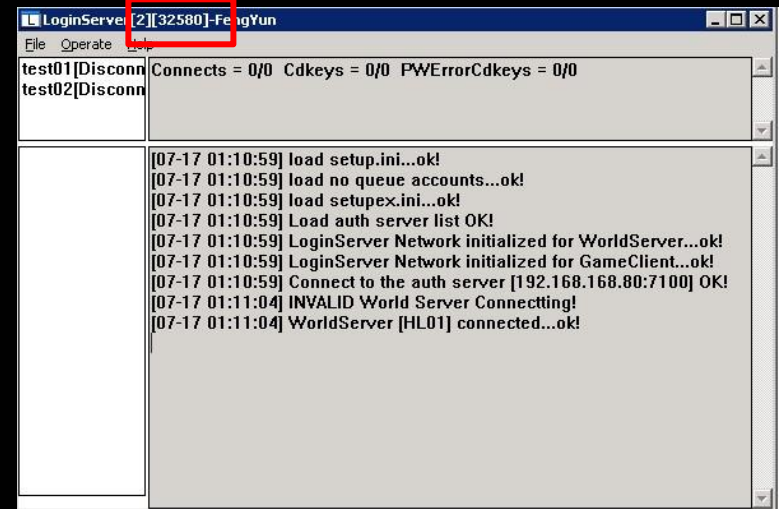


EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
2. 开启BillingServer
3. Run LoginServer
Note: Needs to modify the corresponding port of port.ini file in order to prevent player's login.
4. 打开WorldServer
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. 对外开启服务器

32580



```
test01[Disconn Connects = 0/0 Cdkeys = 0/0 PWErorCdkeys = 0/0
test02[Disconn

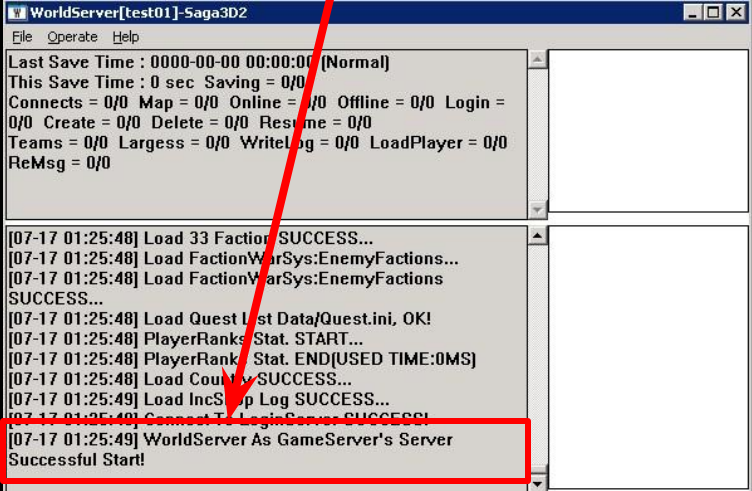
[07-17 01:10:59] load setup.ini...ok!
[07-17 01:10:59] load no queue accounts...ok!
[07-17 01:10:59] load setupex.ini...ok!
[07-17 01:10:59] Load auth server list OK!
[07-17 01:10:59] LoginServer Network initialized for WorldServer...ok!
[07-17 01:10:59] LoginServer Network initialized for GameClient...ok!
[07-17 01:10:59] Connect to the auth server [192.168.168.80:7100] OK!
[07-17 01:11:04] INVALID World Server Connecting!
[07-17 01:11:04] WorldServer [HLD1] connected...ok!
```

EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
2. 开启BillingServer
3. 开启LoginServer
4. Boot WorldServer
Note: Check WorldServer to find whether there exist error prompt.
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. 对外开启服务器

WorldServer As GameServer's
Server Successful Start!



The screenshot shows a Windows-style window titled "WorldServer[test01]-Saga3D2". The console output includes the following text:

```
File Operate Help
Last Save Time : 0000-00-00 00:00:00 (Normal)
This Save Time : 0 sec Saving = 0/0
Connects = 0/0 Map = 0/0 Online = 0/0 Offline = 0/0 Login =
0/0 Create = 0/0 Delete = 0/0 ResTime = 0/0
Teams = 0/0 Largess = 0/0 WriteLog = 0/0 LoadPlayer = 0/0
ReMsg = 0/0

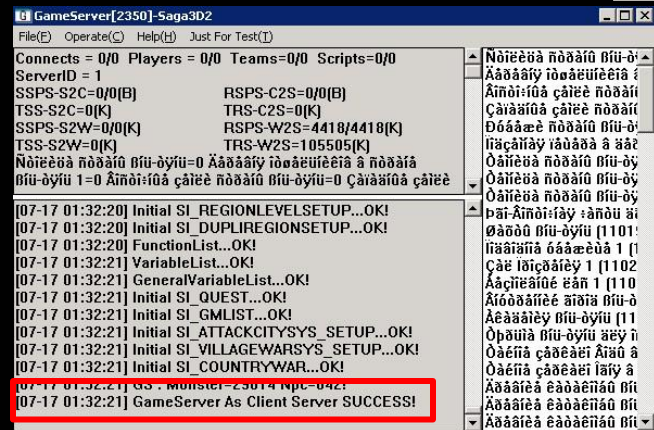
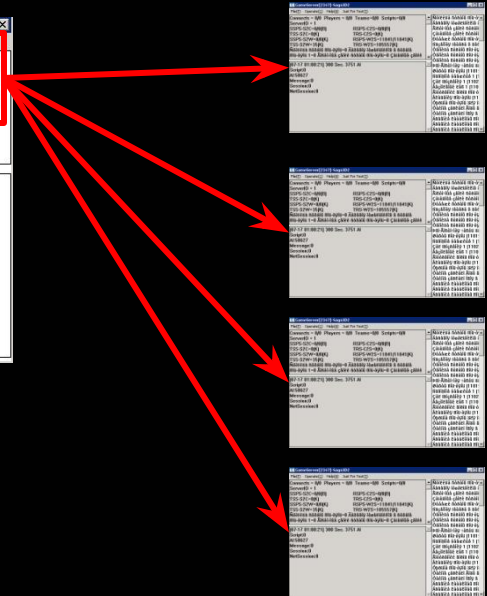
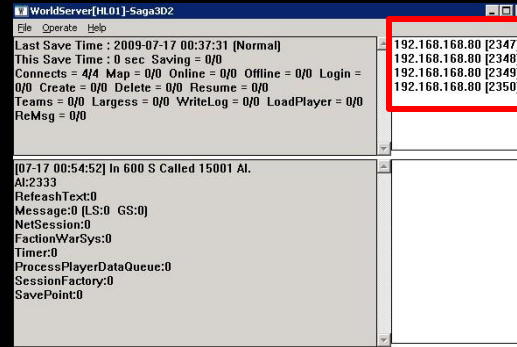
[07-17 01:25:48] Load 33 Faction SUCCESS...
[07-17 01:25:48] Load FactionWarSys:EnemyFactions...
[07-17 01:25:48] Load FactionWarSys:EnemyFactions
SUCCESS...
[07-17 01:25:48] Load Quest List Data/Quest.ini. OK!
[07-17 01:25:48] PlayerRanks Stat. START...
[07-17 01:25:48] PlayerRank Stat. END(USED TIME:0MS)
[07-17 01:25:48] Load Country SUCCESS...
[07-17 01:25:49] Load IncSnp Log SUCCESS...
[07-17 01:25:49] Connect To LoginServer SUCCESS!
[07-17 01:25:49] WorldServer As GameServer's Server
Successful Start!
```

A red box highlights the final line of the log, and a red arrow points from the text above to this line.

EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
 2. 开启BillingServer
 3. 开启LoginServer
 4. 开启WorldServer
 5. Run GameServer
- Explanation: Operation after boot WorldServer successfully.
6. 客服使用GM号登陆游戏检查
 7. 对外开启服务器



EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
2. 开启BillingServer
3. 开启LoginServer
4. 开启WorldServer
5. 打开GameServer
6. GM login and check the map.
7. 对外开启服务器

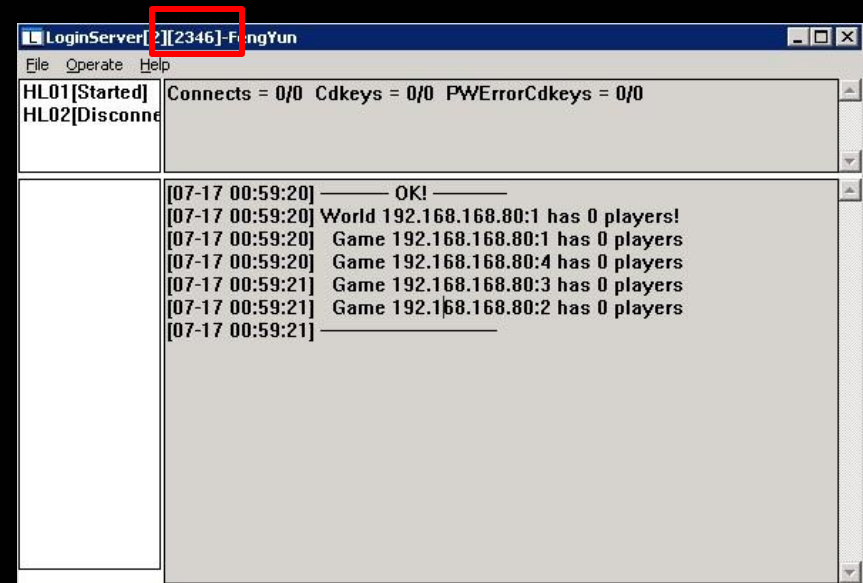


EXTERNAL BOOT SERVER

对外开启服务器

1. 开启AuthServer
2. 开启BillingServer
3. 开启LoginServer
4. 打开WorldServer
5. 打开GameServer
6. 客服使用GM号登陆游戏检查
7. EXTERNAL BOOT SERVER

