

# GameSDK-Lite API Document

## (Android)

| Name    | Date      | version | remark  |
|---------|-----------|---------|---|
| Nengjie | 2020.6.2  | V1.0.0  | created   |
| Nengjie | 2020.7.6  | V1.0.1  | 1. Add appsFlyer and tapjoy.<br>2. Add the ability to block users.<br>3. Modify the returned user information |
| Nengjie | 2020.7.19 | V1.0.2  | add huawei  |
| Nengjie | 2020.8.3  | V1.0.3  | add botim   |

## 1.Version update notes:

- In 3.2, modify the init parameter.
- In 6.9, add botim login.
- In 8.3, add botim to share related APIs.

## 2. Explanation

### 2.1 API call

All methods are encapsulated in TGameSDK. Call it statically.

### 2.2 Callback

All callbacks return the object result of the TResult, which contains :

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

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

`TResult.isSuccessful()` to determine if the call was successful.

## 2.3 Errors

|             |  |
|-------------|--|
| <b>0</b>    | succeed  |
| <b>-1</b>   | Unknown error  |
| <b>-2</b>   | Network not connected                                |
| <b>1001</b> | Gameld invalid                                       |
| <b>1002</b> | Appld invalid  |
| <b>1003</b> | AppSecret invalid                                    |
| <b>1004</b> | Google client id invalid                             |
| <b>1005</b> | Uninitialized  |
| <b>1006</b> | Does not support payment                             |
| <b>1007</b> | Does not support sharing                             |
| <b>1008</b> | Does not support push                                |
| <b>1009</b> | Google service connection failure                    |
| <b>1010</b> | Blocking the current user                            |
| <b>2001</b> | Failed to get configuration information              |
| <b>2002</b> | Unforced update                                      |
| <b>2003</b> | Parameter error                                      |
| <b>2004</b> | Server returns data exceptions                       |
| <b>2005</b> | No permission to call this API                       |
| <b>3001</b> | Authorization failed                                 |
| <b>3002</b> | Invalid access token, another client was authorized. |
| <b>3003</b> | Invalid access token, please login first.            |
| <b>4001</b> | Google play services available                       |
| <b>4002</b> | Billing uninitializad                                |
| <b>4003</b> | Not connected to Google                              |

|             |   |
|-------------|---|
| <b>4004</b> | BILLING_RESPONSE_RESULT_USER_CANCELED       |
| <b>4005</b> | BILLING_RESPONSE_RESULT_SERVICE_UNAVAILABLE |
| <b>4006</b> | BILLING_RESPONSE_RESULT_BILLING_UNAVAILABLE |
| <b>4007</b> | BILLING_RESPONSE_RESULT_ITEM_UNAVAILABLE    |
| <b>4008</b> | BILLING_RESPONSE_RESULT_DEVELOPER_ERROR     |
| <b>4009</b> | BILLING_RESPONSE_RESULT_ERROR               |
| <b>4010</b> | BILLING_RESPONSE_RESULT_ITEM_ALREADY_OWNED  |
| <b>4011</b> | BILLING_RESPONSE_RESULT_ITEM_NOT_OWNED      |
| <b>4012</b> | The payment has been cancelled.             |
| <b>5001</b> | Application not installed                   |
| <b>5002</b> | Share the failure                           |
| <b>5003</b> | This sharing type is not supported.         |

## 3. API: Initialization

### 3.1 Field Description

TGMessage

| Params   | Note                                    |
|----------|---|
| id       | ID of the current message               |
| title    | Title of current message                |
| content  | Contents of the current message         |
| time     | The sending time of the current message |
| senderId | Current sender's id                     |

onForbiddenCallback

| Params  | Note                                  |
|---------|---------------------------------------|
| expired | Expiration time forbidden to the user |
| reason  | Reasons for prohibiting the user      |

