ToTokGameSDK API Document

(Android)

Name	Date	version	remark
Nengjie	2020.3.17	1.0.0	created

1.Description and definition

1.1 API call

All methods are encapsulated in TGameSDK. Call it statically.

1.2 Callback

All callbacks return the object result of TGResult, which is contained in TGResult :

Response code: `int code=result.getResponseCode().`

Response message: `String msg=result.getDebugMessage().`

1.3 Errors

0	succeed
2000	Json configuration file exception

2001	appid invalid
2002	scope invalid
2003	Uninitialized
2004	Does not support payment
2005	Does not support sharing
2006	Does not support push
2007	Unknown error
2008	Authorization failed
2009	Share the failure
2010	Application not installed
2011	Network not connected
2012	BILLING_RESPONSE_RESULT_USER_CANCELED
2013	BILLING_RESPONSE_RESULT_SERVICE_UNAVAILABLE
2014	BILLING_RESPONSE_RESULT_BILLING_UNAVAILABLE
2015	BILLING_RESPONSE_RESULT_ITEM_UNAVAILABLE
2016	BILLING_RESPONSE_RESULT_DEVELOPER_ERROR
2017	BILLING_RESPONSE_RESULT_ERROR
2018	BILLING_RESPONSE_RESULT_ITEM_ALREADY_OWNED
2019	BILLING_RESPONSE_RESULT_ITEM_NOT_OWNED

2.Initialization (must)

`Method`	init
Params	

activity	Context
callback	TGInitCallback
Response	
result	Return status result
Note	Called in onCreate () of the homepage (must)

Example:

```
@Override
protected void onCreate() {
    super.onCreate();
    TGameSDK.init(this, new TGResultCallback() {
        @Override
        public void initComplete(TGResult result) {
            if (result.getResponseCode()== TGResponseCode.SUCCEED){
                //Return success
            }else{
                //Return failed
            }
        }

        @Override
        public void onMessageReceived(TGMessage message) {
            //Receive push messages

        }
    });
}
```

3.API：Configuration

3.1 Enbale Log Output

Method	openLogInfo

Example:
```
TGameSDK.openLogInfo();
```

3.2 Disable Log Output(default)

Method	closeLogInfo
Note	Default

Example:
```
TGameSDK.closeLogInfo();
```

3.3 Set Test Environment

Method	setServerDomainTest

Example:
```
TGameSDK.setServerDomainTest();
```

3.4 Set Production Environment(default)

Method	setServerDomainProduction
Note	Default

Example:
```
TGameSDK.setServerDomainTest();
```

3.5 Set Sandbox Payment

Method	setPayEnvironmentTest

Example:
```
TGameSDK.setPayEnvironmentTest();
```

3.6 Set Production Payment(default)

Method	setPayEnvironmentProduction
Note	Default

Example:
```
TGameSDK.setPayEnvironmentProducttion();
```

3.7 Login with GameCenter

Method	getHomePage
Response	
result	Return status result
data	Returns an h5 link

Example:

```
String data=TGameSDK.getHomePage( )
```

4. Must call function on homepage

4.1 Start game

Method	start
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result
Note	Called in onStart of the homepage (must)

Example:

```
@Override
protected void onStart() {
    super.onStart();
    TGameSDK.start(this, new TGResultCallback() {
        @Override
        public void onResult(TGResult result) {
            if (result.getResponseCode()== TGResponseCode.SUCCEED){
                //Return success
            }else{
                //Return failed
            }
        }
    });
}
```

4.2 Pause the game

Method	pause
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result
Note	Called in onPause of the homepage (must)

Example:

```
@Override
protected void onPause() {
    super.onPause();
    TGameSDK.pause(this, new TGResultCallback() {
        @Override
        public void onResult(TGResult result) {
            if(result.getResponseCode()==TGResponseCode.SUCCEED{
                //Return success
            }else{
                //Return failed
            }
        }
    });
}
```

4.3 Resume game

Method	resume
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result
Note	Called in onResume of the homepage (must)

Example:

```
@Override
protected void onResume() {
   super.onResume();
   TGameSDK.resume(this, new TGResultCallback() {
      @Override
      public void onResult(TGResult result) {
         if (result.getResponseCode()== TGResponseCode.SUCCEED){
            //Return success
         }else{
            //Return failed
         }
      }
   });
}
```

4.4 Destroy the game

Method	destory
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result
Note	Called in onDestoryof the homepage (must)

