IMOne API Web Services

Specification Document

Version <2.2.15>

REVISION HISTORY

Version	Date	Remarks	Prepared By
2.2	21 Aug 2019	The document is upgrated to version 2.2 with the following changes: 1) 4.1, 4.3 – Update supported GameCode for input parameter: LobbyURL. Remove input parameters: SupportURL, LogoutURL, DepositURL. Make supported languages in table view. 2) 2.6.1, 2.6.3 - Update eSport Bet Log's Platform attribute to be all in Capital letter. 3) Remove Appendix: IM Sportsbook and IM eSPorts Selection Type (to be consolidate in separate document),	Clarence Kok
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Version	Date	Remarks	Prepared By
		response code 4.3 IMOne Mobile Game API - Add new response code 4.4 IMOne Free Mobile Game API - Support IMCasino, Add new response code Amend Appendix A, C, D & G - Support IMCasino 2) 3.17 – Get Game Result • Added Spadegaming as the supported provider for the API. • Updated with new "Language" parameter for the API, applicable to Spadegaming. 3) Introduce new IM Lottery Wallet and new Product "Shi Cai Lottery" with the following changes: 2.6 – Get Bet Log – Add IM Lottery Wallet to sample response 2.6.2 Get Reseller Bet Log - Add IM Lottery Wallet to sample response 3.9 Product Report - Add IM Lottery Wallet to sample response 3.9.2 Reseller Product Report – Add IM Lottery Wallet to sample response 4.1 IMOne Game API - Add IM Lottery related changes 4.3 IMOne Mobile Game API - Add IM Lottery related changes Appendix A, B, D, G: Support IM Lottery Wallet and SHICAI_LOTTERY	
2.2.6	1 October 2019	1) 3.17 Get Game Result • Added Pragmatic Play, PlayNGo, and NetEnt as the supported provider for the API. • Added "Language" parameter applicable to Pragmatic Play, and NetEnt. 2) 2.6 Get Bet Log – Added new "ProviderPlayerId" parameter in Respond API for all Product Wallets. 3) 2.6.1 Get Reseller Bet Log – Added new "ProviderPlayerId" Parameter in Respond API for all Product Wallets. 4) Appendix B - Added "VND" as supported currency for Spade Gaming. 5) 2.6.1, 2.6.3 – Update ComboType value 6) Appendix G – Update NetEnd GameRound Status 7) Appendix A _ Add additional Note.	Widyawati, Lee Zhi Cong, Clarence Kok, Tan Wai Hong
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2.2.13	30 December 2019	1) 3.21 - Added new IMONE API – NetEnt Free Round Bonus 2) Appendix B - Added MYR as supported currency for KaiYuan and LeYou 3) 4.1, 4.3 – update BetLimit to support RedTiger 4) 4.1, 4.3 – update supported language 5) Appendix B – Added IDR as supported currency for SPG	Lee Zhi Cong, Widyawati, Clarence Kok
2.2.14	2 January 2020	1) 4.1, 4.3 - Add ‘showtrial’ param 2) 4.1, 4.3 – update roomid supported provider	Widyawati
2.2.15	20 January 2020	1) Remove GG Fishing and AS Gaming provider 2) 2.6, 2.6.2 – Add ProviderTourRefund attribute to getBetlog and getResellerLog API for Live Dealer’s	Widyawati, Clarence Kok, Lee Zhi Cong

Version	Date	Remarks	Prepared By
		Response 3) Introduce new provider “Bole Gaming” and new product wallet “Bole Gaming Wallet”: • 2.6 Get Bet Log • 2.6.2 - Get Resellser Bet Log • 3.1 - Terminate Player session • 3.9 - Product Report • 3.9.1 - Reseller Product Report • 3.17 - Get Game Result • 4.1 IMONE Game API • 4.3 IMONE Mobile Game API • Appendix A - Product Wallet Code • Appendix B: Provider Code and Provider Supported Currency • Appendix C: Note for Operator Wallet Integration • Appendix D: Potential GetBetLog Delay Time • Appendix G: Provider Game Round Status Availability 4) 4.1, 4.3 – Amend description for Language Property. 5) 2.4, 2.4.1 – Add Note for response code.	

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1. Integration Overview

This integration document will cover the followings:

- REST API (All Products)
- REST API (Product Specific)
- Game Launch
- REST API (Merchant/Operator side)

Each merchant/operator will be given a MIF (Merchant Integration Form) & MBK (Merchant Boarding Kit) that contains all information including:

- URL for API,
- URL for BackOffice
- Client Name
- Merchant code etc

that can be used for integration.

For security reason, incoming access to the environments is restricted by IP addresses. Therefore, merchants/operators are required to provide their IP addresses.

1.1 Definitions, Acronyms & Abbreviations

Term	Definition
Merchant/Operator	IMOne customer that is integrated with IMOne system and own Players. The term of Merchant and Operator are used interchangeably in this document.
Member/Player	Customer of the Merchant/Operator and end user of the IM Lobby and Games. The term of Member and Player are used interchangeably in this document.
Provider	3rd party provider of game content that is integrated with the IMOne system.
IM	InplayMatrix.
PT	PlayTech.

1.2 Global Responses

The following responses are being used in all API calls in Section 2, 3 and 4.

Respond Code	Respond Message	Remarks
0	Successful.	Successful response will return this response code.
500	Invalid Merchant or Reseller Code.	This response code is returned if a merchant or reseller code doesn't exist in IMOne system.
501	Unauthorized access.	If one merchant's IP hasn't been white-listed and try to call IMOne API, the REST API will return this response code. Also, if one merchant is trying to change or retrieve the information of players that belongs to another merchant, the REST API will return this response code.
505	Required field cannot be empty or null.	This response code is returned if the required field is empty or null.
538	Setup in progress. Please contact support.	This response code is returned if the integration setup has not completed yet.
600	Provider Internal Error.	This response code is returned if provider returned any general error code that doesn't map with specific IMOne response code.
601	Unauthorized product access.	This response code is returned if one merchant doesn't subscribe to the product.
612	Invalid Argument.	This response code is used for other exception handling. Eg, this response code is returned if provider is unable to accept the parameter value that passed in. Please trigger IT support if this response code is received.
998	System is currently unable to process your request. Please try again.	Please resend the request if this response code is received.
999	System has failed to process your request.	Please trigger IT support if this response code is received.

Sample Response:

{
"Code": 500,
"Message": "Invalid Merchant Code."
}

1.3 Concurrent Call Limit

Each Merchant/Operator is limited for concurrent request at the same time **for each product type**:

i. Up to **6** concurrent requests for each of the following APIs:
- Get Bet Log (refer section 2.6)
- Get Bet Log (IM Sportsbook, IM Esports) (refer section 2.6.1)
- Get BetFlow (refer section 3.5)
- PT Product Report (refer section 3.20)

ii. Up to **3** concurrent requests for for any of the following APIs (or combination of them):
- Get GameStats (refer section 3.4)
- Product Report (refer section 3.9)
- Daily Product Report (refer section 3.10)
- Get Adjustment Log (refer section 2.7)

Each Reseller is limited for concurrent request at the same time **for each product type**.

i. Up to **6** concurrent requests for each of the following APIs:
- Get Reseller Bet Log (refer section 2.6.2)
- Get Reseller Bet Log (IM Sportsbook, IM Esports) (refer section 3.4.1)
- Get Reseller BetFlow (refer section 3.5.1)

ii. Up to **3** concurrent requests for for any of the following APIs (or combination of them):
- Get Reseller GameStats (refer section 3.4.1)
- Reseller Product Report (refer section 3.9.1)
- Reseller Daily Product Report (refer section 3.10.1)

When concurrent requests limit have been reached, and none of them have received response from IMOne, Response Code 520 (Transaction is being processed by IMOne system) will be returned when another request is sent. As soon as any one of the requests has received response, the next request can be sent.