## 3.2 Init

|               |  |
|---------------|--|
| Method        | init   |
| Params        |  |
| context       | Context  |
| channel       | Channel name, optional values "totok", "botim", "huawei"                   |
| gameId        | The id of the game (provided by ToTokGame)                                 |
| appId         | The id of the current application, (provided by ToTokGame)                 |
| appSecret     | The secret of the current application, (provided by ToTokGame)             |
| afDevKey      | The appsflyer platform distributes developer keys, (provided by ToTokGame) |
| tapjoyKey     | The tapjoy platform distributes developer keys, (provided by ToTokGame)    |
| botimClientId | Client id of botim (provided by ToTokGame)                                 |
| callback      | TGInitCallback   |
| Response      |  |
| result        | Return status result   |
| Note          | 1.Called in onCreate () of the homepage (must)                             |

Example:

```
@Override
protected void onCreate() {
    super.onCreate();

    String channel="";
    String gameId="";
    String appId="";
    String appSecret="";
    String afDevKey="";
    String tapjoyKey="";
    String botimClientId="";

    TGConfig tgConfig=new TGConfig
        .ConfigBuilder(channel,appId,appSecret,gameId)
        .afDevKey(afDevKey)
        .tapjoyKey(tapjoyKey)
        .botimClientId(botimClientId)
        .build();

    TGameSDK.init(this,tgConfig, new TGInitCallback() {
        @Override
        public void initComplete(TGResult result) {
            if (result.isSuccessful()){
                //Return success
            }
        }
    })
}
```

```

        }else{
            //Return failed
        }
    }

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

    @Override
    public void onLoginExpired(int code,String message) {
        //Login has expired, please log in again
        //code=1:The current account is logged in on another device.
        //code=2:Current login has expired
    }

    @Override
    public void onForbiddenCallback(long expired, String reason){
        //Blocking the current user
    }

    });
}

```

## 4. API: Configuration

### 4.1 Enbale Log Output

|        |             |
|--------|-------------|
| Method | openLogInfo |
|--------|-------------|

Example:

```
TGameSDK.openLogInfo();
```

### 4.2 Disable Log Output(default)

|        |              |
|--------|--------------|
| Method | closeLogInfo |
| Note   | Default      |

Example:

```
TGameSDK.closeLogInfo();
```

## 4.3 Set Test Environment

|        |                     |
|--------|---------------------|
| Method | setServerDomainTest |
|--------|---------------------|

Example:

```
TGameSDK.setServerDomainTest();
```

## 4.4 Set Production Environment(default)

|        |                           |
|--------|---------------------------|
| Method | setServerDomainProduction |
| Note   | Default                   |

Example:

```
TGameSDK.setServerDomainTest();
```

## 4.5 Set Sandbox Payment

|        |                       |
|--------|-----------------------|
| Method | setPayEnvironmentTest |
|--------|-----------------------|

Example:

```
TGameSDK.setPayEnvironmentTest();
```

## 4.6 Set Production Payment(default)

|        |                             |
|--------|-----------------------------|
| Method | setPayEnvironmentProduction |
| Note   | Default                     |

Example:

```
TGameSDK.setPayEnvironmentProduction();
```

## 4.7 Version Update

|          |                         |
|----------|-------------------------|
| Method   | checkVersionUpdate      |
| Params   |                         |
| callback | TGVersionUpdateCallback |
| Response |                         |

|      |  |
|------|--|
| info | VersionInfo:<br>int versionCode: Game version code.<br>String versionName: Game version name.<br>String versionInfo: Game version info.<br>boolean forceUpdate: Whether the current version is forced to update. |
|------|--|

Example:

```

TGameSDK.checkVersionUpdate(new TGVersionUpdateCallback() {
    @Override
    public void onResult(TGResult result, VersionInfo info) {
        if (result.isSuccessful()) {
            //Return success
        } else {
            //Return failed
        }
    }
});

```

## 5. Must call function on homepage

### 5.1 Start game

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

Example:

```

TGameSDK.start(this, new TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()) {
            //Return success
        } else {
            //Return failed
        }
    }
});

