API Document for External Integration

(For Client's Internal Use Only)

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Version Control

Date	Version	Description	Author
22/5/2018	1.5.1	- Add Response Description of TS - Remove details from response of TS	Customer Support
26/6/2018	1.5.2	- Add List Games	Customer Support
03/07/2018	1.5.3	- Add Sign-out member	Customer Support
16/07/2018	1.5.5	- Change forward game parameter	Customer Support
17/08/2018	1.5.6	- Guide on iframe usage	Customer Support
12/08/2018	1.5.7	- Return image in ListGames	Customer Support
15/12/2018	1.5.8	-Update Retrieve Transactions	Customer Support
13/03/2018	**1.5.9**	**-Transaction detail**	**Customer Support**

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1. API Properties

Data transfer between API and external party is in JSON format.

API call is made by using HTTP POST method.

The external party will be given a pair of AppID and a SECRET SIGNING key. The SECRET SIGNING key is not allowed to be exposed under any circumstances. We use HMAC for generating a signature and for request verification (see Remarks).

Every API calls require the AppID as a query string.

2. API Functions

All requests to the API will require the following query string parameters

Parameter	Description
AppID	Identification for the external party
Signature	Signature of the request for verification

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2.1. Ensure user account

Ensure that the account exists, create one if it's not.

POST parameters

Parameter	Description
Method	"CU"
Timestamp	Timestamp (see Remarks)
Username	Username of the player (4 to 20 alphanumeric characters and underscore)

Response

HTTP Code	Description
200	If user exists
201	When a new user is created

JSON Response Data

Key	Value	Description
Status	OK	If user exists
	Created	When a new user is created

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=CU&Timestamp=1453353995&Username=tester

JSON Response

{
Status: "OK"
}

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2.2. Get Credit

Get current credit balance of the player.

POST parameters

Parameter	Description
Method	"GC"
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist

JSON Response Data

Key	Description
Username	Username of the player
Credit	Current credit balance of the player

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=GC&Timestamp=1453353995&Username=tester

JSON Response

{
  "Username": "tester",
  "Credit": 123.50
}

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2.3. Transfer Credit

Transfer credit to/from player.

POST parameters

Parameter	Description
Amount	Amount to be transferred. To transfer credit out put in a minus value.
Method	"TC"
RequestID	Optional, uniquely identify the transaction. Only accept alphabetic, numeric and dot (.), hyphen (-) character. Maximum length is 50
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist
400	RequestID is already used or wrong format

JSON Response Data

Key	Description
Username	Username of the player
Credit	Current credit balance of the player
RequestID	Transfer RequestID
Time	Transfer time
BeforeCredit	Credit balance before transfer

Example

POST Request

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AppID=app1&Signature=MDAwMDAwMDA%3D
Amount=60&Method=TC&RequestID=1234abczyz&Timestamp=1453353995&Username=tester

JSON Response

```
{
"Username": "tester",
"Credit": 183.50,
    "RequestID": "1234abczyz",
"Time": "2017-11-16T13:59:35.7991931+07:00",
"BeforeCredit": 243.50
}
```

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2.4. Get Credit Transfer

Get credit transfer by RequestID

POST parameters

Parameter	Description
Method	"TCH"
RequestID	Uniquely identify credit transfer
Timestamp	Timestamp (see Remarks)

Response

HTTP Code	Description
200	Request retrieved
404	RequestID does not exist

JSON Response Data

Key	Description
Username	Username of the player
Amount	Transfer amount
RequestID	Transfer requestID
Time	Transfer time

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=TCH&RequestID=1234abczyz&Timestamp=1453353995