2. REST API (All Products)

This section outlines all API calls, parameters and responses. These APIs are applicable to all products (except specify otherwise in Remark).

2.1.1 Create New Player

This API is called to register a new member/player.

URL: POST Player/Register

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId":"myPlayerId",
    "Currency": "CNY",
    "Password":"mypassword",
    "Country": "CN",
    "Sex":"M",
    "BirthDate": "19701128"
}
```

Property Name	Description

MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID. • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC
Password	• It's a required field. • String(40) • Password length must be between 5-40 characters long • Characters allowed are number and alphabet. • Eg, 12345, abcde, 123abc, aBcDe, etc.
Country	• A two-letter ISO-3166 country code • It's a optional field. • String (2) • Eg, CN (Refer to Appendix G for list of country codes)
Sex	• It's a optional field. • String (1) • Options: M or F
BirthDate	• Player dirth date • It's a optional field. • Datetime yyyyMMdd format

Response Code:

Respond Code	Respond Message	Remark
503	Player already exists.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
507	Invalid Currency.	Applicable to all products supported by this API.
524	Invalid Password	Applicable to all products supported by this API.
556	Player is not eligible due to an age restriction of 18.	Applicable to Provider: NetEnt ONLY.

Sample Response:

i) For Response Code = 0:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Currency": "CNY"
}
```


ii) For Response Code = 503:


```
{
   "Code": "503",
   "Message": "Player already exists.",
   "Currency": "-"
}
```


iii) For other Response Code:


```
{
   "Code": "506",
   "Message": "Invalid Player ID."
}
```


Note:

- IMOne now allows same PlayerId to be registered for different Operators/Merchants. . If the PlayerID already registered in IMOne by other existing Operator/Merchant, you can still to register it.
- Operator must add a prefix in front of your PlayerID.
- One PlayerId can only be registered with one single currency.
- When this request comes in, if:
    - PlayerId exists in the system but with **different** Currency, Response Code 503 will be returned (to indicate the PlayerId has been registered with other Currency and can no longer be used).
    - By any chance if the PlayerId already exist in relevant Game Provider's database, Response Code 503 will still be returned (Generally, if Operator has added a prefix in front of the PlayerId, such situation does not commonly happen).
    - PlayerId exists in the system but with **same** Currency AND MerchantCode, Response Code 0 will be returned (to indicate the PlayerId has been registered successfully).
- Country, Sex and BirthdDate is applicable to Provider: NetEnt ONLY and they are optional. Error code 612 "Invalid Argument" will returned if any of the following is occurring:-
    - Provided Country value does not comply with the two-letter ISO-3166 country code.
    - Provided Sex value does not comply with the one-letter sex code.
    - Provided BirthDate value does not comply with the format yyyyMMdd.

2.2 Check Player Exists

This API returns the validity of a player id.

URL: POST Player/CheckExists

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"PlayerId": "myPlayerId"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)

Response Code:

Respond Code	Respond Message	Remark
503	Player already exists.	Applicable to all products supported by this API.
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.

Sample Response:

i) For Response Code = 0:

{
"Code": "0",
"Message": "Successful.",
"Currency": "CNY"
}

ii) For Response Code = 503:

{
"Code": "503",
"Message": "Player already exists.",
"Currency": "-"
}

iii) For other Response Code:

{
"Code": "506",
"Message": "Invalid Player ID."
}

Note:

- When this request comes in, if:
  - PlayerId exists in the system with **same** MerchantCode, Response Code 0 will be returned (to indicate the PlayerId was registered successfully). Player's registered Currency will also be returned for the verification at Operator side.
  - By any chance if the PlayerId already exist in relevant Game Provider's database, Response Code 503 will still be returned (Generally, if Operator has added a prefix in front of the PlayerId, such situation does not commonly happen).
  - PlayerId does not exist in the system, Response Code 504 will be returned (to indicate the PlayerId can be used).

2.3 Set Password

This API can be used for setting new password of player.

URL: POST Player/ResetPassword

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"PlayerId": "myPlayerId",
"Password":"mypassword"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25)

	• Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
Password	• It's a required field. • String(40) • Password length must be between 5-40 characters long. • Characters allowed are number and alphabet. • Eg, 12345, abcde, 123abc, aBcDe, etc.

Response Code:

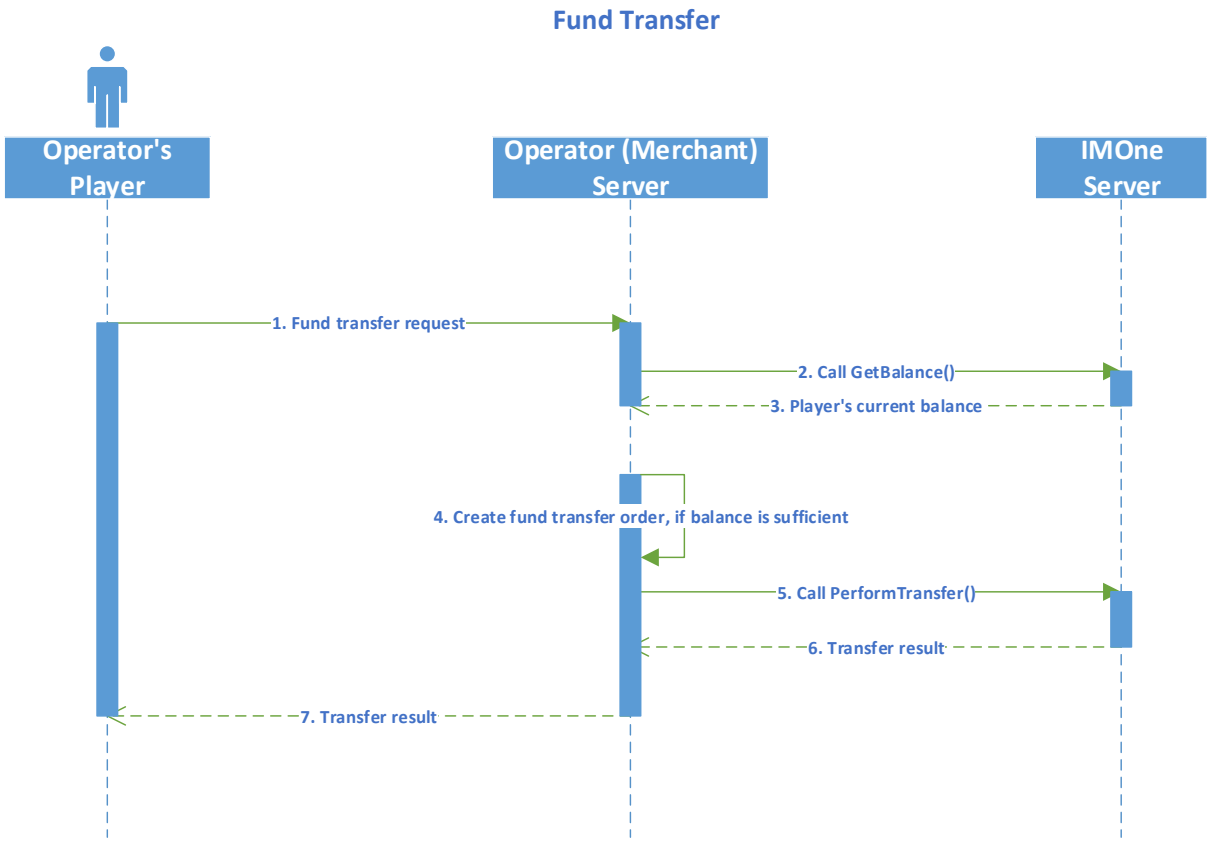
Respond Code	Respond Message	Remark
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
524	Invalid Password	Applicable to all products supported by this API.