```

```

    });
}

```

## 5.2 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.isSuccessful()){
                //Return success
            }else{
                //Return failed
            }
        }
    });
}

```

## 5.3 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 TGRestultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()){
            //Return success
        }else{
            //Return failed
        }
    }
});
}

```

## 5.4 Destroy the game

|          |   |
|----------|---|
| Method   | destory                                   |
| Params   |   |
| activity | Context                                   |
| callback | TGRestultCallback                         |
| Response |   |
| result   | Return status result                      |
| Note     | Called in onDestroyof the homepage (must) |

Example:

```

@Override
protected void onDestroy() {
    super.onDestroy();
    TGameSDK.destory(this, new TGRestultCallback() {
        @Override
        public void onResult(TGResult result) {
            if (result.isSuccessful()){
                //Return success
            }else{
                //Return failed
            }
        }
    });
}

```

# 6. API: Login & Logout

## 6.1 Field Description

TGUserInfo :

| Params | Type | Note |
|--------|------|------|
|--------|------|------|

|             |        |  |
|-------------|--------|--|
| userId      | String | User's id  |
| accessToken | String | The current user's token, which is used to authenticate the user.  |
| thirdUid    | String | Unique identifier id for third party login   |
| nickname    | String | User's nickname  |
| photoUrl    | String | User's avatar  |
| age         | String | User's age   |
| gender      | String | User's gender, 0: woman, 1: man  |
| thirdType   | String | 1 Guest logged in,<br>2 Login via Totok client<br>3 Login via google<br>4 Login via facebook<br>5 Login via twitter<br>6 Login via huawei<br>7 Login via botim |

TGTokenInfo :

| Params      | Type   | Note  |
|-------------|--------|---|
| userId      | String | User's id   |
| accessToken | String | The current user's token, which is used to authenticate the user. |

## 6.2 openPrivacyPolicyAndUserAgreement

|          |                                   |
|----------|-----------------------------------|
| Method   | openPrivacyPolicyAndUserAgreement |
| Params   |                                   |
| callback | TGResultCallback                  |
| Response |                                   |
| result   | Return status result              |

Example:

```

TGameSDK.openPrivacyPolicyAndUserAgreement(new
    TGResultCallback() {
        @Override
        public void onResult(TGResult result, TGUserInfo userInfo) {
            if (result.isSuccessful()){
                //Users accept privacy policies and user agreements
            }
        }
    })

```

```

    }
}
});

```

## 6.3 Login with Guest

|          |  |
|----------|--|
| Method   | guestLogin   |
| Params   |  |
| activity | Context  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```

TGameSDK.guestLogin(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()) {
            //Login successful
        } else {
            //Login failed
        }
    }
});

```

## 6.4 Login with ToTok

|          |  |
|----------|--|
| Method   | clientLogin  |
| Params   |  |
| activity | Context  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```

TGameSDK.clientLogin(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {

```

```

        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});

```

## 6.5 Login via google

|          |  |
|----------|--|
| Method   | googleLogin  |
| Params   |  |
| activity | Context  |
| idToken  | String, idToken value given by googe auth sdk                    |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```

TGameSDK.googleLogin(context, idToken, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});

```

## 6.6 Login via facebook

|                |   |
|----------------|---|
| Method         | facebookLogin   |
| Params         |   |
| activity       | Context   |
| fbAccessToken  | String, fbAccessToken value given by facebook auth sdk  |
| fbAccessExpire | String, fbAccessExpire value given by facebook auth sdk |
| callback       | TGUserInfoCallback                                      |
| Response       |   |
| result         | Return status result                                    |

|          |  |
|----------|--|
| userInfo | User information returned after logging in, see 6.1 for details. |
|----------|--|

Example:

```
TGameSDK.facebookLogin(context , fbAccessToken , fbAccessExpire,new
TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});
```

## 6.7 Login via twitter

|          |  |
|----------|--|
| Method   | twitterLogin   |
| Params   |  |
| activity | Context  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```
TGameSDK.twitterLogin(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});
```

