

# Game Server API Document

Name	Date	version	remark
Qingping	2020.3.17	1.0.0	created
Qingping	2020.4.22	1.0.1	remove analytic data api
Qingping	2020.4.23	1.0.2	use new api url
Qingping	2020.7.8	1.0.3	add new api
Qingping	2020.7.10	1.0.4	add new api
Qingping	2020.7.15	1.0.5	document format
Qingping	2020.8.3	1.0.6	add error code

## 1、Basic

test : <https://t-api.amusgame.net>

production: <https://api.amusgame.net>

Every API must be called in HTTP post method, with Content-Type:  
application/x-www-form-urlencoded

## 2、Signature

Every api request must contains common parameters below:

name	type	description
appId	string	your game app's id,generated by GameCenter
timestamp	long	request time, milliseconds since 1970-01-01
nonce	int	a random number, be different from nonce in the last request
signature	string	all parameters signature

**signature generate method:**

first, sorted all parameters by parameter name in asc order.

second, concat the sorted parameters , paramStr = "key1=value1&key2=value2"

last, signature = sha256(paramStr + <server secret>)

sha256: a SHA-256 encrypted hash generator method, it is easy to implement with C#,Java,PHP etc.

<server secret>: generated by GameCenter

### 3、Auth APIs

#### Check user access token

**request:**

*POST /gameserver/auth.check\_status*

*userId=293838182132212&userToken=213k3j3321k2k32j33k4k4*

the *userToken* is accessToken in GameCenter SDK

**response:**

```
{
    "code": 0,
    "msg": "success",
}
```

*code* is 0, check success

*code* isn't 0, check failed, may be illegal userToken or userId

## 4、SNS & User APIs

### Get all friends

**request:**

```
POST <domain>/gameserver/user.friends
Content-Type:application/x-www-form-urlencoded
userToken=213k3j3321k2k32j33k4k4
```

**response:**

```
{
  "code":0,
  "msg":"success",
  "data":[
    {
      "photoUrl":"https://totok-app-test.oss-me-east-1.ali
yuncs.co/48c8f8837d2414d8736b479c45a91ebe.jpeg?Expires=1594209
577&OSSAccessKeyId=LTAIJWkUjWgW8nc&Signature=%2BLc%2FFVogjQQi
RoRps7QPgJzx30A%3D",
      "ttkUid":86179877528939918,
      "nickname":"师元君"
    }
  ]
}
```

*ttkUid* is difference from *userId*, *ttkUid* is used to GameCenterSDK sharing API

### Get playing friends

**request:**

*POST <domain>/gameserver/user.playing\_friends*

*Content-Type:application/x-www-form-urlencoded*

*userToken=213k3j3321k2k32j33k4k4*

**response:**

```
{
  "code":0,
  "msg":"success",
  "data":[
    {
      "photoUrl":"https://totok-app-test.oss-me-east-1.ali
yuncs.co/48c8f8837d2414d8736b479c45a91ebe.jpeg?Expires=1594209
577&OSSAccessKeyId=LTAIJWKkUjWgW8nc&Signature=%2BLc%2FFVogjQQi
RoRps7QPgJzx3OA%3D",
      "userId":86179877528939918,
      "thirdUid":86179877528939918, //totok uid
      "thirdType":1, // thirdType=1 means totok user
      "nickname":"师元君"
    }
  ]
}
```

## Sync ranking data

synchronize the ranking data of players playing the game

**request:**

*POST <domain>/gameserver/sync.rank\_data*

*rank\_type=<rankType>&rank\_data=<rankData>*

*<rankType>*: an identifier for game ranking type.

<i>&lt;rankType&gt;</i>	comment
0	game level
1	game score
2	game checkpoint

*<rankData>*: a json string for a pair list,

[[*<userId>*,*<value>*],[*<userId>*,*<value>*],[*<userId>*,*<value>*]]

*<userId>* is GameCenter platform user's id, it's callback by GameCenter SDK auth method

*<value>* is the value for the ranking type, a number

for example:

[[1232938202023,23],[139328288232212,12322],[12384829399444,1]]

**response:**

```
{  
  "code": 0,  
  "msg": "success"  
}
```

**limited:**

less than 1000 users rank data in one api request .

one user rank data only one submit every day .

user rank data need not submit if it is no changed .

## 5、Order & Pay & Transfer APIs

### Check order status

**request:**

**POST** <domain>/gameserver/order.check\_status

orders=<orderId1>,<orderId2>

the <orderId> is callback by the SDK payment method

**response:**

```
{
  "code":0,
  "msg":"success",
  "data":{
    "144612098616033280":{
      "checked":0,
      "gameId":126847495400849409,
      "orderId":144612098616033280,
      "payTime":0,
      "amount":100, //unit cents
      "currency":"AED",
      "status":0 // not pay
    },
    "141641699233734684":{
      "checked":1,
      "gameId":126847495400849409,
      "orderId":141641699233734684,
      "payTime":1582019617910,
      "amount":100, //unit cents
      "currency":"AED",
      "status":1
    }
  }
}
```

```
}  
}
```

status=1, order has been payed

status=0, order isn't payed yet

status=3, order has been reset,may be a illegal order

checked=0, order status is not the final status

checked=1, order status is the final status

if status=1 , items of the order should be sent to user's account

if checked=1 and status=0 or status=3 , the order should be forced to cancel

## ***Create&submit transfer order***

*transfer from merchant waller to user's wallet*

### **request:**

*POST <domain>/gameserver/transfer.new*

*userToken=213k3j3321k2k32j33k4k4&amount=xxxx&currency=AED*

amount: withdraw amount, accurate to 2 decimal places, like:"100.23"

currency: "AED" fixed

### **response:**

```
{  
  "code":0,  
  "msg":"success",  
  "data":"566422073705434171" //transferId  
}
```

## ***Query transfer order***

*query a transfer order*

### **request:**

*POST <domain>/gameserver/transfer.query*

*userToken=213k3j3321k2k32j33k4k4&transferId=xxxxx*

### **response:**

```
{
  "code":0,
  "msg":"success",
  "data":{
    "transferId":"566422073705434171",
    "status":0, //0:new,1:submitted,2:transfer success,3:failed
  }
}
```

## ***6、 Error codes***

code	msg
0	success
900	internal error
920	unauthorized request, need login.
921	<div>{"reason":"","expired":milliseconds}</div> <div>this code means user was blocked</div>
922	unauthorized request, invalid access token
923	no permission



924	invalid access token, another client was authorized.
998	duplicate operation
999	invalid parameter
370004	transfer failed, rejected by pay gateway