Sample Response:

{
"Code": "0",
"Message": "Successful."
}

2.4 Fund Transfer

This API performs fund in (deposit) or fund out (withdrawal). Fund out transaction is indicated with negative sign (e.g. -100).



Note:
There is no need to call GetBalance() API before performing fund in. However, please call GetBalance() API (Refer 2.5 Get Player's Current Balance) before performing fund out, to make sure the player has sufficient balance before proceeding.

URL: POST Transaction/PerformTransfer

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId": "myPlayerId",
    "ProductWallet":101,
    "TransactionId":"TransactionId001",
    "Amount":20
```

}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code
TransactionId	• The unique id for a transaction from merchant. • It's a required field. • String (50)
Amount	• It's a required filed. • Float • Only accept number. For example: 1234567890 • The decimal is up to 2 decimal places. • For all product (including MWG), Response code 519 will be returned if amount format is invalid (Eg, Amount = abc or 12.00001 etc). • For MWG (ProductWallet = 2), It only accepts integer amount. Response code 519 will also be returned if decimal value is received. The amount must be multiply of currency rate. Response code 543 will be returned if amount is NOT multiple of currency rate (Eg, Conversion rate is 200 KRW : 1 MWG coin. Response code 543 will be returned for Amount = 199 or 299 etc). For VG Gamming (ProductWallet = 604) For Fund In, it only accepts integer amount. Response code 519 will also be returned if decimal value is received. For Fund Out, it accepts up to 2 decimals.

Response Code:

Respond Code	Respond Message	Remark

0	Successful.	Applicable to all products supported by this API. Status = Approved
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
509	Invalid transaction Id.	Applicable to all products supported by this API.
510	Insufficient amount.	Applicable to all products supported by this API. Status = Declined
514	Transaction Id is duplicated in IMOne system.	Applicable to all products supported by this API.
516	Transaction id is not found at provider side.	Applicable to all products supported by this API. Status = Declined
517	Transaction is being processed by provider.	Applicable to all products supported by this API. Status = Processed Transaction is being processed by provider, please use CheckTransferStatus() API to get the latest status. (Refer 2.4.1 Check Transfer Status)
519	Invalid amount format.	Applicable to all products supported by this API.
520	Transaction is being processed by IMOne system.	Applicable to all products supported by this API. Status = Processed Transaction is being processed by IMOne system, please use CheckTransferStatus() API to

		get the latest status. (Refer 2.4.1 Check Transfer Status)
523	Transaction Id is duplicated at provider side.	Applicable to all products supported by this API.
540	Player was not created successfully or inactive at provider side.	Applicable to Transfer Wallet product only (i.e PlayTech). Status = Declined
541	Transaction has been processed, the status is declined.	Applicable to all products supported by this API. Status = Declined
542	Player is inactive.	Applicable to all products supported by this API.
543	Invalid amount. Amount must be multiple of the currency rate.	Applicable to MWG only.
544	Transaction cannot be processed while player is still in game.	Applicable to MWG & VG Gaming only. (Only Transfer In is allowed while player is in the game. Transfer out will return this error.)
548	Player is suspended.	Applicable to all products supported by this API.
557	The API is called within minimum interval allowed.	Applicable to IG Lottery only.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.
560	Other transaction is yet to be processed, this transaction is declined.	Applicable for SGWin Gaming only. Status = Declined

603	Deposit limit for the ongoing period has been exceeded.	Applicable to PlayTech only. Status = Declined
604	Amount exceeds maximum deposit limit.	Applicable to PlayTech and MWG only. Status = Declined
605	Amount exceeds minimum deposit limit.	Applicable to PlayTech only. Status = Declined

Note:
Those responses (eg, 509, 557) with no "Status" are usually due to the transaction was not found/never created or the transaction status was undetermined at the point of API request was sent. Please check all the input parameters are correct and retry again.

Sample Response:

```
{
   "Code": "0",
   "Message": "Successful.",
   "Status": "Approved"
}
```

2.4.1 Check Transfer Status

This API returns the status of a player's transfer.

Note:
IMPORTANT: If FundTransfer API's returned response status = Processed, CheckTransferStatus() API must be called in order to retrieve the latest status of each transaction in later time.

***URL*:** POST Transaction/CheckTransferStatus

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId":"myPlayerId",
    "TransactionId":"TransactionId001",
    "ProductWallet":101
 }
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field.

	• String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
TransactionId	• Player's transaction ID from merchant. • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.

Response Code:

Respond Code	Respond Message	Remark
0	Successful.	Applicable to all products supported by this API. Status = Approved
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
507	Invalid Currency	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
509	Invalid transaction Id.	Applicable to all products supported by this API.
515	Transaction id is not found for this player in this product wallet.	Applicable to all products supported by this API.
516	Transaction id is not found at provider side.	Applicable to all products supported by this API. Status = Declined
517	Transaction is being processed by Provider.	Applicable to all products supported by this API. Status = Processed
520	Transaction is being processed by IMOne system.	Applicable to all products supported by this API. Status = Processed

540	Player was not created successfully or inactive at provider side.	Applicable to Transfer Wallet product only (i.e PlayTech). Status = Declined
541	Transaction has been processed, the status is declined.	Applicable to all products supported by this API. Status = Declined
542	Player is inactive.	Applicable to all products supported by this API.
557	The API is called within minimum interval allowed.	Applicable to IG Lottery only.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed. The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.

Note:
Those responses (eg, 509, 557) with no "Status" are usually due to the transaction was not found/never created or the transaction status was undetermined at the point of API request was sent. Please check all the input parameters are correct and retry again.

Sample Response:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Status": "Approved"
}
```

2.5 Get Player's Current Balance

This API returns the current balance of a player.