## 6.8 Login via huawei

|          |             |
|----------|-------------|
| Method   | huaweiLogin |
| Params   |             |
| activity | Context     |

|          |  |
|----------|--|
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```

TGameSDK.huaweiLogin(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});

```

## 6.9 Login via botim

|          |  |
|----------|--|
| Method   | botimLogin   |
| Params   |  |
| activity | Context  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```

TGameSDK.botimLogin(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});

```

## 6.10 Get User Info

|          |                      |
|----------|----------------------|
| Method   | getUserInfo          |
| Params   |                      |
| activity | Context              |
| callback | TGUserInfoCallback   |
| Response |                      |
| result   | Return status result |
| userinfo | TGUserInfo           |

Example:

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

## 6.11 Get Login Type

|          |   |
|----------|---|
| Method   | getLoginType  |
| Params   |   |
| activity | Context   |
| Response |   |
| type     | Login type:<br>0 not logged in,<br>1 Guest logged in,<br>2 Login via Totok client<br>3 Login via google<br>4 Login via facebook |

|  |                     |
|--|---------------------|
|  | 5 Login via twitter |
|  | 6 Login via huawei  |
|  | 7 Login via botim   |

Example:

```
int type=TGameSDK.getLoginType();
```

## 6.12 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.isSuccessful()){
            //Sign out successfully
        }else{
            //Logout failed
        }
    }
});
```

## 6.13 GetAvailableAccessToken

|          |   |
|----------|---|
| Method   | getAvailableAccessToken   |
| Params   |   |
| callback | TGAvailableTokenCallback  |
| Response |   |
| result   | Return status result  |
| Note     | <p>When you call the login api, you get the accessToken,<br/>At this time the accessToken is valid and can be verified on the server.</p> <p>In future business processes, if you still need to use</p> |



|  |   |
|--|---|
|  | accessToken, you can get it through this api. |
|--|---|

Example:

```
TGameSDK.getAvailableAccessToken(new TGAavailableTokenCallback() {
    @Override
    public void onResult(TGResult result,TGTokenInfo info) {
        if (result.isSuccessful()){
            LogUtil.d("Token: "+info.getAccessToken());
        }else{

        }
    }
});
```

## 7. API: Payment

### 7.1 Field Description

OrderInfo:

| Params     | Type   | Note  |
|------------|--------|---|
| orderId    | String | Order id  |
| orderRef   | String | Payment order third party order id  |
| env        | String | Payment environment   |
| sku        | String | This is the skuid, which corresponds to the product ID added in the Google Play Console.  |
| amount     | String | Price of the product.<br>Value of the original price multiplied by 100.   |
| createTime | String | Order creation time   |
| payTime    | String | Order payment time  |
| cancelTime | String | Order cancellation time   |
| status     | String | Payment status, return value description:<br>0.in payment<br>1.payment successful<br>2.Payment failed   |
| currency   | String | Returns ISO 4217 currency code for price and original price.<br>For example, if price is specified in British pounds sterling, price_currency_code is |

|  |  |        |
|--|--|--------|
|  |  | "GBP". |
|--|--|--------|

TGSkuDetails:

| Params      | Type   | Note   |
|-------------|--------|--|
| title       | String | Name of the product  |
| description | String | Description of the product   |
| sku         | String | This is the skuid, which corresponds to the product ID added in the Google Play Console.   |
| price       | double | Price of the product.  |
| currency    | String | Returns ISO 4217 currency code for price and original price.<br><br>For example, if price is specified in British pounds sterling, price_currency_code is "GBP". |

## 6.7 Login via twitter

|                 |  |
|-----------------|--|
| Method          | twitterLogin   |
| Params          |  |
| activity        | Context  |
| authToken       | String, authToken value given by twitter auth sdk                |
| authTokenSecret | String, authTokenSecret value given by twitter auth sdk          |
| userId          | String, Twitter user's ID  |
| callback        | TGUserInfoCallback   |
| Response        |  |
| result          | Return status result   |
| userInfo        | User information returned after logging in, see 6.1 for details. |

Example:

```
TGameSDK.twitterLogin(context, authToken, authTokenSecret,userId,
new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
}
```

```
    }
  });
```

## 6.8 Login via huawei

|          |  |
|----------|--|
| Method   | huaweiLogin  |
| Params   |  |
| activity | Context  |
| authCode | String, authCode value given by huawei auth sdk                  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```
TGameSDK.huaweiLogin(context, authCode, authTokenSecret,userId, new
TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Login successful
        }else{
            //Login failed
        }
    }
});
```

## 6.9 Login via botim

|          |  |
|----------|--|
| Method   | botimLogin   |
| Params   |  |
| activity | Context  |
| callback | TGUserInfoCallback   |
| Response |  |
| result   | Return status result   |
| userInfo | User information returned after logging in, see 6.1 for details. |

Example:

```
TGameSDK.botimLogin(context, new TGUserInfoCallback() {
    @Override
```

```

        public void onResult(TGResult result, TGUserInfo userInfo) {
            if (result.isSuccessful()){
                //Login successful
            }else{
                //Login failed
            }
        }
    }
});

```

## 6.10 Get User Info

|          |                      |
|----------|----------------------|
| Method   | getUserInfo          |
| Params   |                      |
| activity | Context              |
| callback | TGUserInfoCallback   |
| Response |                      |
| result   | Return status result |
| userinfo | TGUserInfo           |

Example:

```

TGGameSDK.getUserInfo(context, new TGUserInfoCallback() {
    @Override
    public void onResult(TGResult result, TGUserInfo userInfo) {
        if (result.isSuccessful()){
            //Get user success
        }else{
            //Failed to get user information
        }
    }
});

```

## 6.11 Get Login Type

|          |              |
|----------|--------------|
| Method   | getLoginType |
| Params   |              |
| activity | Context      |

| Response |   |
|----------|---|
| type     | Login type:<br>0 not logged in,<br>1 guest logged in,<br>2 Login via Totok client<br>3 Login via google<br>4 Login via facebook<br>5 Login via twitter<br>6 Login via huawei<br>7 Login via botim |

Example:

```
int type=TGameSDK.getLoginType();
```

## 6.12 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.isSuccessful()){
            //Sign out successfully
        }else{
            //Logout failed
        }
    }
});
```

## 6.13 GetAvailableAccessToken

|        |                         |
|--------|-------------------------|
| Method | getAvailableAccessToken |
| Params |                         |

|          |  |
|----------|--|
| callback | TGAvailableTokenCallback   |
| Response |  |
| result   | Return status result   |
| Note     | <p>When you call the loing api, you get the accessToken,</p> <p>At this time the accessToken is valid and can be verified on the server.</p> <p>In future business processes, if you still need to use accessToken, you can get it through this api.</p> |

Example:

```
TGameSDK.getAvailableAccessToken(new TGAvailableTokenCallback()
{
    @Override
    public void onResult(TGResult result,TGTokenInfo info) {
        if (result.isSuccessful()){
            LogUtil.d("Token: "+info.getAccessToken());
        }else{

        }
    }
});
```

## 7. API: Payment

### 7.1 Field Description

OrderInfo:

| Params     | Type   | Note   |
|------------|--------|--|
| orderId    | String | Order id   |
| orderRef   | String | Payment order third party order id   |
| env        | String | Payment environment: 0: sandbox, 1: production   |
| sku        | String | This is the skuid, which corresponds to the product ID added in the Google Play Console. |
| amount     | String | Price of the product.<br>Value of the original price multiplied by 100.                  |
| createTime | String | Order creation time  |
| payTime    | String | Order payment time   |
| cancelTime | String | Order cancellation time  |

|          |        |  |
|----------|--------|--|
| status   | String | Payment status, return value description:<br>0.in payment<br>1.payment successful<br>2.Payment failed  |
| currency | String | Returns ISO 4217 currency code for price and original price.<br><br>For example, if price is specified in British pounds sterling, price_currency_code is "GBP". |

TGSkuDetails:

| Params      | Type   | Note   |
|-------------|--------|--|
| title       | String | Name of the product  |
| description | String | Description of the product   |
| sku         | String | This is the skuid, which corresponds to the product ID added in the Google Play Console.   |
| price       | double | Price of the product.  |
| currency    | String | Returns ISO 4217 currency code for price and original price.<br><br>For example, if price is specified in British pounds sterling, price_currency_code is "GBP". |

## 7.2 Payment ( Google Billing )

|          |  |
|----------|--|
| Method   | payment  |
| Params   |  |
| activity | Context  |
| skuld    | This is the skuid, which corresponds to the product ID added in the Google Play Console. |
| callback | TGPayResultCallback  |
| Response |  |
| result   | Return status result   |