JSON Response

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```
{
    "Username": "tester",
"Amount": 94532.29,
"Time": "2017-11-16T13:59:35.7991931+07:00",
"RequestID": "1234abczyz"
}
```

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2.5. Request User Token

Request for an exchange token to be used in forwarding to Joker site.

POST parameters

Parameter	Description
Method	"RT"
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist

JSON Response Data

Key	Description
Username	Username of the player
Token	Token to be passed to the game-site

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=RT&Timestamp=1453353995&Username=tester

JSON Response

{
"Username": "tester",
"Token": "abcdefghijklmn"
}

2.6. Suspend User

Suspend a user. Un-suspending the user can only be done at the data management site.

POST parameters

Parameter	Description
Method	"SU"
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=SU&Timestamp=1453353995&Username=tester

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2.7. Set Status User

Set Active/Suspend for the User

POST parameters

Parameter	Description
Method	"SS"
Status	Active/Suspend
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=SS&Status=active&Timestamp=1453353995&Username=tester

2.8. Set Password

Set password for the user.

POST parameters

Parameter	Description
Method	"SP"
Password	New password for the player
Timestamp	Timestamp (see Remarks)
Username	Username of the player

Response

HTTP Code	Description
200	If user exists
404	User does not exist

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=SP&Password=pwd&Timestamp=1453353995&Username=tester

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2.9. Retrieve Transactions

Retrieve transactions happening between StartDate and EndDate. The transaction count is limited per transaction type. To get the remaining result, you will need to supply the NextId parameter

StartDate and EndDate allow hourly precision (minute value will be ignored).

Please note the EndDate is exclusive.
The data retrieved is within [>= StartDate and < EndDate]

To use different time zone, please specify a code in the query-string.

Query String

Parameter	Description
timeZone	[OPTIONAL] Specify code for different timezone setting. If not included, we will use the default UTC+8 time setting. Please request code from us for your desired setting.
Example, for UTC-4: **<API_URL>**?AppID=**<app-id>**&Signature=**<sign>**&timeZone=SA%20Western%20Standard%20Time	

POST parameters

Parameter	Description
EndDate	End date of the transactions to be retrieved With the following format: yyyy-MM-ddHH:mm
Method	"TS"
NextId	[Optional] Specify this for next page result
StartDate	Start date of the transactions to be retrieved With the following format: yyyy-MM-ddHH:mm
Timestamp	Timestamp (see Remarks)

Response

HTTP Code	Description
200	Transactions are retrieved

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Response Data

Parameter	Description
Data	Dictionary in which: ❖ Key is transaction type. E.g. Game, or Jackpot ❖ Value is array of: • OCode: unique identifier of transaction • Username: Player associated with transaction • GameCode: Game code of transaction • Description • Type • Amount: Bet Amount • Result: Bet Result • Time: Transaction time
NextId	If there is NextId, client should use to perform next request

Example (first page)

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=TS&StartDate=2016-12-01&EndDate=2016-12-01&Timestamp=1453353995

JSON Response

```
{
  "data": {
    "Game": [
      {
        "OCode": "transocode",
        "Username": "user",
        "GameCode": "gamecode",
        "Description": "Main Scroll",
        "Type": "Main",
        "Amount": 0.45,
        "Result": 2.75,
        "Time": "2016-12-01T23:40:00.455827+08",
        "AppID": "APP1"
      },

    ],
    "Jackpot": [
      {
        "OCode": "transocode",
        "Username": "user",
        "GameCode": "Jackpot",
        "Description": "Jackpot",
        "Type": "Main",
        "Amount": 0,
```

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```
    "Result": 2.75,
    "Time": "2016-12-01T23:40:00.455827+08",
    "AppID": "APP1"
  },

  ]

},
"nextId":"MDAwMDAwMDA="
}
```

Example (next page)

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=TS&StartDate=2016-12-01&EndDate=2016-12-01&Timestamp=1453353995&NextId=MDAwMDAwMDA%3D

2.10. Transaction Total

Retrieve transaction summary group by Date and Member Username.

The data retrieved is within [>= StartDate and < EndDate]

POST parameters

Parameter	Description
EndDate	End date of the transactions to be retrieved With the following format: yyyy-MM-dd
Method	"TRX"
StartDate	Start date of the transactions to be retrieved With the following format: yyyy-MM-dd
Timestamp	Timestamp (see Remarks)
Username	[Optional] Filter based on Username

Response

HTTP Code	Description
200	Transactions are retrieved

Example Response

JSON Response

```
{
    "data": [{
        "Date": "2017-08-21T00:00:00",
        "PersonOCode": "xm6yp8ixr934k",
        "Username": "Username01",
        "CurrenyCode": "CNY",
        "TotalAmount": 2.7,
        "TotalResult": 1.1,
        "TotalDeposit": 0,
        "TotalWithdraw": 0
    }]
}
```

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2.11. Get Jackpot

Get jackpot value

POST parameters

Parameter	Description
Method	"JP"
Timestamp	Timestamp (see Remarks)