URL: POST Player/GetBalance

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId":"myPlayerId",
    "ProductWallet":101
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code

Response Code:

Respond Code	Respond Message	Remark
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
557	The API is called within minimum interval allowed.	Applicable to IG Lottery ONLY.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed.

		The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.

Sample Response:

```
{
    "Code": "0",
    "Message": "Successful.",
    "Balance":189910,
    "Currency": "CNY"
}
```

Note:

Response may return Balance up to 3 decimal points.

Please note that Balance may go negative if there is cancel settlement case happen for that player.

2.6 Get Bet Log

This API returns the player Bet history (For IMSportsbook, IMESports BetLog, please refer Section 2.6.1).

***URL*:** POST Report/GetBetLog

Note:

- Bet log time range is limit up to 10 minutes (Eg, 2016-10-10 00.00.00 - 2016-10-10 00.10.00) per request.
- Exceptional for Product wallet = 102 (PlayTech), time range limit is up to 30 minutes (Eg, 2016-10-10 00.00.00 - 2016-10-10 00.30.00) per request.
- Maximum page size is 50,000. Merchant will need to request for next page if return records is more than 50,000.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- The available bet log data may delay up to 15 minutes. It is recommended to set the date range to 15 minutes before the current date time (Eg, current date time is 2016-10-10 00:30:00, the date range can be set is 2016-10-10 00:05:00 - 2016-10-10 00:15:00). Refer Appendix E for

further detail.

- Please note that bet log is searched by LastUpdatedDate, the date time where IMOne system last updated the bet record (Means StartDate and EndDate parameter is searching LastUpdatedDate).
- Depends on provider's response, one bet record may be updated more than once (Eg, settlement(freespin) comes slightly later after bet placement). In such case, operator is advised to update the corresponding bet record accordingly, when updated bet record is received.
- Recommended for faster response (product wallet = 102):
    - Request with smaller time range.
    - Request with maximum page size (50,000) and lesser pages instead of smaller page size and more pages.
    - When request concurrent calls, request from different periods of time range.

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-10 00.00.00",
"EndDate":"2016-10-10 00.05.00",
"Page":1,
"PageSize":50000,
"ProductWallet":101,
"Currency":"CNY"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
EndDate	• End datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
Page	• Page of bet log • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
PageSize	• Number of records per page • It's a required field (if Product Wallet is NOT 301 or 401). • Int

	• Maximum request is 50,000 records.
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

Response Code:

Respond Code	Respond Message	Remark
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
527	Bet details in process. Please try again.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.
529	Invalid Page Size.	Applicable to all products supported by this API.
558	No data found.	Applicable to all products supported by this API except PlayTech.

Sample Response:

ProductWallet = 102 (PlayTech)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
```

```
        {
            "PlayerName": "raheem42",
             "ProviderPlayerId": "raheem42",
            "WindowCode": 0,
            "GameId": "1",
            "GameCode": "18556515376",
            "GameType": "Fixed Odds",
            "GameName": "Monkey Thunderbolt (mnkt)",
            "SessionId": "89292371",
            "Bet": 0,
            "Win": 0,
            "ProgressiveBet": 0,
            "ProgressiveWin": 0,
            "Balance": 5,
            "CurrentBet": 0,
            "GameDate": "2015-01-01 09:58:12",
            "LiveNetwork": "",
            "ExitGame": "0",
            "RNum": "1"
        }
    ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 1000,
        "TotalCount": 1
    }
}
```


Note:

- Playtech will return bet log with Bet:0, this is caused by player opening a game without spinning. Suggestion is to filter out these betlogs.
- Response may return Balance up to 2 decimal points, while return Bet, Win, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
PlayerName	IMOne PlayerID
ProviderPlayerId	Provider's Player ID
WindowCode	Can be ignored
GameId	Playtech internal GameID for player Session
GameCode	Playtech internal game number
GameType	GameType

GameName	GameName
SessionId	Playtech session number
Bet	Bet Amount
Win	Amount won
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Balance	Balance
CurrentBet	Amount bet on other games during this bet
GameDate	Datetime of game
LiveNetwork	Can be ignored
ExitGame	Player exit game info 0 = Player Place Bet and have result 1 = Player login and logout game without spin / place bet 2 = player place bet but no result
Rnum	Row number of record

ProductWallet = 101 (IM Slot Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "27",
         "GameName": "The Catfather",
         "RoundId": "53713642221",
         "ExternalRoundId": "ABC990333D",
         "PlayerId": "12345",
         "ProviderPlayerId": "qyacbyhzyqireeu",
         "BetAmount": 3,
         "WinLoss": 100,
         "ProgressiveBet": 100,
         "ProgressiveWin": 100,
         "Bonus": 20,
         "ProviderBonus":10,
         "Status": "Settled",
         "Platform": "Desktop",
         "DateCreated": "2016-11-19 18:09:59 +08:00",
         "GameDate": "2016-11-19 18:09:59 +08:00",
         "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
      }
      ],
   "Pagination": {
```

```
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 500
    }
}
```


ProductWallet = 101 (IM Slot Wallet: NetEnt)


```
{
    "Code": "0",
    "Message": "Successful.",
    "Result": [
        {
            "Provider": "SampleProvider",
            "GameId": "27",
            "GameName": "The Catfather",
            "RoundId": "53713642221",
            "ExternalRoundId": "ABC990333D",
            "PlayerId": "12345",
            "ProviderPlayerId": "12345",
            "BetAmount": 3,
            "WinLoss": 100,
            "ProgressiveBet": 100,
            "ProgressiveWin": 100,
            "Bonus": 20,
            "ProviderBonus": 10,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-11-19 18:09:59 +08:00",
            "GameDate": "2016-11-19 18:09:59 +08:00",
            "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
        }
        ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 500
    }
}
```


Note:

Response may return BetAmount, WinLoss, Bonus amount, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
RoundId	Game Round ID provided by provider.
ExternalRoundId	External Game Round ID provided by Provider
PlayerId	IMOne internal player id of the player.
ProviderPlayerId	Provider's Player ID
BetAmount	Amount of the bet.
WinLoss	Player win/loss amount of the transaction.
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Bonus	Bonus of the bet.
ProviderBonus	Bonus of the bet which provided by the game provider
Status	Status of the transaction. Available Status: Open, Settled, Closed, Cancelled.
Platform	Platform of the bet placement happened. Available Platform: - Desktop - Mobile - Mini Games - Download - N/A
DateCreated	IMOne timestamp of the bet placement transaction received.
GameDate	Timestamp given by provider.
LastUpdatedDate	IMOne's last updated date of the bet log.