Configure port of LoginServer\port.ini
配置LoginServer\port.ini的对外端口



SERVER MAINTENANCE

服务器维护

- 服务器例行维护
 - A. 正常关闭服务器
 - B. 对外开启服务器
- **SERVER MERGER**
合区
- 数据库操作
- 服务器端一些突发故障的发现和排除操作

SERVER MERGER

合区

1. The preparation before server merger 合区前的准备工作
2. Build new target database 新建目标数据库
3. Check illegal character in source database
在源数据库中检查库非法字符
4. Modify SA password of database
修改数据库SA密码
5. Configure and operate tools of Server Merger
配置并运行合区工具
6. Data Import & Comparison after Server Merger
合区完成后导入并比较数据
8. Run Script of Database 运行数据库脚本
9. Configure program of Server-side 配置服务器端程序
10. Boot Server 开启服务器

SERVER MERGER

合区

1. The preparation of server merger
合区前的准备工作
2. Build new target database
新建目标数据库
3. Check illegal character in source database
在源数据库中检查库非法字符
4. Modify SA password of database
修改数据库SA密码
5. Configure and operate tools of Server Merger
配置并运行合区工具
6. Data Import & Comparison after Server Merger
合区完成后导入并比较数据
7. Run Script of Database
运行数据库脚本
8. Configure program of Server-side
配置服务器端程序
9. Boot Server
开启服务器

RELATION GRAPH

关系图



合区

1. The preparation before server merger
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

Explanation: There are different server merger flow, along with game version updating.

说明:随着游戏版本的的不断更新,合区流程会有所不同。

- World name & ID
- Program of server merger
- **Specification file of server merger**
- Script of database

SERVER MERGER

合区

1. 合区前的准备工作
2. Build new target database
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

说明:使用数据库脚本新建LogDB、LoginDB和GameDB。

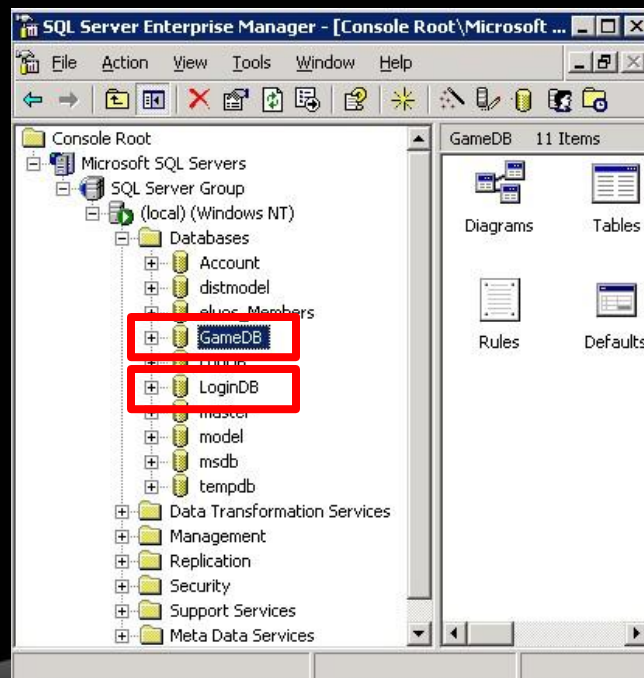
Explanation: Use script of database to build new LogDB, LoginDB and GameDB.

| 名称 | 大小 | 类型 |
|---------------|-------|-----------------|
| AccountDB.sql | 11 KB | SQL Script File |
| BillinDB.sql | 19 KB | SQL Script File |
| GameDB.sql | 31 KB | SQL Script File |
| LogDB.sql | 33 KB | SQL Script File |
| LoginDB.sql | 18 KB | SQL Script File |

合区

1. 合区前的准备工作
2. Build new target database
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

Explanation: Use script of database to build new LoginDB and GameDB.
说明:使用数据库脚本新建LoginDB和GameDB。



合区

1. 合区前的准备工作
2. 新建目标数据库
3. Check illegal character in source database
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

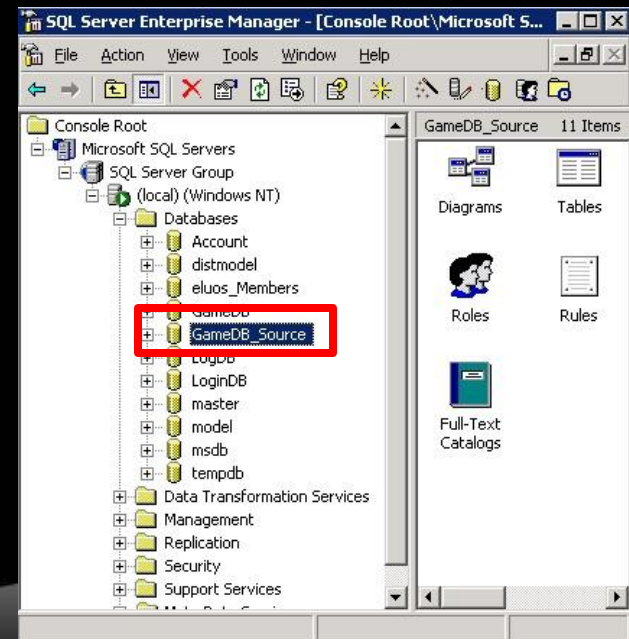
Explanation: Execute on source (GameDB)

说明: 在源(GameDB)上执行

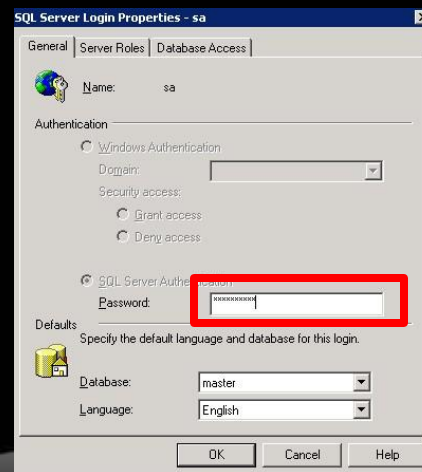
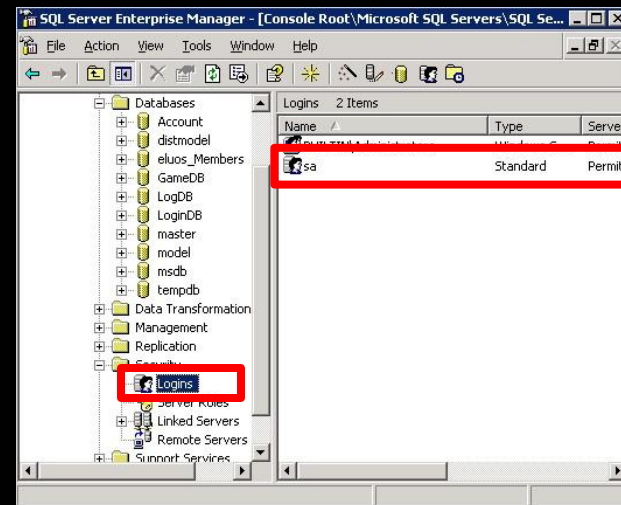
```
select * from csl_player_ability where  
depotpassword like '%''%'
```

If there exist illegal character, needs to delete the single quote (') in this password.

如果存在非法字符的密码, 删除此密码中的单引号。



1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. Modify SA password of database
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器



SERVER MERGER

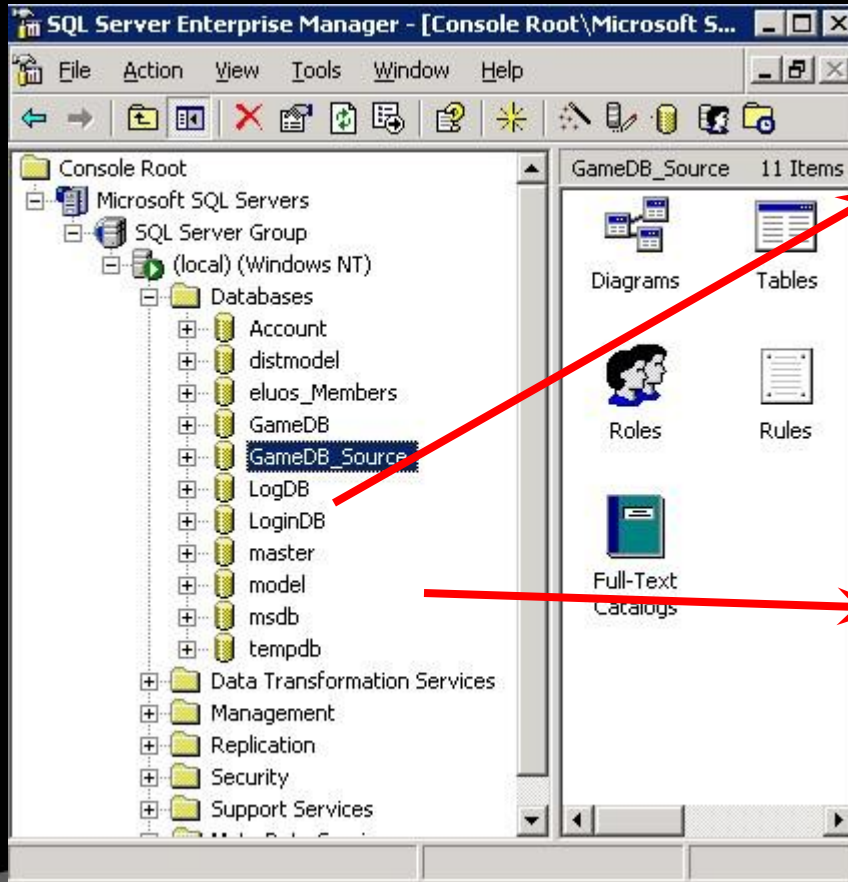
合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. Configure and operate tools of Server Merger
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器



SERVER MERGER-Configure and operate tools of Server Merger

合区-配置并运行合区工具



目标数据库, 就是要合到哪个数据库

Target Database, means the database which been used as main database in server merger.

