

---

# Landport Documentation

*Release 1.2.3*

**Frank AK**

**Apr 06, 2017**



---

## Contents:

---

<b>1</b>	<b>Quick Start</b>	<b>3</b>
1.1	Installing . . . . .	3
1.2	Usage . . . . .	3
<b>2</b>	<b>Tutorial</b>	<b>5</b>
2.1	Game Room . . . . .	5
<b>3</b>	<b>Project</b>	<b>7</b>
<b>4</b>	<b>API</b>	<b>9</b>
<b>5</b>	<b>Indices and tables</b>	<b>11</b>



Landport is a python game framework where you can easily build your game server. The common funtions are supported, like *Game Room*, *Rank List* and *Chat* etc. You are welcome to send me your ideas. See below documents for more details. :)



## Installing

Install with pip:

```
$ pip install landport
```

## Usage

Ranklist using:

```
from landport.core.rank import RanklistBase as Ranklist
```

One line code can import all your need, and then declare a Ranklist instance. Rank list need to cache last rank record, so you should declare a redis connect handler before declare a Ranklist instance.

```
import redis
r = redis.Redis('localhost')
```

Now, you can declare a Ranklist instance.

```
rk = Ranklist('last_ranklist_cache', r)
```

Once you get a rank list instance, you can push you data in, assume you have some data element as below show:

```
frank = {
    "english": 120,
    "math": 99,
    "uid": 1002222
}
```

And then, you can easily push it in your rank list.

```
rk.push_in(frank)
```

You may have a lot of data from your database, so you can easy push it in by a loop. also can do it by a *push\_many([...])* in the future.

```
for i in my_data:  
    rk.push_in(i)
```

For now, we got data in our Ranklist, we can sort the element and fetch what we care.

```
top10 = rk.top(10)
```

As we can see, one line code will get data which we want.



#### Game Room

Easily to build a multiplay game, many game have a virtual room for player. The player can interaction with other members (i.e chat/ send emotion ..). if someone get off the room, other will know that! also someone in will notify others who are the same room.



## CHAPTER 3

---

Project

---



## CHAPTER 4

---

API

---



## CHAPTER 5

---

### Indices and tables

---

- `genindex`
- `modindex`
- `search`