ProductWallet = 201 (IM Live Dealer Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "imgame13042",
         "GameName": "VIP Baccarats",
         "BetType": "Banker",
         "BetId": "1223423",
         "ExternalBetId": "bet001",
         "RoundId": "B123-181007044033",
```

```
            "PlayerId": "TF88_890309",
            "ProviderPlayerId": "x7pcijrbbluxbsfq",
            "Currency": "CNY",
            "BetAmount": 10,
            "ValidBet": 10,
            "Tips": 0,
            "WinLoss": 1000,
            "ProviderBonus": 10,
            "ProviderTourFee": 0,
            "ProviderTourRefund": 0,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-10-10 01:29:33 +08:00",
            "LastUpdatedDate": "2016-10-10 01:32:33 +08:00"

        }
    ],
    "Pagination": {
            "CurrentPage": 1,
            "TotalPage": 1,
            "ItemPerPage": 10000,
            "TotalCount": 1
    }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, ProviderBonus, ProviderTourFee, ProviderTourRefund up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetType	Bet Type of the bet.
BetId	Provider bet ID.
ExternalBetId	External bet ID that given by provider which is different from BetId.
RoundId	Round ID of the bet.
PlayerId	IMOne player ID of the player.
ProviderPlayerId	Provider's Player ID.
Currency	Currency used for the bet.
BetAmount	Amount of the bet.
ValidBet	Amount of bet placed without tie records.
Tips	Amount of the tips given by Player. If no tips given or not applicable

	to the game, the value will be 0.
WinLoss	Player win/loss amount of the transaction.
ProviderBonus	Amount of the bonus given by provider.
ProviderTourFee	Amount of fee paid by player to provider to participate in certain tournament.
ProviderTourRefund	Amount of refund returned to player by provider in certain tournament.
Status	Status of the bet. Available Status: Open (The bet placement is accepted and yet to be settled) Settled (The bet is settled) Unsettled (The settled bet is unsettled due to certain reason. Eg, wrong result. Such bet is deemed to be settled again or cancelled.) Cancelled (The bet is cancelled)
Platform	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	IMOne timestamp of the bet placement transaction received.
LastUpdatedDate	IMOne's last updated date to the bet log.

ProductWallet = 2 (MWG Fishing Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameID": "imgame12345",
         "ProviderRoundID": "4591754458",
         "PlayerId": "TF88_890309",
         "ProviderPlayerId": "IMU_tQqcA7ayOgQhEalpLbFR",
         "Currency": "CNY",
         "BetAmount": 4,
         "WinLoss": 4,
         "ProviderBonus": 1000,
         "Status": "Settled",
         "Platform": "Mobile",
         "DateCreated": "2016-11-19 18:09:59 +08:00",
         "GameDate": "2016-10-10 01:29:33 +08:00",
         "LastUpdateddate": "2016-11-19 18:15:59 +08:00"

      }
```

```
    ],
        "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 1
    }
}
```


Note:

Response may return BetAmount, WinLoss, ProviderBonus up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
ProviderRoundId	Game Round ID provided by provider.
PlayerId	IMOne player ID.
ProviderPlayerId	Provider's Player ID.
Currency	Currency used for the transaction.
BetAmount	Bet amount of the transaction.
WinLoss	Player win/loss amount of the transaction.
ProviderBonus	Amount of bonus given by Provider
Status	Status of the transaction. Available Status: Open, Settled, Cancelled.
Platform	Platform of the bet placement happened. Available Platform: - Desktop - Mobile - Mini Games - Download - N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Timestamp given by provider.
LastUpdatedDate	IMOne's last updated date to the bet log.

ProductWallet = 501 (IM Lottery Wallet) or 502 (IG Lottery Wallet) or 503 (VR Lottery Wallet) or 504 (SG WIN Lottery)


```
{
    "Code": "0",
    "Message": "Successful.",
    "Result": [
```

{
"Provider": "SampleProvider",
"GameId": "imgame50001",
"GameName": "Guang Dong Kuai Le Cai",
"GameNo": "12345",
"GameNoId": "1",
"PlayerId": "player123",
"ProviderPlayerId":"IM@itQ8Wewl74u35hTtjHwF",
"Currency": "CNY",
"Tray":"A",
"BetId": " 783d6372-f2d3-47e5-be70-5813d143aaaa",
"BetOn": "第一球",
"BetType": "小",
"BetDetails":"[]",
"Odds":"13.0",
"Odds2":"0",
"OddsC":"0",
"OddsC2":"0",
"BetAmount": 10,
"ValidBet": 10,
"WinLoss": 100,
"PlayerWinLoss": 90,
"LossPrize": 0,
"Tips": 0,
"CommissionRate": 0,
"Commission": 0,
"Status": "Settled",
"BetDate": "2016-10-10 01:29:32 +08:00",
"ResultDate": "2016-10-10 01:32:32 +08:00"
"DateCreated": "2016-10-10 01:29:33 +08:00",
"LastUpdatedDate": "2016-10-10 01:32:33 +08:00"
},
{
"Provider": "SampleProvider",
"GameId": "imgame50002",
"GameName": "Hong Kong Kuai Le Cai",
"BetId": " 783d6372-f2d3-47e5-be70-5813d143bbbb",
"GameNo": "932122",
"GameNoId": "2",
"PlayerId": "player123",
"ProviderPlayerId":"IM@itQ8Wewl74u35hTtjHwF",
"Currency": "CNY",
"Tray":"A",
"BetOn": "特碼A",

```
                "BetType": "01",
                "BetDetails":"[\"NO_1\"]",
                "Odds":"42.5",
                "Odds2":"0",
                "OddsC":"0",
                "OddsC2":"0",
                "BetAmount": 10,
                "ValidBet": 10,
                "WinLoss": 100,
                "PlayerWinLoss": 90,
                "LossPrize": 0,
                "Tips": 0,
                "CommissionRate": 0,
                "Commission": 0,
                "Status": "Settled",
                "BetDate": "2016-10-10 01:29:32 +08:00",
                "ResultDate": "2016-10-10 01:32:32 +08:00"
                "DateCreated": "2016-10-10 01:29:33 +08:00",
                "LastUpdatedDate": "2016-10-10 01:32:33 +08:00"
                }