GameDB中

gdip 192.168.1.216
 gddb GameDB
 gduser sa
 gdpwd aaaaaa

源数据库, 就是从哪个数据库合过来

Source Database means the database which been used as sub-database in server merger.

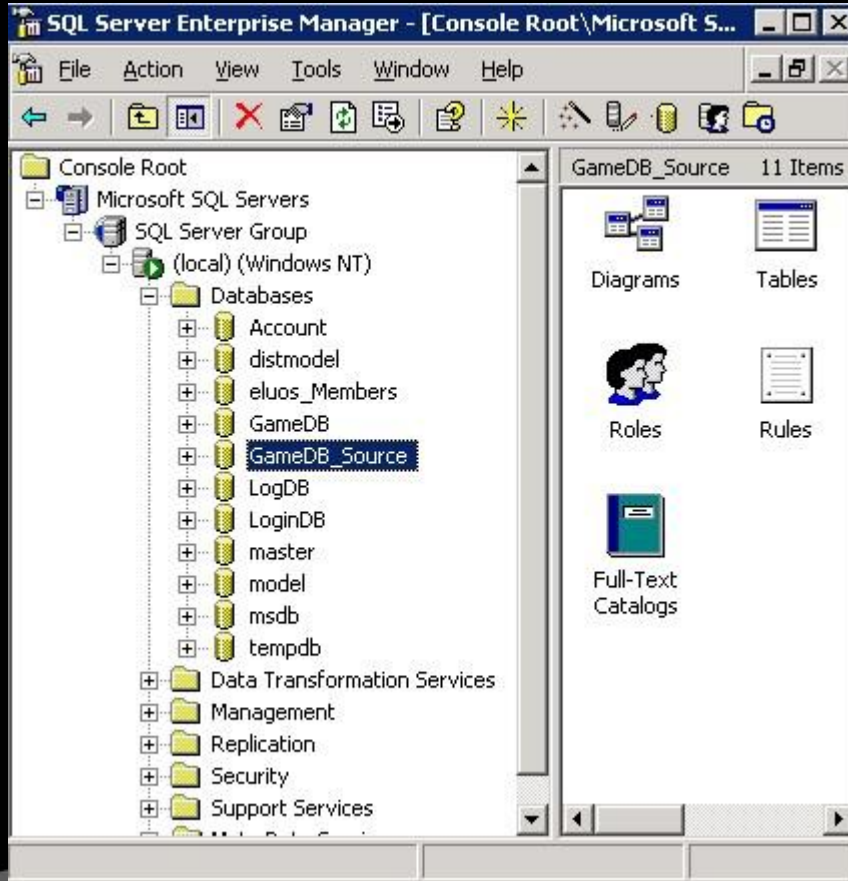
GameDB

gsip 192.168.1.216
 gsdb GameDB_Source
 gsuser sa
 gspwd aaaaaa

合区数据, 一般是服务器名字的第一个字母
 prefix k
 @
 合区服务器编号
 worldid 127
 LoginDB 目标数据库, 就是要合到哪个数据库中
 ltip 192.168.1.216
 ldldb LoginDB_new
 lduser sa
 ldpwd aaaaaa
 LoginDB 源数据库, 就是从哪个数据库合过来
 ltip 192.168.1.216
 lsdb FY_LoginDB_14
 lsuser sa

SERVER MERGER-Configure and operate tools of Server Merger

合区-配置并运行合区工具



目标数据库, 就是要合到哪个数据库

```
GameDB中
gdip      192.168.1.216
gdldb    GameDB
gduser    sa
gdpwd    aaaaaa
源数据库, 就是从哪个数据库合过来
GameDB
gsip      192.168.1.216
gsdb     GameDB_Source
gsuser    sa
gspwd    aaaaaa
```

合区前缀, 一般就是服务器名字的拼音的第一个字母

Server merger prefix, usually means the first letter of server's Chinese Pinyin name.

prefix k

合区前缀分隔符

Server merger prefix separator

spechar @

合区服务器编号

Server's number in merger

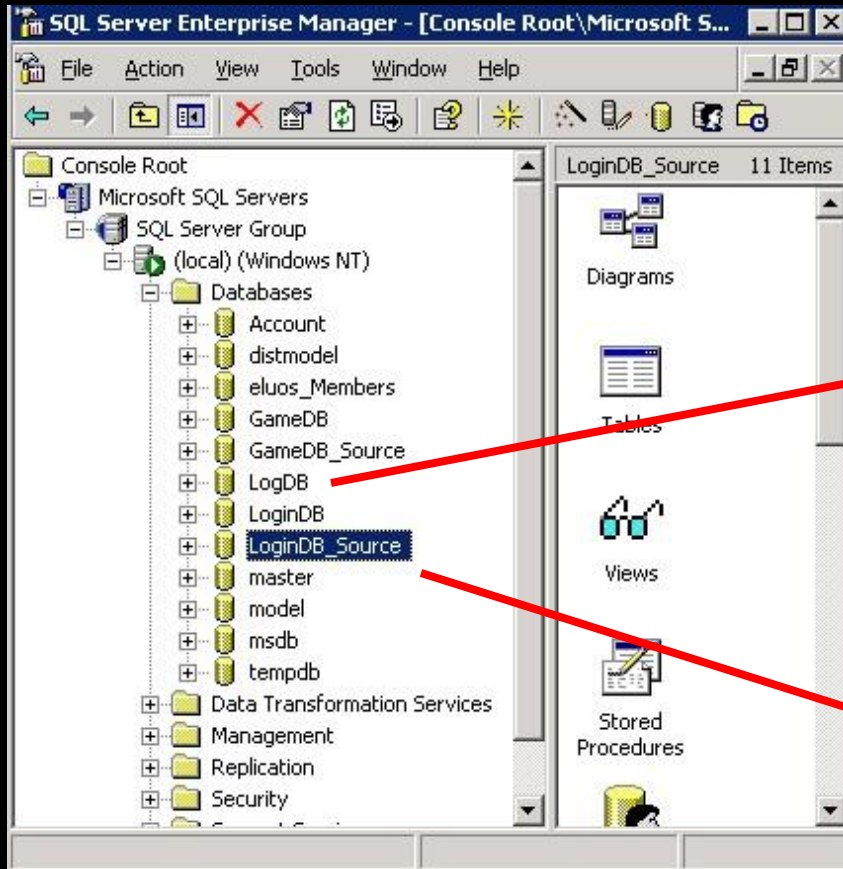
worldid 127

LoginDB目标数据库, 就是要合到哪个数据库中

```
LoginDB
ldip      192.168.1.216
lddb     LoginDB_new
lduser    sa
ldpwd    aaaaaa
LoginDB源数据库, 就是从哪个数据库合过来
lsip      192.168.1.216
lsdb     FY_LoginDB_14
lsuser    sa
lspwd    aaaaaa
```

SERVER MERGER-Configure and operate tools of Server Merger

合区-配置并运行合区工具



目标数据库, 就是要合到哪个数据库
GameDB中
gdip 192.168.1.216
gddb GameDB
gduser sa
gdpwd aaaaaa
源数据库, 就是从哪个数据库合过来
GameDB
gsip 192.168.1.216
gsdb GameDB_Source
gsuser sa
gspwd aaaaaa
gsipid 192.168.1.216
gsdbid GameDB_Source
gsuser sa
gspwd aaaaaa
gsipid 192.168.1.216
gsdbid GameDB_Source
gsuser sa
gspwd aaaaaa

LoginDB目标数据库, 就是要合到哪个数据库中

LoginDB target database, means the database which been used as main database in server merger.

ldip 192.168.1.216

lddb LoginDB

lduser sa

ldpwd aaaaaa

LoginDB源数据库, 就是从哪个数据库合过来

LoginDB source database, means the database which been used as sub-database in server merger.

lsip 192.168.1.216

lsdb LoginDB_Source

lsuser sa

lspwd aaaaaa

SERVER MERGER

合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
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5. 配置并运行合区工具
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8. 配置服务器端程序
9. 开启服务器

从GameDB_Source上导出csl_genvar表的所有数据到GameDB对应的结果csl_genvar表中, 执行GameDB.sql

Export all data form table csl_genvar in GameDB Source to corresponding result table csl_genvar, and excute GameDB.sql