Example:
```
@Override
protected void onDestory() {
   super.onDestory();
   TGameSDK.destory(this, new TGResultCallback() {
      @Override
      public void onResult(TGResult result) {
         if (result.getResponseCode()== TGResponseCode.SUCCEED){
            //Return success
         }else{
            //Return failed
         }
      }
   });
}
```

5. API: Login & Logout

5.1 User Agreement Url

Method	getAgreementUrl
Response	
result	Return status result
data	Returns an h5 link

Example:

```
String data=TGameSDK.getAgreementUrl()
```

5.2 User Privacy Url

Method	getPrivacyUrl
Response	
result	Return status result
data	Returns an h5 link

Example:

```
String data=TGameSDK.getPrivacyUrl( );
```

5.3 Login with Guest

Method	guestLogin
Params	
activity	Context
callback	TGResultCallback
Response	

result	Return status result

Example:

```
TGameSDK.guestLogin(context, new TGResultCallback() {
   @Override
   public void onResult(TGResult result) {
      if (result.getResponseCode()== TGResponseCode.SUCCEED){
         //Login successful
      }else{
         //Login failed
      }
   }
});
```

5.4 Login with ToTok

Method	login
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result
Note	After successful login, you can obtain the corresponding user information according to 2.5

Example:

```
TGameSDK.login(context, new TGResultCallback() {
   @Override
   public void onResult(TGResult result) {
     if (result.getResponseCode()== TGResponseCode.SUCCEED){
        //Login successful
     }else{
        //Login failed
     }
   }
});
```

5.5 Get User Info

Method	getUserInfo
Params	

activity	Context
callback	TGUserInfoCallback
Response	
result	Return status result
userinfo	userinfo： long userId String nickname String photoUrl int pushOff

Example：

```
TGameSDK.getUserInfo(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.getResponseCode()== TGResponseCode.SUCCEED){
          //Get user success
        }else{
          //Failed to get user information
        }
    }
});
```

5.6 Get Login Type

Method	getLoginType
Params	
activity	Context
Response	
type	Login type: 0 not logged in, 1 guest logged in, 2 logged in via totok

Example:
```
int type=TGameSDK.getLoginType(this);
```

5.7 API: Logout

Method	logout
Params	
activity	Context
callback	TGResultCallback
Response	
result	Return status result

Example:

```
TGameSDK.logout(context, new TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.getResponseCode()== TGResponseCode.SUCCEED){
            //Sign out successfully
        }else{
            //Logout failed
        }
    }
});
```

6. API: Game Payment

6.1 In-game payment

Method	payment
Params	
activity	Context
skuId	Product id
callback	TGPayResultCallback
Response	

result	Return status result
orderInfo	Order information returned, including:
	String orderId
	String skuId
	long amout
	int status：
	Order status
	1 Create order pending payment
	2 Payment successful pending confirmation
	3 payment failed
	4 confirmed

Example:

```
TGameSDK.payment(activity, skuId, new TGResultCallback() {
    @Override
    public void payResult(TGResult result, OrderInfo info) {
        if (result.getResponseCode()== TGResponseCode.SUCCEED){
           //Pay for success
        }else{
           //Pay for failure
        }
    }
});
```

6.2 Query Order

Method	orderQuery
Params	
activity	Context
orderId	The id of the order
callback	TGPayResultCallback
Response	
result	Return status result

orderInfo	{
	
	    "orderId":"",
	
	    "orderRef":"",
	
	    "channel":"",
	
	    "env":"",
	
	    "sku":"",
	
	    "amount":"",
	
	    "createTime":"",
	
	    "payTime":"",
	
	    "cancelTime":"",
	
	    "status":""
	
	}

Example:

```
TGameSDK.orderQuery(activity, orderId, new TGResultCallback() {
    @Override
    public void payResult(TGResult result, OrderInfo info) {
        if (result.getResponseCode()== TGResponseCode.SUCCEED){

        }else{

        }
    }
});
```

7.API: Share

7.1 Get friend list

Method	getFriendsList
Params	
activity	Context object
callback	TGFriendsCallback
Response	

result	Return status result

friendInfos	[
	    {
	        long userId;
	        String ttkUid;
	        String name;
	        String photoUrl;
	    }
	]

Example:

```
TGameSDK.getFriendsList(context, new TGFriendsCallback() {
    @Override
    public void onResult(TGResult result,
        List<TGFriendInfo> friendInfos) {
        if (result.getResponseCode()== TGResponseCode.SUCCEED){
           //Successful getting friend list
        }else{
           //Failed to get a list of friends
        }
    }
});
```