                ],
        "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 1
        }
}
```


Note:

1. Response may return BetAmount, ValidBet, WinLoss, PlayerWinLoss, LossProze, Tips, CommissionRate, Commission up to 4 decimal points.
2. BetOn and BetType is only provided in ZH-CN.
3. One BetId may have multiple records with different GameNoId, if the Bet has been adjusted and "replaced" by a new settlement with a new GameNoId. When this happens, the Bet with earlier GameNoId will have the Status be updated from "**Settled**" to "**Adjusted**". The bet record's LastUpdatedDate will be changed. Please overwrite the old bet record with this one. Another new bet record (same betID with new GameNoId) will be available to grab in later time.
4. When a bet is cancelled, the Status will be updated from "**Settled**" to "**Cancelled**". The bet record's LastUpdatedDate will be changed. Please overwrite the old bet record with this one.
5. Bet log record with "Adjusted" and "Cancelled" status can be seen as no longer valid. For one betId, please always refer the bet record with the greatest/newest GameNoId as valid record.

6. Please refer Appendix E for the available bet log data delay up.

Field Description – Result

Fields	DataType	Description
Provider	String (50)	Refer Appendix B for Provider Code.
GameId	String (50)	IMOne internal game id for the game.
GameName	String (100)	Name of the game.
GameNo	String (50)	Game Round ID provided by provider.
GameNoId	String (50)	Settlement ID provided by provider.
PlayerId	String (50)	IMOne internal player id of the player.
ProviderPlayerId	String (50)	Provider's Player ID.
Currency	String (3)	Currency used for the transaction.
Tray	String (50)	Tray of the player.
BetId	String (100)	Bet ID of the transaction.
BetOn	String (4000)	Bet Category of the transaction.
BetType	String (4000)	Bet Type of the transaction.
BetDetails	String (4000)	Further bet detail of the bet (if any, subject to the Bet Type of the bet).
Odds, Odds2, OddsC, OddsC2	String (4000)	For IG Lottery Odds of the bet (Value may be 0 if they are not applicable to the bet) For VR Lottery Only Odds will be provided. Odds2, OddsC, OddsC2 are not applicable to this provider. For SG WIN Lottery Odds info is listed at Bet Detail. Important: The data type of all these fields is string.
BetAmount	Decimal (20,4)	Bet amount of the transaction.
ValidBet	Decimal (20,4)	Valid bet amount of the transaction.
WinLoss	Decimal (20,4)	Player win/loss amount of the transaction. (According to Operator Odds settings).
PlayerWinLoss	Decimal (20,4)	Player win/loss amount of the transaction. (According to Player Odds settings). Applicable to VR Lottery ONLY.
LossPrize	Decimal (20,4)	Loss amount due to adjustment. Applicable to VR Lottery ONLY.
Tips	Decimal (20,4)	Tips amount given by Player. Applicable to VR Lottery ONLY.
CommissionRate	Decimal (20,4)	Commission Rate. Applicable to SG WIN Lottery ONLY.
Commission	Decimal (20,4)	Commission given by Provider. Applicable to SHICAI Lottery ONLY.
Status	String (50)	Status of the transaction. Available Status: Open,

		Settled, Cancelled, Adjusted.
BetDate	String (50)	Bet placement timestamp provided by provider.
ResultDate	String (100)	Result/Settlement timestamp provided by provider.
DateCreated	String (100)	IMOne timestamp of the transaction received.
LastUpdatedDate	String (100)	IMOne's last updated date to the bet log.

ProductWallet = 602 (Le You Gaming) or 603 (Kai Yuan Gaming) or 604 (VG Gaming) or 606 (MeiTian Gaming) or 607 (SG Win Gaming) or 609 (Lucky Gaming) or 610 (IM Gaming) or 611 (Bole Gaming)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "imgame13042",
         "GameName": "VIP Baccarats",
         "BetID": "1223423",
         "RoundID": "1223423",
         "PlayerId": "TF88_890309",
         "ProviderPlayerId": "LTT2_25CPIVOUEFODJAY",
         "Currency": "CNY",
         "BetAmount": 10,
         "ValidBet": 10,
         "WinLoss": 10,
         "Commission": 0.5,
         "Bonus": 0.5,
         "Status": "Settled",
         "Platform": "N/A",
         "DateCreated": "2016-11-19 18:09:59+08:00",
         "GameDate": "2016-10-10 01:29:33+08:00",
         "GameEndDate": "2016-10-10 01:33:10+08:00",
         "LastUpdateddate": "2016-11-19 18:15:59+08:00"
      }
   ],
   "Pagination": {
         "CurrentPage": 1,
         "TotalPage": 1,
         "ItemPerPage": 10000,
         "TotalCount": 1
   }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, Commission, Bonus up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetId	Provider Bet ID.
RoundId	Provider Round ID.
PlayerId	IMOne player ID of the player.
ProviderPlayerId	Provider's Player ID.
Currency	Currency used for the bet.
BetAmount	Amount of the bet.
ValidBet	Amount of bet placed without tie records.
WinLoss	Player win/loss amount of the transaction.
Commission	Commission earned from the game.
Bonus	Bonus given by provider.
Status	Status of the bet. Available Status: Settled (The bet is settled)
Platform	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Game Start Date given by provider.
GameEndDate	Game End Date given by provider
LastUpdatedDate	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

ProductWallet = 702 (IM Gamezone)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
```

```
        {
            "Provider": "SampleProvider",
            "GameId": "27",
            "GameName": "The Catfather",
            "RoundId": "53713642221",
             "BetId": "ABC990333D",
            "PlayerId": "12345",
            "ProviderPlayerId": "12345",
            "BetAmount": 3,
            "ValidBet": 3,
            "WinLoss": 6,
            "ProgressiveBet": 0.0000,
            "ProgressiveWin": 0.0000,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-11-19 18:09:59 +08:00",
            "GameStartDate": "2016-11-19 18:09:59 +08:00",
            "GameEndDate": "2016-11-19 18:09:59 +08:00",
            "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
    }
    ],
       "Pagination": {
          "CurrentPage": 1,
          "TotalPage": 1,
          "ItemPerPage": 10000,
          "TotalCount": 500
       }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetId	Provider Bet ID.
RoundId	Provider Round ID.
PlayerId	IMOne player ID of the player.
ProviderPlayerId	Provider's Player ID.
Currency	Currency used for the bet.
BetAmount	Amount of the bet.

ValidBet	Amount of bet placed without tie records.
WinLoss	Player win/loss amount of the transaction.
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Status	Status of the bet. Available Status: Settled (The bet is settled)
Platform	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Game Start Date given by provider.
GameEndDate	Game End Date given by provider
LastUpdatedDate	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

ProductWallet = 801 (IM Casino)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameId": "27",
            "GameName": "The Catfather",
            "RoundId": "53713642221",
            "BetId": "ABC990333D",
            "PlayerId": "12345",
            "ProviderPlayerId": "12345",
            "Currency": "CNY",
            "BetAmount": 3,
            "ValidBet": 3,
            "WinLoss": 6,
            "Commission": 0.0000,
            "Status": "Settled",
```

```
            "Platform": "Desktop",
            "DateCreated": "2016-11-19 18:09:59 +08:00",
            "BetTime": "2016-11-19 18:09:59 +08:00",
            "SettlementTime": "2016-11-19 18:09:59 +08:00",
            "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
}
],
      "Pagination": {
            "CurrentPage": 1,
            "TotalPage": 1,
            "ItemPerPage": 10000,
            "TotalCount": 500
               }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, Commision up to 4 decimal points.

Field Description – Result

Fields	Data type	Description
Provider	String (50)	Refer Appendix B for Provider Code.
GameId	String (50)	IMOne internal game id for the game.
GameName	String (100)	Name of the game.
RoundId	String (255)	Provider Game round ID.
BetId	String (50)	Provider Bet ID.
PlayerId	String (50)	IMOne player ID of the player.
ProviderPlayerId	String (50)	Provider's Player ID.
Currency	String (3)	Currency used for the transaction.
BetAmount	Decimal (20,4)	Amount of the bet.
ValidBet	Decimal (20,4)	Amount of bet placed without tie records.
WinLoss	Decimal (20,4)	Player win/loss amount of the transaction.
Commission	Decimal (20,4)	Commission earned from the game.
Status	String (50)	Status of the bet. Available Status: Settled (The bet is settled) Cancelled (The Bet is cancelled)
Platform	String (50)	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	String (100)	IMOne timestamp of the transaction received.
BetTime	String (100)	Bet Date Time given by provider.
SettlementTime	String (100)	Settlement Date Time given by provider
LastUpdatedDate	String (100)	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Data Type	Description
CurrentPage	Int	Current page of the reported data.
TotalPage	Int	Total page of the reported data.
ItemPerPage	Int	Number of bet log per page.
TotalCount	Int	Total number of the reported bet log.

2.6.1 Get Bet Log (IM Sportsbook, IM ESports)

This API returns the player Bet history for IM Sportsbook (Product Wallet = 301 or 401).

***URL*:** POST Report/GetBetLog

Note:

- Different from other products, bet log time range per request is limit up to 31 days (Eg, 2016-10-01 00.00.00 - 2016-10-31 23.59.59)
- However, we strongly recommend our Operators to retrieve bet log as per guide in **Appendix E and Appendix F**.
- Different from other products also, no PageSize parameter is required. Merchant will need to request for next page if Response's TotalPage is more than 1.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- The available bet log data may delay up to 5 minutes. Refer Appendix E for further detail.
- The IM Sportsbook Bet Log can be searched by Bet Date or Event Date (determined by DateFilterType parameter).
- Currency parameter is not applicable to IM Sportbook and IM ESports. If this currency parameter is passed, system will ignore this parameter.

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-07 00.00.00",
"EndDate":"2016-10-10 23.59.59",
"Page":1,
"ProductWallet":301,
"DateFilterType":1,
"BetStatus":0,
"LastUpdatedDate":"2016-10-7 00.00.00",
"Language":"EN"

}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's Bet Date or Event Date depends on DateFilterType • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
EndDate	• End datetime of bet log's Bet Date or Event Date depends on DateFilterType • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
Page	• Page of bet log • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
ProductWallet	• It's a required field. • Int • The value must be 301 or 401
DateFilterType	• Flag to determine definition of StartDate and EndDate • It's a required field when ProductWallet = 301, 401 • Int • 1 = Bet Date (Date time of the bet being placed) • 2 = Event Date (Event date time of the bet)
BetStatus	• Flag to determine bets with what status to be returned. • It's optional field. If this parameter is not provided, system will return both settled and unsettled bet. • Int • 0 = Not Settled • 1 = Settled
LastUpdatedDate	• This parameter is used to further filter the bets based on last modified date of the bet. • The value must be within StartDate and EndDate. • It's optional field. If this parameter is provided, response will return bets where their last modified date is greater than last updated date time. • Datetime yyyy-MM-dd HH.mm.ss format

Language	• Response will be returned based on the requested language code. Only League Name, Home Team &Away Team can be translated. • It's a required field when Product Wallet = 301, 401. • String (5) • EN for English • ZH-CN for Simplified Chinese

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
507	Invalid Currency.
508	Invalid Product Wallet.
518	Invalid language.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
527	Bet details in process. Please try again.
528	Invalid datetime format.
547	LastUpdatedDate value must be within StartDate and EndDate.
558	No data found.

Sample Response:

ProductWallet = 301 (IM Sportsbook)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameID": "imgame12345",
            "BetId": "1704022319162396",
            "WagerCreationDateTime": "2017-04-02 23:19:11 +08:00",
            "PlayerId": "ApolloGolden",
            "ProviderPlayerId": "ApolloGolden",
            "Currency": "CNY",
            "StakeAmount": 55.000000,
            "MemberExposure": 55.000000,
            "PayoutAmount": 50.050000,
            "WinLoss": 0.0,
```

```
            "OddsType": "EURO",
            "WagerType": "Single",
            "Platform": "Web",
            "IsSettled": "0",
            "IsConfirmed": "1",
            "IsCancelled": "0",
            "BetTradeStatus": "",
            "BetTradeCommission": 0.0,
            "BetTradeBuybackAmount": 0.0,
            "ComboType": "None",
            "LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
            "DetailItems": [
                {
                    "Market": "Live",
                    "EventName": "Crucero Del Norte vs Argentinos Juniors",
                    "EventDateTime": "2017-04-02 20:05:00 +08:00",
                    "CompetitionName": "",
                    "HomeTeamName": "",
                    "AwayTeamName": "",
                    "FavTeam": "A",
                    "BetType": "AH",
                    "BetTypeDesc": "Asian Handicap",
                    "Period": "FT",
                    "Selection": "H",
                    "Odds": 1.9100,
                    "HomeTeamHTScore": "",
                    "AwayTeamHTScore": "",
                    "HomeTeamFTScore": "",
                    "AwayTeamFTScore": "",
                    "WagerHomeTeamScore": "0",
                    "WagerAwayTeamScore": "0",
                    "Handicap": "-0.2500",
                    "IsWagerItemCancelled": "0",
                    "SportsName": "Soccer",
                    "EventID": "1234567890",
                    "Specifier": "NULL"
                }
            ]
        }
    ],
      "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
```

```
        "TotalCount": 5000
    }
}
```


