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:

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:@"%@",[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;
```

```objc
        self.contentText.text = [NSString stringWithFormat:@"%@",[self

ttgc_description:roomModel]];

    }];

}
```

3.4 Start Game

Method	startGame:
Callback	TTGCDriftRoomCompleteHandler

example:

```objc
- (IBAction)start:(id)sender {

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

        if (room) {

            TTGCDriftRoomModel *roomModel = (TTGCDriftRoomModel *)room;

            self.contentText.text = [NSString stringWithFormat:@"%@",[self

ttgc_description:roomModel]];

        }

    }];

    [self startQuering];

}
```

3.5 Update Score

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

example:

```objc
- (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:@"%@",[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:@"%@",[self
ttgc_description:roomModel]];
        DFTFinishViewController *vc = [[DFTFinishViewController alloc] init];
        [self.navigationController pushViewController:vc animated:YES];
    }];
}
```

3.7 Close Room

Method	closeRoom

4. API: Game Invitation

4.1 Accept Invitation

Method	acceptGameInviteRoom: completion:

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

4.1 Friends Rank

Method	friendsRank:

Callback	TTGCDriftDataCompletionHandler

example:

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

    if (result) {

        // list of TTGCDriftFriendsRankModel

        NSArray *list = result;

    }

}];
```

4.1 All Rank

Method	allRank:
Callback	TTGCDriftDataCompletionHandler

example:

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

    if (result) {

        // list of TTGCDriftAllRankModel

        NSArray *list = result;

    }

}];
```