GameDB

| Name | Owner | Type | Create Ds |
|-----------------------------|-------|------|-----------|
| CSL_Countrys | dbo | User | 6/6/2008 |
| CSL_FACTION_Ability | dbo | User | 6/6/2008 |
| CSL_FACTION_Apply | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty... | dbo | User | 5/28/2005 |
| CSL_FACTION_LeaveWord | dbo | User | 6/6/2008 |
| CSL_FACTION_Members | dbo | User | 6/6/2008 |
| CSL_FactionWar | dbo | User | 6/6/2008 |
| CSL_GENVAR | dbo | User | 6/6/2008 |
| CSL_PLAYER_ABILITY | dbo | User | 3/4/2009 |
| CSL_PLAYER_ABILITY_rhg | dbo | User | 3/4/2009 |
| CSL_PLAYER_BASE | dbo | User | 6/6/2008 |
| CSL_PLAYER_BASE_rhg | dbo | User | 3/26/2005 |
| CSL_PLAYER_QUEST_EX | dbo | User | 6/6/2008 |
| CSL_Region | dbo | User | 6/6/2008 |
| CSL_SETUP | dbo | User | 6/6/2008 |
| CSL_UNION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_UNION_Members | dbo | User | 6/6/2008 |
| CSL_VillageWar | dbo | User | 6/6/2008 |
| extend_properties | dbo | User | 6/6/2008 |
| Largess | dbo | User | 6/6/2008 |
| LoadDetails | dbo | User | 6/6/2008 |
| player_goods | dbo | User | 6/19/2005 |

GameDB_Source

| Name | Owner | Type | Create Ds |
|-----------------------------|-------|------|-----------|
| CSL_Countrys | dbo | User | 6/6/2008 |
| CSL_FACTION_Ability | dbo | User | 6/6/2008 |
| CSL_FACTION_Apply | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty... | dbo | User | 5/28/2005 |
| CSL_FACTION_LeaveWord | dbo | User | 6/6/2008 |
| CSL_FACTION_Members | dbo | User | 6/6/2008 |
| CSL_FactionWar | dbo | User | 6/6/2008 |
| CSL_GENVAR | dbo | User | 6/6/2008 |
| CSL_PLAYER_ABILITY | dbo | User | 3/4/2009 |
| CSL_PLAYER_ABILITY_rhg | dbo | User | 3/4/2009 |
| CSL_PLAYER_BASE | dbo | User | 6/6/2008 |
| CSL_PLAYER_BASE_rhg | dbo | User | 3/26/2005 |
| CSL_PLAYER_QUEST_EX | dbo | User | 6/6/2008 |
| CSL_Region | dbo | User | 6/6/2008 |
| CSL_SETUP | dbo | User | 6/6/2008 |
| CSL_UNION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_UNION_Members | dbo | User | 6/6/2008 |
| CSL_VillageWar | dbo | User | 6/6/2008 |
| extend_properties | dbo | User | 6/6/2008 |
| Largess | dbo | User | 6/6/2008 |
| LoadDetails | dbo | User | 6/6/2008 |
| player_goods | dbo | User | 6/19/2005 |



SERVER MERGER

合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. Data Import & Comparison after Server Merger
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

| Name | Owner | Type | Create Date |
|-----------------------------|-------|------|-------------|
| CSL_Countrys | dbo | User | 6/6/2008 |
| CSL_FACTION_Ability | dbo | User | 6/6/2008 |
| CSL_FACTION_Apply | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_FACTION_BaseProperty... | dbo | User | 5/28/2009 |
| CSL_FACTION_LeaveWord | dbo | User | 6/6/2008 |
| CSL_FACTION_Members | dbo | User | 6/6/2008 |
| CSL_FactionWar | dbo | User | 6/6/2008 |
| CSL_GENWAR | dbo | User | 6/6/2008 |
| CSL_PLAYER_ABILITY | dbo | User | 3/4/2009 |
| CSL_PLAYER_ABILITY_rhg | dbo | User | 3/4/2009 |
| CSL_PLAYER_BASE | dbo | User | 6/6/2008 |
| CSL_PLAYER_BASE_rhg | dbo | User | 3/26/2009 |
| CSL_PLAYER_QUEST_EX | dbo | User | 6/6/2008 |
| CSL_Region | dbo | User | 6/6/2008 |
| CSL_SETUP | dbo | User | 6/6/2008 |
| CSL_UNION_BaseProperty | dbo | User | 6/6/2008 |
| CSL_UNION_Members | dbo | User | 6/6/2008 |
| CSL_villageWar | dbo | User | 6/6/2008 |
| extend_properties | dbo | User | 6/6/2008 |
| Largess | dbo | User | 6/6/2008 |
| LoadDetails | dbo | User | 6/6/2008 |
| player_goods | dbo | User | 6/19/2009 |

SERVER MERGER

合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. Data Import & Comparison after Server Merger
7. 运行数据库脚本
8. 配置服务器端程序
9. 开启服务器

```
select * from CSL_GENVAR
where varname
in ('$g_料比精铁','$g_料比青罡
','$g_料比五色','$g_料比云灵
','$g_料澄金','$g_料精铁','$g_料
烈心','$g_料青罡','$g_料如青
','$g_料若水','$g_料五色','$g_料
云灵','$g_神遗场变','$g_神遗场
景','$g_遗迹开门分','$g_遗迹门
公告','$g_遗迹门记录时间','$g_
遗迹门时间','$g_遗迹门状态
','$g_遗迹秘索')
order by varname
```


SERVER MERGER - Data Import & Comparison after Server Merger

合区-合区完成后导入并比较数据

| 合区数据库查询结果 Database querying result of merged server | | 被合数据库查询结果 Database querying result of server which been merged | | 差值 Difference value | | |
|--|---|---|-------------|------------------------|-----------|----------|
| \$g_料比精铁 | 0 | 100 | \$g_料比精铁 | 0 | 100 | 0 |
| \$g_料比青罡 | 0 | 100 | \$g_料比青罡 | 0 | 100 | 0 |
| \$g_料比五色 | 0 | 100 | \$g_料比五色 | 0 | 100 | 0 |
| \$g_料比云灵 | 0 | 100 | \$g_料比云灵 | 0 | 100 | 0 |
| \$g_料澄金 | 0 | 10027778 | \$g_料澄金 | 0 | 10027778 | 0 |
| \$g_料精铁 | 0 | 10902169 | \$g_料精铁 | 0 | 10902169 | 0 |
| \$g_料烈心 | 0 | 10020833 | \$g_料烈心 | 0 | 10020833 | 0 |
| \$g_料青罡 | 0 | 5451085 | \$g_料青罡 | 0 | 5451085 | 0 |
| \$g_料如青 | 0 | 1004167 | \$g_料如青 | 0 | 10041667 | 0 |
| \$g_料若水 | 0 | 10083333 | \$g_料若水 | 0 | 10083333 | 0 |
| \$g_料五色 | 0 | 2659066 | \$g_料五色 | 0 | 2659066 | 0 |
| \$g_料云灵 | 0 | 3893632 | \$g_料云灵 | 0 | 3893632 | 0 |
| \$g_神遗场变 | 0 | 917636355 | \$g_神遗场变 | 0 | 917636763 | -408 |
| \$g_神遗场景 | 0 | 30002 | \$g_神遗场景 | 0 | 20008 | 9994 |
| \$g_遗迹开门分 | 0 | 180000 | \$g_遗迹开门分 | 0 | 180000 | 0 |
| \$g_遗迹门公告 | 0 | 908714918 | \$g_遗迹门公告 | 0 | 909694768 | -979850 |
| \$g_遗迹门记录时间 | 0 | 46 | \$g_遗迹门记录时间 | 0 | 58 | -12 |
| \$g_遗迹门时间 | 0 | 908586582 | \$g_遗迹门时间 | 0 | 909612851 | -1026269 |
| \$g_遗迹门状态 | 0 | 3 | \$g_遗迹门状态 | 0 | 3 | 0 |
| \$g_遗迹秘索 | 0 | 100127298 | \$g_遗迹秘索 | 0 | 100349999 | -222701 |

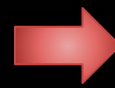
SERVER MERGER

合区

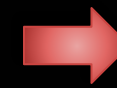
Execute the statement just now on 2 servers which are going to merge. And choose the bigger result insert into result database.

在2个合区的服务器上执行上面语句，选择大的那个到合区结果数据库中。

| VarName | SValue | CValue |
|----------|--------|-----------|
| \$e_料比精铁 | 0 | 100 |
| \$e_料比青盟 | 0 | 100 |
| \$e_料比五色 | 0 | 100 |
| \$e_料比云灵 | 0 | 100 |
| \$e_料比云灵 | 0 | 100 |
| \$e_料比青盟 | 0 | 10027778 |
| \$e_料比青盟 | 0 | 10902169 |
| \$e_料比青盟 | 0 | 10020833 |
| \$e_料比青盟 | 0 | 5451085 |
| \$e_料比青盟 | 0 | 10041667 |
| \$e_料比青盟 | 0 | 10083333 |
| \$e_料比青盟 | 0 | 2659066 |
| \$e_料比青盟 | 0 | 3893632 |
| \$e_料比青盟 | 0 | 917790869 |
| \$e_料比青盟 | 0 | 31002 |
| \$e_料比青盟 | 0 | 180000 |
| \$e_料比青盟 | 0 | 902932210 |
| \$e_料比青盟 | 0 | 50 |
| \$e_料比青盟 | 0 | 902588291 |
| \$e_料比青盟 | 0 | 3 |
| \$e_料比青盟 | 0 | 100350000 |