```
TGameSDK.payment(activity, skuId,new TGResultCallback() {
    @Override
    public void onResult(TGResult result, OrderInfo info) {
```

```

        if (result.isSuccessful()){
            if (info!=null){
                if ("0".equals(info.getStatus())){
                    //In payment
                }else if ("1".equals(info.getStatus())){
                    //Payment successful
                }else if ("2".equals(info.getStatus())){
                    //Payment failure
                }
            }
        }else{
            Toast.makeText(this, result.getDebugMessage(),
                Toast.LENGTH_SHORT).show();
        }
    }
});

```

## 7.3 Huawei Payment

|          |  |
|----------|--|
| Method   | hwPayment  |
| Params   |  |
| activity | Context  |
| skuld    | This is skuid, which corresponds to Huawei's product ID. |
| callback | TGPayResultCallback                                      |
| Response |  |
| result   | Return status result                                     |
| info     | OrderInfo , See 7.1 for field descriptions.              |

Example:

```

TGameSDK.hwPayment(activity, skuId,new TGPayResultCallback() {
    @Override
    public void onResult(TGResult result, OrderInfo info) {
        if (result.isSuccessful()){
            if (info!=null){
                if ("0".equals(info.getStatus())){
                    //In payment
                }else if ("1".equals(info.getStatus())){
                    //Payment successful
                }else if ("2".equals(info.getStatus())){
                    //Payment failure
                }
            }
        }else{
            Toast.makeText(this, result.getDebugMessage(),
                Toast.LENGTH_SHORT).show();
        }
    }
});

```



```
});
```

## 7.4 Payment ( Pay after selecting payment method)

|          |  |
|----------|--|
| Method   | payment  |
| Params   |  |
| activity | Context  |
| skuld    | This is the skuid, which corresponds to the product ID added in the Google Play Console. |
| currency | Currency codes, such as AED  |
| callback | TGPayResultCallback  |
| Response |  |
| result   | Return status result   |
| info     | OrderInfo , See 7.1 for field descriptions.  |

Example:

```
TGameSDK.payment(activity, skuId, "AED",new TGResultCallback() {
    @Override
    public void onResult(TGResult result, OrderInfo info) {
        if (result.isSuccessful()){
            if (info!=null){
                if ("0".equals(info.getStatus())){
                    //In payment
                }else if ("1".equals(info.getStatus())){
                    //Payment successful
                }else if ("2".equals(info.getStatus())){
                    //Payment failure
                }
            }
        }else{
            Toast.makeText(this, result.getDebugMessage(),
                Toast.LENGTH_SHORT).show();
        }
    }
});
```

## 7.5 Query Order

|        |            |
|--------|------------|
| Method | orderQuery |
| Params |            |

|          |   |
|----------|---|
| activity | Context                                     |
| orderId  | The id of the order                         |
| callback | TGPayResultCallback                         |
| Response |   |
| result   | Return status result                        |
| info     | OrderInfo , See 7.1 for field descriptions. |

Example:

```
TGameSDK.orderQuery(activity, orderId, new TGRestultCallback() {
    @Override
    public void payResult(TGResult result, OrderInfo info) {
        if (result.isSuccessful()){

