

TTkGameDrift API Document

(iOS)

Name	Date	version	remark
Yuanjun	2020.08.31	1.1.12	created

1. Description and definition

1.1 API call

Import <TTkGameSDK/TTkGameSDK.h>

Every API is called by [TTGCDriftManager defaultManager] instance

1.2 Callback

error is a common field for every callback class. if error equals to nil, it means the api call is success.

1.3 Callback classes:

1.3.1 Car Info Upload Callback

```
class: TTGCDriftUploadCompletionHandler
fields:
success //upload success
error
```

1.3.2 Setting Success Callback

```
class: TTGCDriftCompletionHandler
fields:
```

```
success      //setting success  
error
```

1.3.3 User Info Callback

```
class:  TTGCDriftUserInfoCompleteHandler  
fields:  
user    // <TTGCDriftUserInfoModel> user info model  
error
```

1.3.4 Get Drift Friends Callback

```
class:  TTGCDriftFriendsListCompletionHandler  
fields:  
list    //<TTGCDriftFriendsModel> friends list  
error
```

1.3.5 Room Info Callback

```
class:  TTGCDriftRoomCompleteHandler  
fields:  
room    // BOOL<TTGCDriftRoomModel> room info model  
error
```

1.3.6 Room List Callback

```
class:  TTGCDriftRoomListCompleteHandler  
fields:  
roomList //invitation room list
```

1.3.7 Common Callback

```
class:  TTGCDriftDataCompletionHandler  
fields:  
result    //operation result
```

error

2. API: After Login

2.1 Upload Car Info

Method	loginWithAppleCompletionuploadCarInfo: completion:
car	car info <NSString>
Callback	TTGCDriftUploadCompletionHandler

example:

```
manager = [TTGCDriftManager defaultManager];

[manager uploadCarInfo:@"my-car" completion:^(BOOL success, NSError * _Nullable error) {

    if (success) {

        //upload success

    }

}];
```

2.2 Get User Info

Method	getUserInfo:
Callback	TTGCDriftUserInfoCompleteHandler

example:

```
[manager getUserInfo:^(id _Nullable user, NSError * _Nullable error) {

    if (user) {

        TTGCDriftUserInfoModel *userModel = user;

    }

}];
```

2.3 Get Invitation List

Method	getInvitationList:
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Callback	TTGCDriftRoomListCompleteHandler
-----------------	----------------------------------

example:

```
[manager getInvitationList:^(id _Nullable roomList, NSError * _Nullable error) {

    if (roomList) {

        if ((NSArray *)roomList).count>0) {

            self->invite_room = ((NSArray *)roomList).firstObject;

            [self alertView];

        }

    }

}];
```

2.4 Get Playing Friends

Method	getPlayingFriends:
Callback	TTGCDriftFriendsListCompletionHandler

example:

```
[manager getPlayingFriends:^(id _Nullable list, NSError * _Nullable error) {

    if (list) {

        self->userList = list;

    }

}];
```

3. API: Playing

3.1 Create Room

Method	createRoomWithUsers: Completion:
users	friends list
Callback	TTGCDriftRoomCompleteHandler

example:

```

if (userList) {

    [manager createRoomWithUsers:userList completion:^(id _Nullable room, NSError *
    _Nullable error) {

        if (room) {

            DFTRoomViewController *vc = [[DFTRoomViewController alloc] init];

            [self.navigationController pushViewController:vc animated:YES];

        }

    }];

}

```

3.2 Get Room Info In Wating

Method	getRoomInfoInWaiting:
Callback	TTGCDriftRoomCompleteHandler

example:

```

- (void)loadData {

    [manager getRoomInfoInWaiting:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            self.contentText.text = [NSString stringWithFormat:@"%s", [self
            ttgc_description:roomModel]];

        }

    }];

}

```

3.3 Get Room Info end Game

Method	getRoomInfoInEndGame:
Callback	TTGCDriftRoomCompleteHandler

example:

```

- (void)loadData {

    [manager getRoomInfoEndGame:^(id _Nullable room, NSError * _Nullable error) {

        TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

    }];

}

```

```

        self.contentText.text = [NSString stringWithFormat:@"%d", [self
ttgc_description:roomModel]];

    }];
}

```

3.4 Start Game

Method	startGame:
Callback	TTGCDriftRoomCompleteHandler

example:

```

- (IBAction)start:(id)sender {

    [manager startGame:^(id _Nullable room, NSError * _Nullable error) {

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            self.contentText.text = [NSString stringWithFormat:@"%d", [self
ttgc_description:roomModel]];

        }

    }];

    [self startQuering];
}

```

3.5 Update Score

Method	updateScore: completion:
score	<NSString> update score
Callback	TTGCDriftRoomCompleteHandler

example:

```

- (void)uploadScore {

    score += (arc4random() % 100);

    [manager updateScore:[NSString stringWithFormat:@"%d", score]
completion:^(id _Nullable room, NSError * _Nullable error) {

        TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

```

```

        self.contentText.text = [NSString stringWithFormat:@"%d", [self
ttgc_description:roomModel]];

    }];
}

```

3.6 End Game

Method	endGameScore: completion:
score	<NSString> update score
Callback	TTGCDriftRoomCompleteHandler

example:

```

- (IBAction)end:(id)sender {

    [self stopQuering];

    [manager endGameScore:[NSString stringWithFormat:@"%d",score]
completion:^(id _Nullable room, NSError * _Nullable error) {

        TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

        self.contentText.text = [NSString stringWithFormat:@"%d", [self
ttgc_description:roomModel]];

        DFTFinishViewController *vc = [[DFTFinishViewController alloc] init];

        [self.navigationController pushViewController:vc animated:YES];

    }];
}

```

3.7 Close Room

Method	closeRoom
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4. API: Game Invitation

4.1 Accept Invitation

Method	acceptGameInviteRoom: completion:
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roomid	invite room ID
Callback	TTGCDriftCompletionHandler

example:

```
[alertController addAction:[UIAlertAction actionWithTitle:@"接受"
style:UIAlertActionStyleDefault handler:^(UIAlertAction * _Nonnull action) {
    [self->manager acceptGameInviteRoom:self->invite_room.roomId completion:^(BOOL
success, NSError * _Nullable error) {
        if (success) {
            DFTRoomViewController *vc = [[DFTRoomViewController alloc] init];
            [self.navigationController pushViewController:vc animated:YES];
        }
    }]];
}]];
```

4.2 Refuse Invitation

Method	refuseGameInviteRoom: completion:
roomid	invite room ID
Callback	TTGCDriftCompletionHandler

example:

```
[alertController addAction:[UIAlertAction actionWithTitle:@"拒绝"
style:UIAlertActionStyleDefault handler:^(UIAlertAction * _Nonnull action) {
    [self->manager refuseGameInviteRoom:self->invite_room.roomId completion:^(BOOL
success, NSError * _Nullable error) {
        }]];
}]];
```

5. API: Game Rank

5.1 Friends Rank

Method	friendsRank:
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Callback	TTGCDriftDataCompletionHandler
-----------------	--------------------------------

example:

```
[manager friendsRank:^(id _Nullable result, NSError * _Nullable error) {

    if (result) {

        // list of TTGCDriftFriendsRankModel

        NSArray *list = result;

    }

}];
```

5.1 All Rank

Method	allRank:
Callback	TTGCDriftDataCompletionHandler

example:

```
[manager allRank:^(id _Nullable result, NSError * _Nullable error) {

    if (result) {

        // list of TTGCDriftAllRankModel

        NSArray *list = result;

    }

}];
```