| 源合区数据库查询结果 Database querying result of merged server | 目标合区数据库查询结果 Database querying result of server which been merged | 差值 Difference value | | | |
|---|---|------------------------|---|-----------|---------|
| \$e_料比精铁 | 0 | 100 | 0 | 100 | 0 |
| \$e_料比青盟 | 0 | 100 | 0 | 100 | 0 |
| \$e_料比五色 | 0 | 100 | 0 | 100 | 0 |
| \$e_料比云灵 | 0 | 100 | 0 | 100 | 0 |
| \$e_料比青盟 | 0 | 10027778 | 0 | 10027778 | 0 |
| \$e_料比青盟 | 0 | 10902169 | 0 | 10902169 | 0 |
| \$e_料比青盟 | 0 | 10020833 | 0 | 10020833 | 0 |
| \$e_料比青盟 | 0 | 5451085 | 0 | 5451085 | 0 |
| \$e_料比青盟 | 0 | 10041667 | 0 | 10041667 | 0 |
| \$e_料比青盟 | 0 | 10083333 | 0 | 10083333 | 0 |
| \$e_料比青盟 | 0 | 2659066 | 0 | 2659066 | 0 |
| \$e_料比青盟 | 0 | 3893632 | 0 | 3893632 | 0 |
| \$e_料比青盟 | 0 | 917790869 | 0 | 917636763 | 1541102 |
| \$e_料比青盟 | 0 | 30002 | 0 | 20008 | 9992 |
| \$e_料比青盟 | 0 | 180000 | 0 | 180000 | 0 |
| \$e_料比青盟 | 0 | 908714918 | 0 | 909694768 | -99748 |
| \$e_料比青盟 | 0 | 46 | 0 | 58 | -12 |
| \$e_料比青盟 | 0 | 908586582 | 0 | 909612851 | -102667 |
| \$e_料比青盟 | 0 | 3 | 0 | 3 | 0 |
| \$e_料比青盟 | 0 | 100127298 | 0 | 100349999 | -32271 |

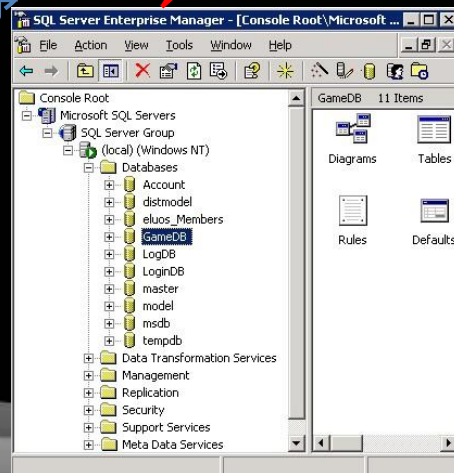


| VarName | SValue | CValue |
|----------|--------|-----------|
| \$e_料比精铁 | 0 | 100 |
| \$e_料比青盟 | 0 | 100 |
| \$e_料比五色 | 0 | 100 |
| \$e_料比云灵 | 0 | 100 |
| \$e_料比青盟 | 0 | 10027778 |
| \$e_料比青盟 | 0 | 10902169 |
| \$e_料比青盟 | 0 | 10020833 |
| \$e_料比青盟 | 0 | 5451085 |
| \$e_料比青盟 | 0 | 10041667 |
| \$e_料比青盟 | 0 | 10083333 |
| \$e_料比青盟 | 0 | 2659066 |
| \$e_料比青盟 | 0 | 3893632 |
| \$e_料比青盟 | 0 | 917790869 |
| \$e_料比青盟 | 0 | 31002 |
| \$e_料比青盟 | 0 | 180000 |
| \$e_料比青盟 | 0 | 902932210 |
| \$e_料比青盟 | 0 | 50 |
| \$e_料比青盟 | 0 | 902588291 |
| \$e_料比青盟 | 0 | 3 |
| \$e_料比青盟 | 0 | 100350000 |

SERVER MERGER

合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. Run Script of Database
8. 配置服务器端程序
9. 开启服务器



```
--LoginDB数据库(LoginDB Database):  
insert into ip_list values  
(‘jintianhdhao01’,‘起始IP’,‘终止IP地址’)  
Delete increment_log  
--GameDB数据库(GameDB Database):  
update CSL_GENVAR  
set cvalue=0  
where varName like '$g[_]圣女ID%' or  
varName like '$g[_]圣女人气%' update  
CSL_GENVAR set cvalue=0 where varName  
='$g_wzy_状元本轮局数' update  
CSL_GENVAR set cvalue=0 where varName  
='$g_wzy_状元总轮数标准' update  
CSL_GENVAR set cvalue=0 where varName  
='$g_wzy_状元最高ID1' update  
CSL_GENVAR set cvalue=0 where varName  
='$g_wzy_状元最高ID2' update  
CSL_GENVAR set cvalue=0 where varName  
='$g_wzy_状元最高ID3'  
Update CSL_GENVAR set cvalue=0 where  
varname=‘$g_wzy_状元最高分%’  
update CSL_Countrys set ech_exp=20000
```

SERVER MERGER

合区

1. 合区前的准备工作
2. 新建目标数据库
3. 在源数据库中检查库非法字符
4. 修改数据库SA密码
5. 配置并运行合区工具
6. 合区完成后导入并比较数据
7. 运行数据库脚本
8. Configure program of Server-side
9. 开启服务器

Please referring to “DEPLOY GUIDE OF SERVER—SIDE” configure server-side program and database.

请参照《服务器架构》部份进行服务器端程序的配置和数据库配置。

SERVER MAINTENANCE

服务器维护

- 服务器例行维护
 - A. 正常关闭服务器
 - B. 对外开启服务器
- 合区
- DATABASE OPERATION
- 服务器端一些突发故障的发现和排除操作

DATABASE OPERATION

数据库操作

1. Explanation of used syllable on database
数据库常用字段说明
2. Operation of Saintess (we collect the data on the first day of routine maintenance every month)
圣女操作(每月初第一个维护日处理)
3. Operation of Combat Champion (we collect data on the last day of routine maintenance every month)
武状元操作(每月最后一个维护日处理)
4. Other operations of Database
其它数据库操作
 - A. Send Items发放物品
 - B. Delete item of player删除玩家物品
 - C. Modify guild's name修改帮会名称

DATABASE OPERATION

数据库操作

1. “Explanation of used syllable on database ”
2. 圣女操作(每月初第一个维护日处理)
3. 武状元操作(每月最后一个维护日处理)
4. 其它数据库操作
 - A. 发放物品
 - B. 删除玩家物品
 - C. 修改帮会名称

这份说明文档由我们提供

DATABASE OPERATION

数据库操作

1. 数据库常用字段说明
2. Operation of Saintess (we collect the data on the first day of routine maintenance every month)
3. 武状元操作(每月最后一个维护日处理)
4. 其它数据库操作
 - A. 发放物品
 - B. 删除玩家物品
 - C. 修改帮会名称

```
delete player_goods  
where goodsIndex in  
(303025060,3030237  
52,303027891,  
303027892,  
303027893,  
303027894)
```

DATABASE OPERATION

数据库操作

1. 数据库常用字段说明
2. 圣女操作(每月初第一个维护日处理)
3. Operation of Combat Champion
(we collect data on the last day of routine maintenance every month)
4. 其它数据库操作
 - A. 发放物品
 - B. 删除玩家物品
 - C. 修改帮会名称

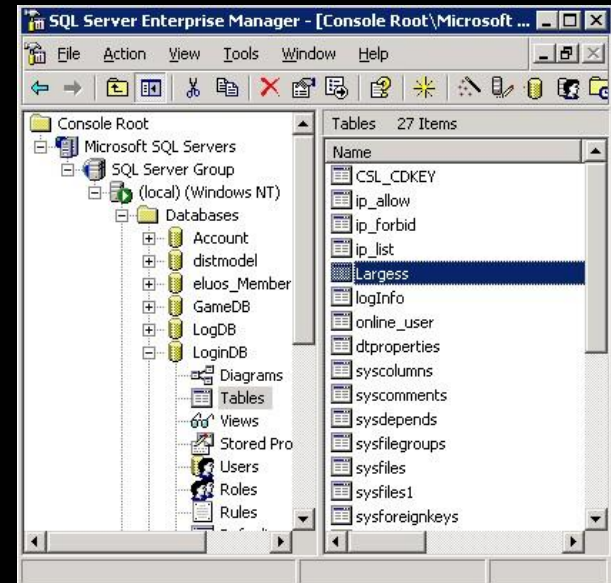
```
delete player_goods
where
(goodsIndex >=303025114
and
goodsIndex <=303025117)
or
goodsIndex=303026466
or
(goodsindex >=303027895
and
goodsindex <=303027899)
or
goodsIndex =303028608
```

DATABASE OPERATION

数据库操作

1. 数据库常用字段说明
2. 圣女操作(每月初第一个维护日处理)
3. 武状元操作(每月最后一个维护日处理)
4. Other operations of Database
 - A. Send Items
 - B. 删除玩家物品
 - C. 修改帮会名称

LoginDB->Largess表
(Table)