Note:

- Response may return
  - StakeAmount (up to 6 decimals)
  - ExposureAmount (up to 6 decimals)
  - PayoutAmount (up to 6 decimals)
  - WinLoss (up to 6 decimals)
  - BetTradeCommission (up to 6 decimals)
  - BetTradeBuybackAmount (up to 6 decimals)
  - Odds (up to 4 decimals)
  - Handicap (up to 4 decimals)

Field Description – Result

Parent Level Field	Child Level Field	Description
Provider		Refer Appendix B for Provider Code.
GameID		IMOne internal game id for the game.
BetId		Bet/Wager Number
WagerCreationDateTime		Wager created date time Format: YYYY-MM-DD HH:mm:ss +08:00
PlayerId		Member code (based on the selection of input parameter)
ProviderPlayerId		Provider's Player ID.
Currency		Member currency code
StakeAmount		Member inputted stake amount
MemberExposure		Member exposure (actual lose money)
PayoutAmount		Potential Payout amount
WinLoss		Member win loss amount. Available only for settled wager, return 0 for non-settled wager.
OddsType		Odds type of a bet (HK/ EURO/ MALAY/ INDO)
WagerType		Single/ Combo
Platform		Web/ Mobile
IsSettled		Status of settlement. 0 = Not Settled, 1 = Settled
IsConfirmed		Status of confirmation 0=Pending, 1=Confirmed, 2=Cancelled
IsCancelled		Status of cancellation 0=Not cancel, 1=Cancel
BetTradeStatus		Status of BetTrade (Cancel/ Sold). Return Null if is not bet trade ticket.