7.2 Get a list of friends who are playing the game

Method	getPlayingFriendsList
Params	
activity	Context object
callback	TGFriendsCallback
Response	
result	Return status result
friendInfos	[{ long userId; String ttkUid; String name; String photoUrl;

| | ```
        }

    ]
``` |

Example:

```
TGameSDK.getPlayingFriendsList(context,new TGFriendsCallback(){
   @Override
   public void onResult(TGResult result,
       List<TGFriendInfo> friendInfos) {
       if (result.getResponseCode()== TGResponseCode.SUCCEED){
          //Success getting friend list
       }else{
          //Failed to get buddy list
       }
    }
});
```

7.3 Different types of sharing instructions

ImageObject

Params	Note
uid	Specify the user id to share with ToTok friends. Required when sharing via 7.3. You do n't need to fill in when sharing through 7.4, when you fill in, you will directly share it with your friends. If you do n't fill in, you will enter the ToTok client to select friends and then share.
imgUrl	Shared web picture address

InviteObject

Params	Note
uid	Specify the user id to share with ToTok friends Required when sharing via 7.3. You do n't need to fill in when sharing through 7.4, when you fill in, you will directly share it with your friends. If you do n't fill in,

	you will enter the ToTok client to select friends and then share.
title	Shared title
text	Shared text content
imgUrl	Shared web picture address
link	Share the message, click the link to jump to

PreRegisterObject

字段	Note
uid	Specify the user id to share with ToTok friends Required when sharing via 7.3. You do n't need to fill in when sharing through 7.4, when you fill in, you will directly share it with your friends. If you do n't fill in, you will enter the ToTok client to select friends and then share.
text	Shared text content
imgUrl	Shared web picture address
buttonTitle	Shared click button name
link	Share the message, click the link to jump to

7.4 Share via server

Method	shareToTokServer
Params	
activity	Context
params	ImageObject，Details see 7.3
	InviteObject，Details see 7.3
	PreRegisterObject，Details see 7.3
callback	TGResultCallback
Response	
result	Return status result

Example:
```
ImageObject object = new ImageObject();
object .setUid("");
object .setImgUrl("");

InviteObject object= new InviteObject();
object .setUid("");
object .setTitle("");
object .setText("");
object .setImgUrl("");
object .setLink("");

PreRegisterObject object= new PreRegisterObject();
object .setUid("");
object .setText("");
object .setButtonTitle("");
object. setImgUrl("");
object .setLink("");

TGameSDK.shareToToTokServer(getActivity(),        object,        new
TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.getResponseCode() == TGResponseCode.SUCCEED) {
            //Share success
        } else {
            //Share failed
        }
    }
});
```

7.5 Share To ToTok

Method	shareToTokApp
Params	
activity	Context
params	ImageObject, Details see 7.3
	InviteObject, Details see 7.3
	PreRegisterObject, Details see 7.3
callback	TGResultCallback
Response	
result	Return status result

Example:
```
ImageObject object = new ImageObject();
object .setUid("");
object .setImgUrl("");
```

```
InviteObject object= new InviteObject();
object .setUid("");
object .setTitle("");
object .setText("");
object .setImgUrl("");
object .setLink("");

PreRegisterObject object= new PreRegisterObject();
object .setUid("");
object .setText("");
object .setButtonTitle("");
object. setImgUrl("");
object .setLink("");

TGameSDK.shareToToTokApp(getActivity(), object,
    new TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.getResponseCode() == TGResponseCode.SUCCEED) {
          //Share success
        } else {
          //Share failed
        }
    }
});
```

8. API: Push

8.1 Receive Push Message

When a push message is received, it will be returned in the initialized

callback. Example:
```
@Override
protected void onCreate() {
   super.onCreate();
   TGameSDK.init(this, new TGResultCallback() {
      @Override
      public void initComplete(TGResult result) {

      }

      @Override
      public void onMessageReceived(TGMessage message) {
          //Received push message
      }
   });
}
```

TGMessage Introduction:

id	Message id
time	Message sent time
data	The specific content of the message

8.2 Clean Push Message

Method	cleanNotification
Params	
activity	Context

Example:
```
TGameSDK.cleanNotification(activity);
```

8.3 Push Setting

Method	checkSystemNotificationEnable
Params	
activity	Context

Example:
```
TGameSDK.checkSystemNotificationEnable(activity);
```

9.API: Analytic

Reference resources: <ToTokGame Server API Document（to Game Developer)>