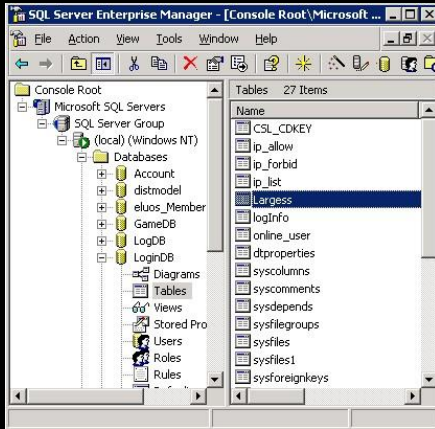


DATABASE OPERATION

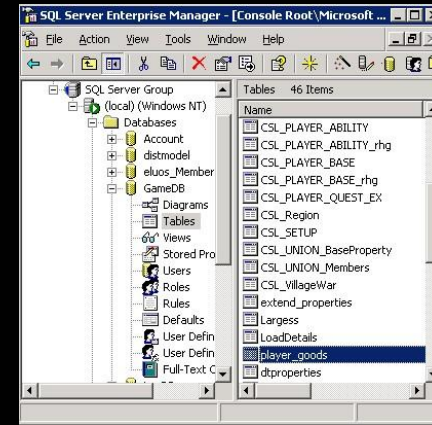
数据库操作

```
WorldServer[6.01]-Saga302
File: Update: 1960
Last Save Time: 2009-07-17 00:37:31 [Normal]
This Save Time: 0 sec Saving = 0/0
Connects = 4/4 Map = 0/0 Online = 0/0 Offline = 0/0 Login = 0/0
Create = 0/0 Delete = 0/0 Resume = 0/0
Teams = 0/0 Largess = 0/0 WriteLog = 0/0 LoadPlayer = 0/0
ReMsg = 0/0
[07-17 00:54:52] In 600 S Called 15001 AI.
At:2333
RefreshText:0
Message:0 (LS:0 GS:0)
NetSession:0
FactionWarsSys:0
Timer:0
ProcessPlayerDataQueue:0
SessionFactory:0
SavePoint:0
```

WorldServer



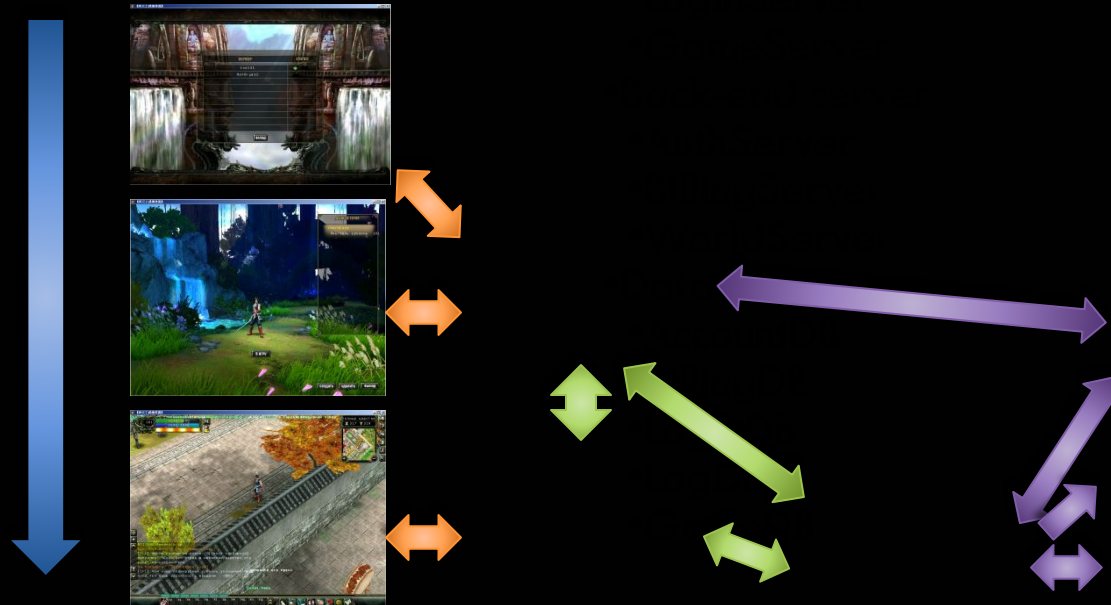
LoginDB(Largess)



GameDB(Player_Goods)

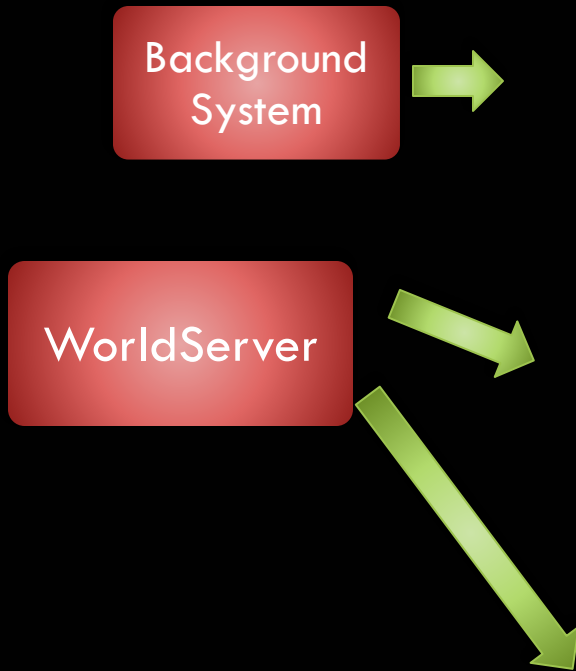
RELATION GRAPH

关系图



ITEMS RECEIVING FLOW

物品接收流程



说明:

GameDB->[Player_goods]
对应玩家角色的仓库

Explanation:

GameDB->[Player_goods]
Corresponding to storage of
player' character

DATABASE OPERATION

数据库操作

1. 数据库常用字段说明
2. 圣女操作(每月初第一个维护日处理)
3. 武状元操作(每月最后一个维护日处理)
4. 数据库其它操作
 - A. 发放物品
 - B. Delete item of player
 - C. 修改帮会名称

Delete items删除物品:

LoginDB->Largess表(Table)

GameDB->Largess表(Table)

GameDB->player_goods表(Table)

Explanation:

If we want delete palyer_goods table, needs to access

GameDB->CSL_Player_Base

or GameDB->CSL_Player_ability to gain corresponding ID of player's character.

说明:

如果删除player_goods表, 需要访问

GameDB->CSL_Player_Base

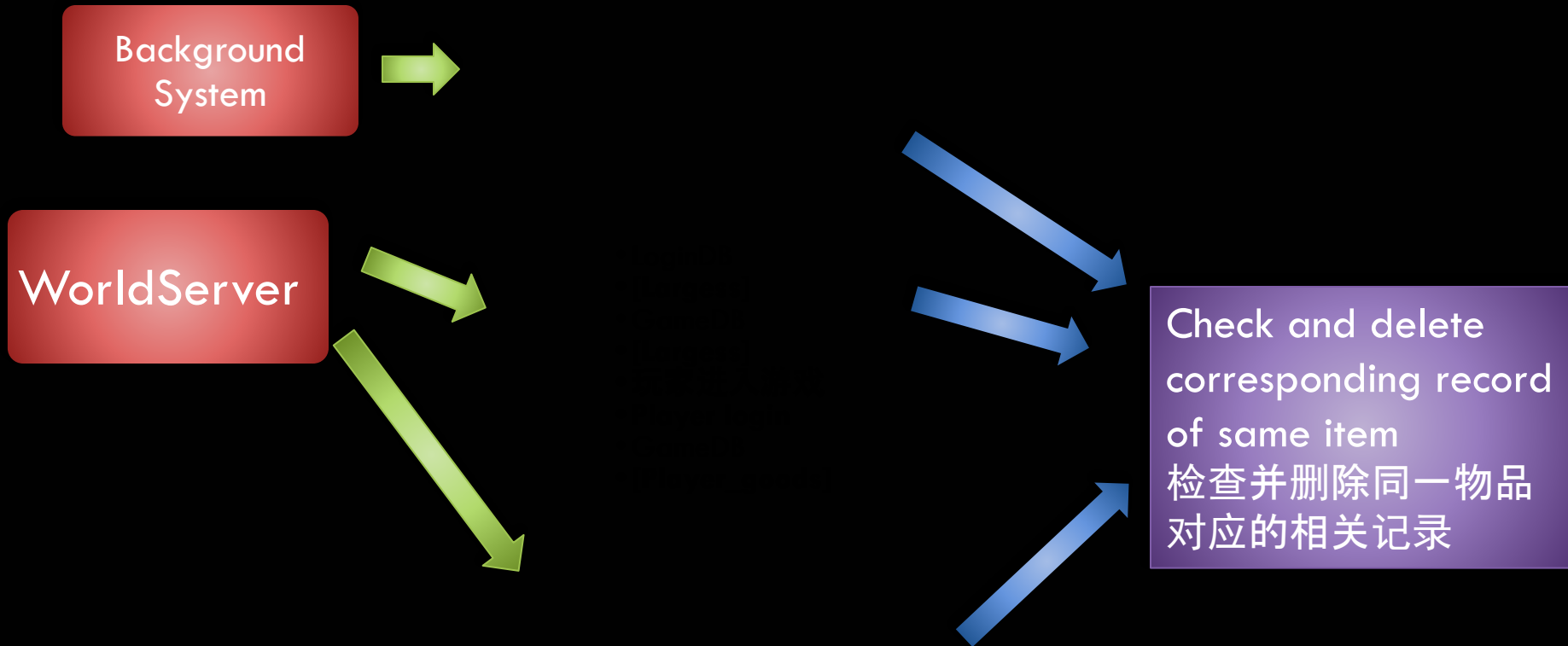
or

GameDB->CSL_Player_ability

获得玩家角色对应的ID。

ITEMS RECEIVING FLOW

物品接收流程



DATABASE OPERATION

数据库操作

1. 数据库常用字段说明
2. 圣女操作(每月初第一个维护日处理)
3. 武状元操作(每月最后一个维护日处理)
4. 数据库其它操作
 - A. 发放物品
 - B. Delete item of player
 - C. 修改帮会名称

□ 如果玩家收到多余物品:
检查并删除:

GameDB->player_goods
表中玩家对应的记录。

□ 如果物品发错:
检查并删除:

LoginDB->Largess

GameDB-Largess

GameDB->player_goods
表中玩家对应的记录。

□ If player receive superfluous items, we need to check and delete it:

GameDB->player_goods
corresponding record of player in table.