Response

HTTP Code	Description
200	Jackpot retrieved
404	No jackpot

JSON Response Data

Key	Description
Amount	Jackpot amount

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=JP&Timestamp=1453353995

JSON Response

{
   "Amount": **4183.26**
}

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2.12. Get Jackpot Games

Get jackpot value of game

POST parameters

Parameter	Description
Method	"GJP"
Timestamp	Timestamp (see Remarks)

Response

HTTP Code	Description
200	Jackpot retrieved
404	Empty array

JSON Response Data

Key	Description
Jackpot	Jackpots are retrieved

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=GJP&Timestamp=1453353995

JSON Response

```
{
"Jackpots": [
{
"GameCode": "79mafnrjt48aa",
"Amount": 561.75
},
{
"GameCode": "k3anse3yrrunq",
"Amount": 561.75
 }]
}
```

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2.13. Get Members Win-loss

Get members win-loss

POST parameters

Parameter	Description
Method	RWL
Timestamp	Timestamp (see Remarks)
StartDate	Start of the date to be retrieved in format YYYY-MM-DD e.g. 2017-01-01.
EndDate	End of the date (inclusive) to be retrieved in format YYYY-MM-DD e.g. 2017-01-01
Username	Optional. Specified which username's win-loss to be retrieved.

Response

HTTP Code	Description
200	Win-loss retrieved

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=RWL&Timestamp=1453353995&StartDate=2017-01-01&EndDate=2017-01-01

JSON Response

```
{
    "Winloss": [
        {
            "Username": "DEMO01",
            "OCode": "xeahsrywfjhkk",
            "Amount": 20.52,
            "Result": 36.3
        }
    ]
}
```

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2.14. Transaction detail

Get transaction detail

POST parameters

Parameter	Description
Method	History
Timestamp	Timestamp (see Remarks)
OCode	Transaction ocode
Type	Transaction type
Language	Language code

Response

HTTP Code	Description
200	Url retrieved

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=History&Timestamp=1552458930&OCode=xeahzsxokz6dq&Type=Game&Language=en

JSON Response

{
   "Url":
"//history.joker88.club/History?Signature=PcJ9VN%2bDuGHYeTNVgHYj98IIR8A%3d&Key=xeahzsxokz6dq&Type=EBet&Timestamp=1552458798761&Lang=en"
}

2.15. Forwarding to the game site

The external party backend will need to request a user token (see Request User Token).

On the external party game site, direct the browser to perform a POST request to a preconfigured domain name, passing the token and the game code.

Parameter	Description
token	The user token from the API call
game	The game code
`redirectUrl`	The return url for when the player close the game

Example

POST Request (from browser)
token=abcdefghijklmn&game=dhdirsn3m3xia&redirectUrl=http://abc.com

2.15.1. IFrame usage on mobile

If you would like to host our games in iframe, we would require your javascriptto post message to us on size changes.

1. Make sure the iframe have the following style attributes:
   ```
   style="width:100%;height:100vh;
   position:relative;border:0px;outline:none;overflow:hidden"
   ```

2. Put the function on the onload event for the iframe:
   ```
   onload="ResizeIFrame()"
   ```

3. Make sure the iframe has a unique ID, "iFrameGame"

4. Copy the following script:

```
<script>
variFrameGame = document.getElementById("iFrameGame");
window.addEventListener("message", function (e) {
        if (e == null || e.data == null) {
            return;
        }
        switch (e.data.event) {
            case "ReadyToPlay": ResizeIFrame(); break;
        }
    }, false);
ResizeIFrame = function () {
iFrameGame.contentWindow.postMessage({ event: 'iFrameSize', innerWidth:
window.innerWidth, clientWidth: document.body.clientWidth, innerHeight:
window.innerHeight, clientHeight: document.body.clientHeight }, "*");
        }
</script>
```