        }else{

        }
    }
});
```

## 7.6 Query google sku detail

|            |  |
|------------|--|
| Method     | queryGoogleSkuDetailsAsync   |
| Params     |  |
| skuList    | List<String> type, the list of sku you want to query.                      |
| callback   | TGQuerySkuCallback   |
| Response   |  |
| result     | Return status result   |
| skuDetails | For a list of sku details, see 7.1 for the TGSkuDetails field information. |

Example:

```
List<String> skuList= new ArrayList<>();
    skuList.add("");
    skuList.add("");
    skuList.add("");
```

```
TGameSDK.queryGoogleSkuDetailsAsync( skuList, new
TGQuerySkuCallback() {
    @Override
```

```

    public void payResult(TGResult result , List<TGSkuDetails>
    skuDetails) {
        if (result.isSuccessful()){

        }else{

        }

    }
});

```

## 7.7 Query huawei sku detail

|            |  |
|------------|--|
| Method     | queryHuaweiSkuDetailsAsync   |
| Params     |  |
| skuList    | List<String> type, the list of sku you want to query.                      |
| callback   | TGQuerySkuCallback   |
| Response   |  |
| result     | Return status result   |
| skuDetails | For a list of sku details, see 7.1 for the TGSkuDetails field information. |

Example:

```
List<String> skuList= new ArrayList<>();
```

```
    skuList.add("");
```

```
    skuList.add("");
```

```
    skuList.add("");
```

```

TGameSDK.queryHuaweiSkuDetailsAsync( skuList, new
TGQuerySkuCallback() {
    @Override
    public void payResult(TGResult result , List<TGSkuDetails>
    skuDetails) {
        if (result.isSuccessful()){

        }else{

        }

    }
});

```

## 8.API: Share

### 8.1 Field Description

TGFriendInfo

| Params   | Note             |
|----------|------------------|
| ttkUid   | totok user id    |
| name     | Friend's name    |
| photoUrl | Friends' avatars |

TGPlayingFriendInfo

| Params   | Note              |
|----------|-------------------|
| ttkUid   | totok user id     |
| userId   | User id of friend |
| name     | Friend's name     |
| photoUrl | Friends' avatars  |

#### ImageObject

| Params | Note                                |
|--------|-------------------------------------|
| uri    | Resource ID for shared local images |

#### NoticeObject

| Params | Note                       |
|--------|----------------------------|
| uid    | totok user id              |
| title  | Shared title               |
| text   | Shared text content        |
| imgUrl | Shared web picture address |

#### InviteObject

| Params      | Note                       |
|-------------|----------------------------|
| uid         | totok user id              |
| text        | Shared text content        |
| imgUrl      | Shared web picture address |
| buttonTitle | Shared click button name   |

### BotimObject

|        |                            |
|--------|----------------------------|
| Params | Note                       |
| uid    | totok user id              |
| title  | Shared title               |
| text   | Shared text content        |
| imgUrl | Shared web picture address |

## 8.2 Share (ToTok)

### 8.2.1 Get ToTok Friends

|             |  |
|-------------|--|
| Method      | getFriendsList                                 |
| Params      |  |
| activity    | Context  |
| callback    | TGFriendsCallback                              |
| Response    |  |
| result      | Return status result                           |
| friendInfos | TGFriendInfo , See 8.1 for field descriptions. |

Example:

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

### 8.2.2 Get ToTok Playing Game Friends

|          |                          |
|----------|--------------------------|
| Method   | getPlayingFriendsList    |
| Params   |                          |
| activity | Context object           |
| callback | TGPlayingFriendsCallback |

| Response    |  |
|-------------|--|
| result      | Return status result                                 |
| friendInfos | TGPlayingFriendInfo, See 8.1 for field descriptions. |

Example:

```

TGameSDK.getPlayingFriendsList(context, new
TGPlayingFriendsCallback() {
    @Override
    public void onResult(TGResult result,
List<TGPlayingFriendInfo> friendInfos) {
        if (result.isSuccessful()) {
            //Success getting friend list
        } else {
            //Failed to get buddy list
        }
    }
});

```

## 8.2.3 Share To Server

|          |  |
|----------|--|
| Method   | shareToServer  |
| Params   |  |
| activity | Context  |
| params   | NoticeObject or InviteObject.<br>See 8.1 for field descriptions. |
| callback | TGResultCallback   |
| Response |  |
| result   | Return status result   |

Example:

```

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

```

or

```

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

```

```

TGameSDK.shareToServer(this, object, new TGRestultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()) {
            //Share success
        } else {
            //Share failed
        }
    }
});

```

## 8.2.4 Share To ToTok App

|          |   |
|----------|---|
| Method   | shareToApp  |
| Params   |   |
| activity | Context   |
| params   | ImageObjectde object or InviteObject object.<br>See 8.1 for field descriptions. |
| callback | TGRestultCallback   |
| Response |   |
| result   | Return status result  |

### Example:

```

ImageObject object = new ImageObject();
object.setUri( );

```

or

```

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

```

```

TGameSDK.shareToApp(this, object, new TGRestultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()) {
            //Share success
        } else {
            //Share failed
        }
    }
});

```

## 8.3 Share (Botim)

### 8.3.1 Get Botim Friends

|             |  |
|-------------|--|
| Method      | getBotimFriendsList                            |
| Params      |  |
| activity    | Context  |
| callback    | TGBotimFriendsCallback                         |
| Response    |  |
| result      | Return status result                           |
| friendInfos | TGFriendInfo , See 8.1 for field descriptions. |

Example:

```
TGameSDK.getBotimFriendsList(context, new TGBotimFriendsCallback() {
    @Override
    public void onResult(TGResult result,
        List<TGBotimFriendInfo> friendInfos) {
        if (result.isSuccessful()) {
            //Successful getting friend list
        } else {
            //Failed to get a list of friends
        }
    }
});
```

### 8.3.2 Get Botim Playing Game Friends

|             |  |
|-------------|--|
| Method      | getBotimPlayingFriendsList                           |
| Params      |  |
| activity    | Context object                                       |
| callback    | TGBotimPlayingFriendsCallback                        |
| Response    |  |
| result      | Return status result                                 |
| friendInfos | TGPlayingFriendInfo, See 8.1 for field descriptions. |

Example:

```
TGameSDK.getBotimPlayingFriendsList(context,
    new TGBotimPlayingFriendsCallback() {
        @Override
        public void onResult(TGResult result,
            List<TGPlayingFriendInfo> friendInfos) {
```



```

        if (result.isSuccessful()){
            //Success getting friend list
        }else{
            //Failed to get buddy list
        }
    }
});

```

### 8.3.3 Share To Server

|          |  |
|----------|--|
| Method   | shareToBotimServer                             |
| Params   |  |
| activity | Context  |
| params   | BotimObject<br>See 8.1 for field descriptions. |
| callback | TGResultCallback                               |
| Response |  |
| result   | Return status result                           |

Example:

```

BotimObject object= new BotimObject();
object.setUId();
object.setTitle("");
object.setText("");
object.setImgUrl("");

```

```

TGameSDK.shareToBotimServer(this, object, new TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()) {
            //Share success
        } else {
            //Share failed
        }
    }
});

```

### 8.3.4 Share To Botim App

|          |                 |
|----------|-----------------|
| Method   | shareToBotimApp |
| Params   |                 |
| activity | Context         |

|          |   |
|----------|---|
| params   | ImageObjectde object<br>See 8.1 for field descriptions. |
| callback | TGResultCallback  |
| Response |   |
| result   | Return status result                                    |

#### Example:

```
ImageObject object = new ImageObject();
object.setUri( );
```

```
TGameSDK.shareToBotimApp(this, object, new TGResultCallback() {
    @Override
    public void onResult(TGResult result) {
        if (result.isSuccessful()) {
            //Share success
        } else {
            //Share failed
        }
    }
});
```