□ If we send items to wrong player, we need to check and delete it.

LoginDB->Largess

GameDB-Largess

GameDB->player_goods

corresponding record of player in table.

DATABASE OPERATION

数据库操作

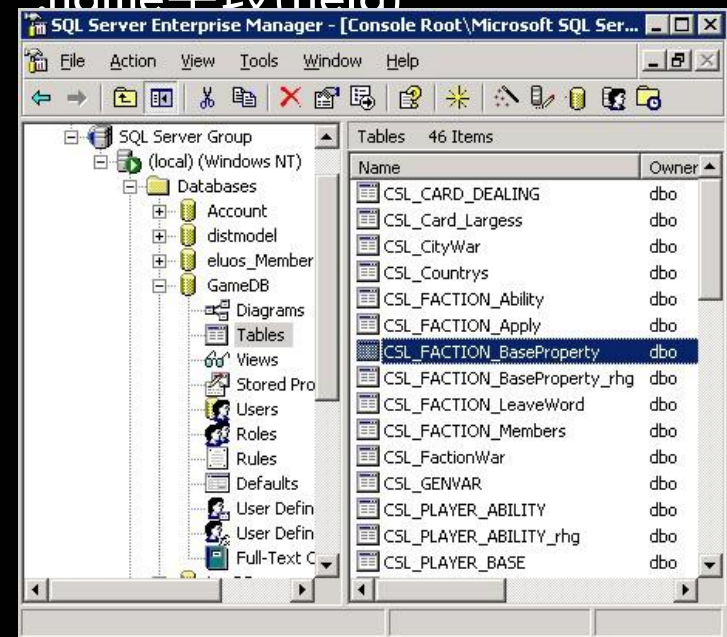
1. 数据库常用字段说明
2. 圣女操作(每月初第一个维护日处理)
3. 武状元操作(每月最后一个维护日处理)
4. 数据库其它操作
 - A. 发放物品
 - B. 删除玩家物品
 - C. Modify guild's name

GameDB

->CSL_Faction_BasePropert

y

name 字段(field)



THE MAINTENANCE OF THE SERVER 服务器维护

- 服务器例行维护
 - A. 正常关闭服务器
 - B. 对外开启服务器
- 合区
- 数据库操作
- THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端一些突发故障的发现和排除操作

1. Find reasons about fault of server by player's feedback from game client problems
通过玩家反映的客户端问题来判断故障的原因
2. Server updating error resulting in fault
服务器更新错误导致的故障
3. Database Suspect
数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
服务器硬件或网络故障对服务器软件产生的错误和处理方法
5. The introduction of Server software error by cheating program and processing method
外挂原因导致的服务器软件故障的处理方法

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER 服务器端的一些突发故障的发现和排除库操作

1. Find reasons about fault of server by player's feedback from game client problems
Please referring to "Common Operation of Customer Service"
这部份内容请参看“常见GM操作”部份
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. 服务器硬件或网络故障对服务器软件产生的错误和处理方法
5. 外挂原因导致的服务器软件故障的处理方法

THE INTRODUCTION OF DETECTION
AND ELIMINATING SOME SUDDEN FAULT OF SERVER
服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
Can not boot server normally, needs to replace the original sever program file
2. Server updating error resulting in fault
服务器无法正常开启, 需要替换原服务器端程序文件。
3. 数据库数据检测
4. 服务器硬件或网络故障对服务器软件产生的错误和处理方法
5. 外挂原因导致的服务器软件故障的处理方法

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. Database Suspect
4. 服务器硬件或网络故障对服务器软件产生的错误和处理方法
5. 外挂原因导致的服务器软件故障的处理方法

When database suspect, taking care to check :

GameDB->[CSL_SETUP].[PlayerID]

Whether <10000 , if less than 10000, means this tabel error.

Use DBCC command to check or repair database.

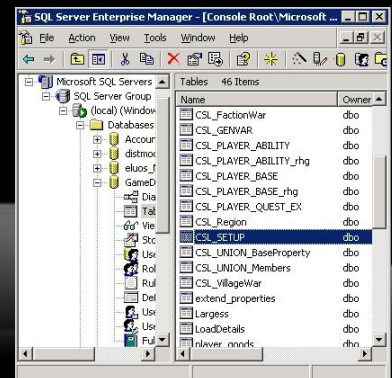
Needs timing backup data of database.

数据库数据检测时, 注意检查:

GameDB->[CSL_SETUP].[PlayerID]

是否<10000, 如果小于10000, 说明此表发生了错误。

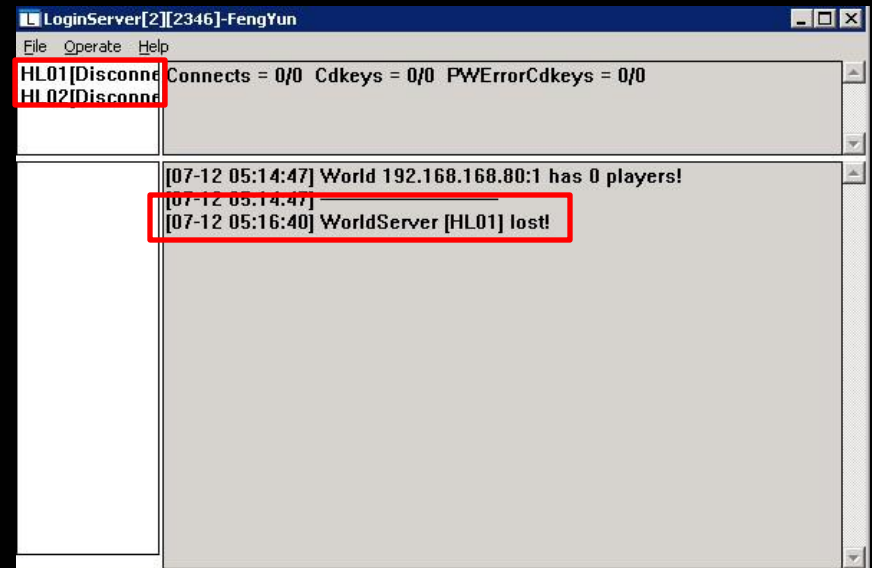
使用DBCC命令检查或修复数据库
需要做好数据库的定时备份。



THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

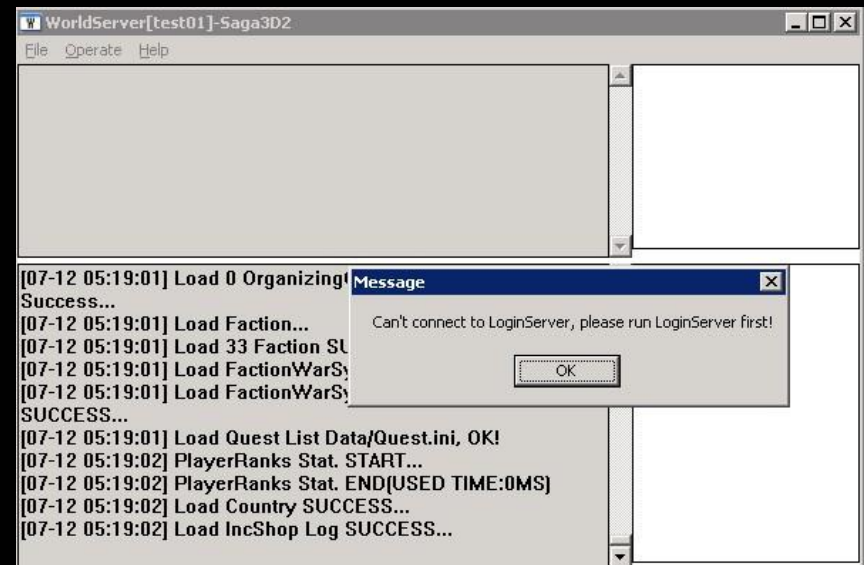
1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
5. 外挂原因导致的服务器软件故障的处理方法



THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

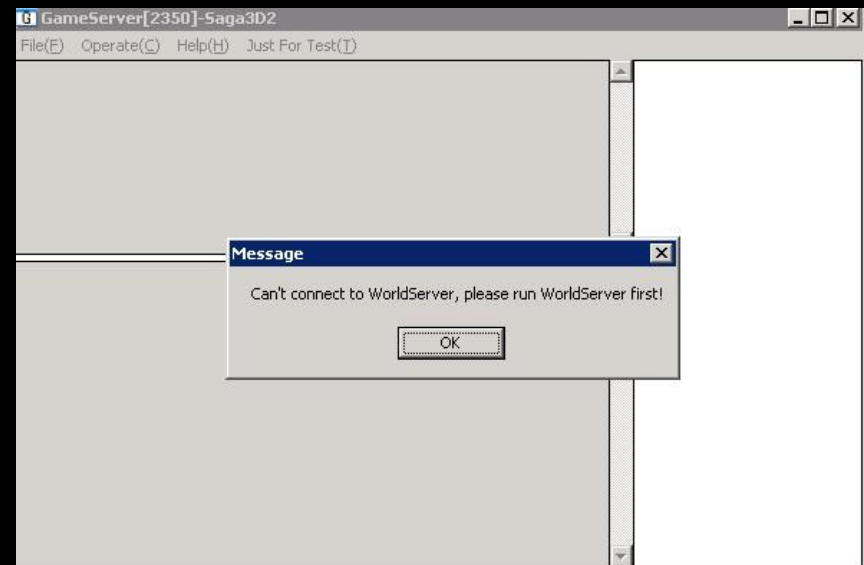
1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
5. 外挂原因导致的服务器软件故障的处理方法



THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

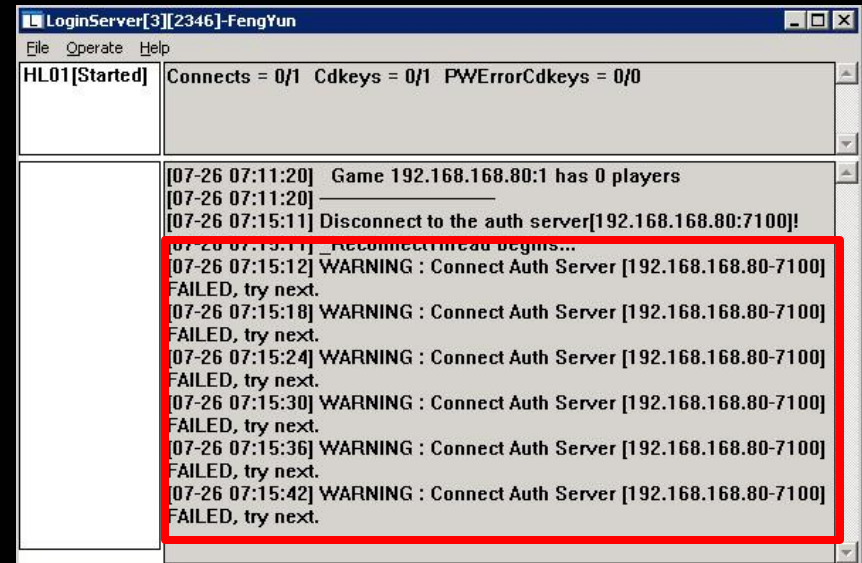
1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
5. 外挂原因导致的服务器软件故障的处理方法



THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
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3. 数据库数据检测
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5. 外挂原因导致的服务器软件故障的处理方法



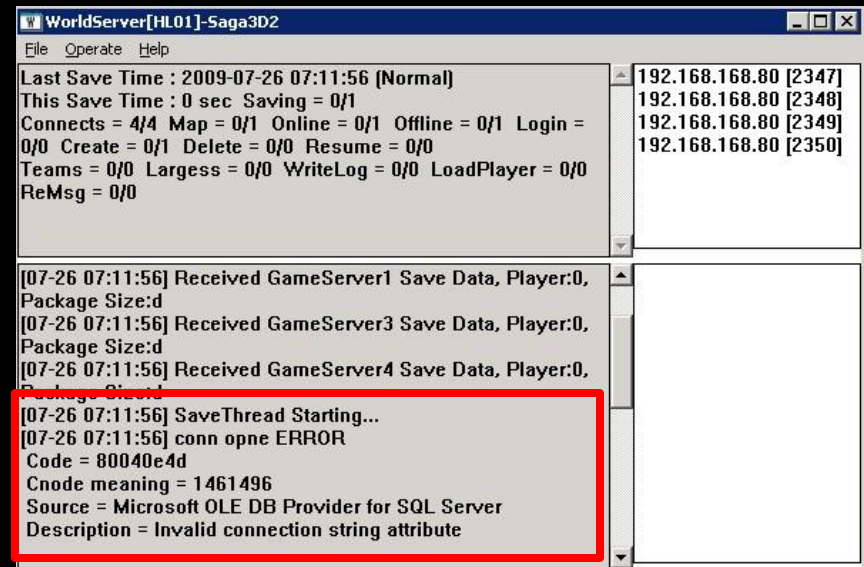
```
File Operate Help
HL01 [Started] Connects = 0/1 Cdkeys = 0/1 PWErrorCdkeys = 0/0

[07-26 07:11:20] Game 192.168.168.80:1 has 0 players
[07-26 07:11:20] _____
[07-26 07:15:11] Disconnect to the auth server[192.168.168.80:7100]!
[07-26 07:15:11] _Reconnect thread begins...
[07-26 07:15:12] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
[07-26 07:15:18] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
[07-26 07:15:24] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
[07-26 07:15:30] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
[07-26 07:15:36] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
[07-26 07:15:42] WARNING : Connect Auth Server [192.168.168.80-7100]
FAILED, try next.
```

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
5. 外挂原因导致的服务器软件故障的处理方法

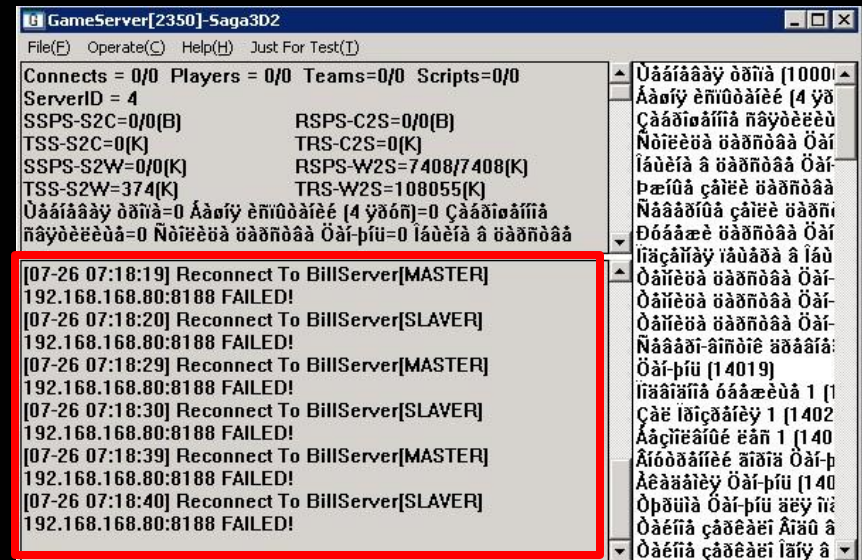


```
WorldServer[HL01]-Saga3D2
File Operate Help
Last Save Time : 2009-07-26 07:11:56 (Normal)
This Save Time : 0 sec Saving = 0/1
Connects = 4/4 Map = 0/1 Online = 0/1 Offline = 0/1 Login = 0/0
Create = 0/1 Delete = 0/0 Resume = 0/0
Teams = 0/0 Largess = 0/0 WriteLog = 0/0 LoadPlayer = 0/0
ReMsg = 0/0
192.168.168.80 [2347]
192.168.168.80 [2348]
192.168.168.80 [2349]
192.168.168.80 [2350]
[07-26 07:11:56] Received GameServer1 Save Data, Player:0,
Package Size:d
[07-26 07:11:56] Received GameServer3 Save Data, Player:0,
Package Size:d
[07-26 07:11:56] Received GameServer4 Save Data, Player:0,
Package Size:d
[07-26 07:11:56] SaveThread Starting...
[07-26 07:11:56] conn opne ERROR
Code = 80040e4d
Cnode meaning = 1461496
Source = Microsoft OLE DB Provider for SQL Server
Description = Invalid connection string attribute
```

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. The introduction of Server software error by network or hardware fault and processing method
5. 外挂原因导致的服务器软件故障的处理方法



```
GameServer[2350]-Saga3D2
File(F) Operate(O) Help(H) Just For Test(T)
Connects = 0/0 Players = 0/0 Teams=0/0 Scripts=0/0
ServerID = 4
SSPS-S2C=0/0(B) RSPS-C2S=0/0(B)
TSS-S2C=0(K) TRS-C2S=0(K)
SSPS-S2W=0/0(K) RSPS-W2S=7408/7408(K)
TSS-S2W=374(K) TRS-W2S=108055(K)
Üááíáááý ððñà=0 Áàóíý èñíüððáíéé (4 ýðóñ)=0 Çááðíóáííá
ñáyðèèèüà=0 Nòíèèüà ùàðñðáá Òáí-þíü=0 Íáúèíá á ùàðñðáá

[07-26 07:18:19] Reconnect To BillServer[MASTER]
192.168.168.80:8188 FAILED!
[07-26 07:18:20] Reconnect To BillServer[SLAVER]
192.168.168.80:8188 FAILED!
[07-26 07:18:29] Reconnect To BillServer[MASTER]
192.168.168.80:8188 FAILED!
[07-26 07:18:30] Reconnect To BillServer[SLAVER]
192.168.168.80:8188 FAILED!
[07-26 07:18:39] Reconnect To BillServer[MASTER]
192.168.168.80:8188 FAILED!
[07-26 07:18:40] Reconnect To BillServer[SLAVER]
192.168.168.80:8188 FAILED!
```

THE INTRODUCTION OF DETECTION AND ELIMINATING SOME SUDDEN FAULT OF SERVER

服务器端的一些突发故障的发现和排除库操作

1. 通过玩家反映的客户端问题来判断故障的原因
2. 服务器更新错误导致的故障
3. 数据库数据检测
4. 服务器硬件或网络故障对服务器软件产生的错误和处理方法
5. The introduction of Server software error by cheating program and processing method

1. Use customer service command to block player's account.
2. Use windows
->Local securitysettings
->Secure Server(Require security)
Filter IP address of cheating program.
1.通过客服命令封停帐号
2.使用 windows->Local securitysettings
->Secure Server(Require security)
过滤外挂IP地址。



APPENDIXES

附录

- “EXPLANATION OF SERVER MERGER OPERATION”
《合区操作说明》
- “EXPLANATION OF GM COMMAND”
《GM命令说明》
- “EXPLANATION OF USED SYLLABLE ON DATABASE ”
《数据库常用表字段说明》
- “Fengyun ITEM CODE LIST”
《风云物品编号对照表》
- “Fengyun MAP CODE LIST ”
《风云地图编码对照表》

THE END