5. Put onresize handler on the body

```
<body style="overflow:hidden" onresize="ResizeIFrame()">
```

Sample of the full codes:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<html>
<head>
<meta charset="utf-8">
<meta name="viewport" content="width=device-width,user-scalable=no,initial-
scale=1, minimum-scale=1,maximum-scale=1" />
<style>
        body {
            margin: 0;
            padding: 0;
        }
</style>
</head>
<body style="overflow:hidden" onresize="ResizeIFrame()">
<iframe id="iFrameGame" style="width:100%;height:100vh;
position:relative;border:0px;outline:none;overflow:hidden" onload="ResizeIFrame()"
src="<LINK_SOURCE>"></iframe>
<script>
variFrameGame = document.getElementById("iFrameGame");
window.addEventListener("message", function (e) {
        if (e == null || e.data == null) {
            return;
        }
        switch (e.data.event) {
            case "ReadyToPlay": ResizeIFrame(); break;
        }
    }, false);
ResizeIFrame = function () {
iFrameGame.contentWindow.postMessage({ event: 'iFrameSize', innerWidth:
window.innerWidth, clientWidth: document.body.clientWidth, innerHeight:
window.innerHeight, clientHeight: document.body.clientHeight }, "*");
        }
</script>
</body>
</html>
```

2.16.   List Games

Return the game list.

POST parameters

Parameter	Description
Method	ListGames
Timestamp	Timestamp (see Remarks)

Response

HTTP Code	Description
200	List Games are retrieved

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=ListGames&Timestamp=1453353995

JSON Response
[{   "GameType": "Slot",   "GameCode": "7ufj5fcktqre1",   "GameName": "Golden Shark",   "SupportedPlatForms": "Desktop,Mobile",   "Special": "new,hot",   "DefaultWidth": 960,   "DefaultHeight": 630,   "Image1": "//res.cloudinary.com/jsoftdev/image/upload/v1543399196/gameimages/landscape/7ufj5fcktqre1.png" }]

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2.17. Sign-out

To sign-out the member session.

Parameter	Description
Method	SO
Timestamp	Timestamp (see Remarks)
Username	Username to be signed-out

Response

HTTP Code	Description
200	Success

Example

POST Request
AppID=app1&Signature=MDAwMDAwMDA%3D
Method=SO&Timestamp=1453353995&Username=Player1

3. Remarks

3.1. Timestamp

Use UNIX timestamp (total seconds after the epoch: 1970-01-01).

For example January 21st 2016 17:26:35 is translated to: 1453353995.

3.2. Signature

Signature is calculated using this formula:

Base64 (HMAC_SHA1 (KeySorted (key1=value1&key2=value2&…), secret_key))

To calculate signature of an ensure account request, with the following parameters:

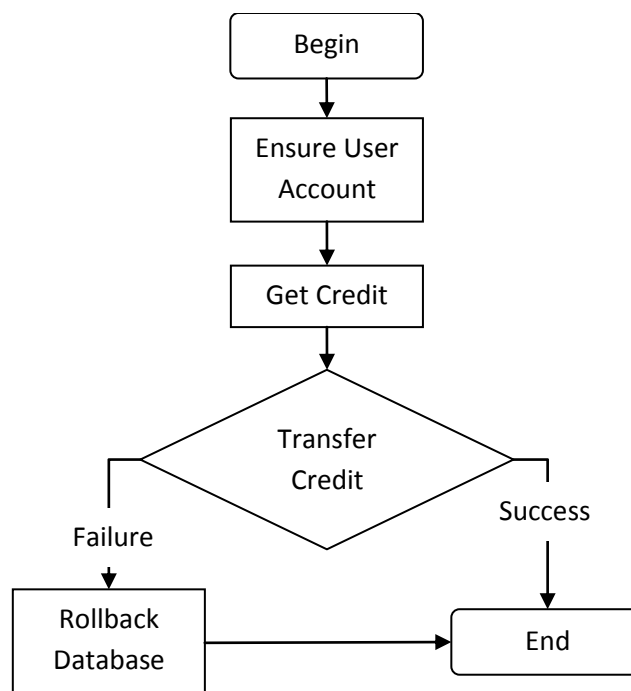| Parameter	Value
Method	CU
Timestamp	1447061919

Username	Tester

The signature is calculated by:

Base64 (HMAC_SHA1 ("Method=CU&Timestamp=1447061919&Username=tester", secret_key))

3.3. Bet Type OCodes

Bet Type	OCode
E-Games	r7xiwwntk3mie

4. Workflow charts

Transfer Credit to/from Joker

Forward to Joker site

Backend to Joker	Browser to Joker

```
        Begin
          │
          ▼
    Ensure User
      Account
          │
          ▼
      Request              POST token and
    User Token  ────────▶  game code to
                           Joker site
                                │
                                ▼
                               End
```