BetTradeCommission		This field is no longer in use. Always return 0.
BetTradeBuybackAmount		Cash Out Buy Back amount. Return 0 if is not Cash Out Wager.
LastUpdatedDate		Wager last modified date time Format: YYYY-MM-DD HH:mm:ss +08:00
ComboType		Doubles, Trebles, Trixie, Yankee, Super Yankee, Heinz, Super Heinz, Goliath, Block9, Block10, FourFolds, FiveFolds, SixFolds, SevenFolds, EightFolds, NineFolds, TenFolds Return None if wagerType = Single
DetailItems		
	Market	Early, Today, Live Return Null if betType = OR (outright event)
	EventName	
	EventDateTime	Format: YYYY-MM-DD HH:mm:ss +08:00
	CompetitionName	
	HomeTeamName	
	AwayTeamName	
	FavTeam	"H" – home team is favourite. "A" – away team is favorite. Return NULL if bet type is "Outright" or "Parlay".
	BetType	CS, FGLG, TG etc
	BetTypeDesc	Correct Score, First Goal / Last Goal...etc
	Period	1H, 2H, FT Return Null if betType = OR (outright event)
	Selection	Refer to **IMOne API Specification - Appendix - Bet Type List v1.x.xlsx**.
	Odds	
	HomeTeamHTScore	Home team 1st half score. This field will only have value after event is settled.
	AwayTeamHTScore	Away team 1st half score. This field will only have value after event is settled.
	HomeTeamFTScore	Home team full time score. This field will only have value after event is settled.
	AwayTeamFTScore	Away team full time score. This field will only have value after event is settled.
	WagerHomeTeamScore	Home team score as per the time when bet is confirmed.

	WagerAwayTeamScore	Away team score as per the time when bet is confirmed.
	Handicap	Handicap of a bet. Return NULL if bet type = OR (outright event) "-" => Away team giving handicap "+" => Home team giving handicap
	IsWagerItemCancelled	0=Not cancel, 1=Cancel
	Sportsname	Soccer, Basketball and etc.
	EventID	Internal event ID
	Specifier	Specifier of a bet. Return NULL is it is not applicable.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

Sample Response:

ProductWallet = 401 (IM ESports) – Single Bet


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameID": "imgame12345",
            "BetId": "16452220",
            "WagerCreationDateTime": "2017-04-02 11:19:11 +08:00",
            "LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
            "PlayerId": "player123",
            "ProviderPlayerId": "player123",
            "Currency": "CNY",
            "StakeAmount": "12.0000",
            "WinLoss": "1,000.00",
            "OddsType": "EURO",
            "WagerType": "Single",
            "Platform": "WEB",
            "IsSettled": "0",
            "IsCancelled": "0",
```

```
            "SettlementDateTime": "2017-04-03 11:19:11 +08:00",
            "DetailItems": [
                {
                    "EventName": "H2K-Gaming vs G2 Esports",
                    "EventDateTime": "2017-04-02 08:05:00 +08:00",
                    "CompetitionName": "EU LCS Summer 2016",
                    "HomeTeamName": "H2K-Gaming",
                    "AwayTeamName": "G2 Esports",
                    "FavTeam": "H",
                    "BetType": "BO2SeriesWin",
                    "Selection": "D",
                    "Odds": 2.0570,
                    "HomeTeamHTScore": "0",
                    "AwayTeamHTScore": "0",
                    "HomeTeamFTScore": "0",
                    "AwayTeamFTScore": "0",
                    "WagerHomeTeamScore": "0",
                    "WagerAwayTeamScore": "0",
                    "Handicap": "1.75",
                    "SportsName": "LOL",
                    "EventID": "2124087",
                     "EventType": "B05",
                    "GameOrder": "0"
                }
            ]
        }
    ],
      "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
        "TotalCount": 5000
      }
    }
```


ProductWallet = 401 (IM ESports) – Parlay Bet


```
    {
      "Code": "0",
      "Message": "Successful.",
      "Result": [
        {
            "Provider": "SampleProvider",
            "GameID": "imgame13042",
            "BetId": "16452221",
```

"WagerCreationDateTime": "2017-04-02 11:19:11 +08:00",
"LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
"PlayerId": "player123",
"ProviderPlayerId": "player123",
"Currency": "CNY",
"StakeAmount": "13.0000",
"WinLoss": "1,000.00",
"OddsType": "EURO",
"WagerType": "ParlayAll",
"Platform": "WEB",
"IsSettled": "0",
"IsCancelled": "0",
"SettlementDateTime": "2017-04-03 11:19:11 +08:00",
"DetailItems": [
{
"ParlaySign": "",
"EventName": "H2K-Gaming vs G2 Esports",
"EventDateTime": "2017-04-03 08:05:00 +08:00",
"CompetitionName": "EU LCS Summer 2016",
"ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
"HomeTeamName": "H2K-Gaming",
"AwayTeamName": "G2 Esports",
"FavTeam": "H",
"BetType": "FBFD",
"Selection": "A",
"Odds": 2.5310,
"HomeTeamHTScore": "0",
"AwayTeamHTScore": "0",
"HomeTeamFTScore": "0",
"AwayTeamFTScore": "0",
"WagerHomeTeamScore": "0",
"WagerAwayTeamScore": "0",
"Handicap": "0.00",
"SportsName": "LOL",
"EventID": "2124087",
"EventType": "B05",
"GameOrder": "1",
"IsWagerItemCancelled": "0"
},
{
"ParlaySign": "",
"EventName": "H2K-Gaming vs G2 Esports",
"EventDateTime": "2017-04-03 08:05:00 +08:00",
"CompetitionName": "EU LCS Summer 2016",

"ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
"HomeTeamName": "H2K-Gaming",
"AwayTeamName": "G2 Esports",
"FavTeam": "H",
"BetType": "FBFT",
"Selection": "H",
"Odds": 3.6140,
"HomeTeamHTScore": "0",
"AwayTeamHTScore": "0",
"HomeTeamFTScore": "0",
"AwayTeamFTScore": "0",
"WagerHomeTeamScore": "0",
"WagerAwayTeamScore": "0",
"Handicap": "0.00",
"SportsName": "LOL",
"EventID": "2124087",
"EventType": "B05",
"GameOrder": "2",
"IsWagerItemCancelled": "0"
},
{
"ParlaySign": "",
"EventName": "H2K-Gaming vs G2 Esports",
"EventDateTime": "2017-04-03 08:05:00 +08:00",
"CompetitionName": "EU LCS Summer 2016",
"ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
"HomeTeamName": "H2K-Gaming",
"AwayTeamName": "G2 Esports",
"FavTeam": "H",
"BetType": "BO2SeriesWin",
"Selection": "H",
"Odds": 6.0670,
"HomeTeamHTScore": "0",
"AwayTeamHTScore": "0",
"HomeTeamFTScore": "0",
"AwayTeamFTScore": "0",
"WagerHomeTeamScore": "0",
"WagerAwayTeamScore": "0",
"Handicap": "0.00",
"SportsName": "LOL",
"EventID": "2124087",
"EventType": "B05",
"GameOrder": "3",
"IsWagerItemCancelled": "0"

```
                }
            ]
        }
    ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
        "TotalCount": 5000
    }
}
```


Note:

- Response may return
  - StakeAmount (up to 6 decimals)
  - WinLoss (up to 6 decimals)
  - Odds (up to 4 decimals)
  - Handicap (up to 4 decimals)

Field Description – Result

Parent Level Field	Child Level Field	Description
Provider		Refer Appendix B for Provider Code.
GameID		IMOne internal game id for the game.
BetId		Bet/Wager Number
WagerCreationDateTime		Wager created date time Format: YYYY-MM-DD HH:mm:ss +08:00
LastUpdatedDate		Wager last Updated date time Format: YYYY-MM-DD HH:mm:ss +08:00
PlayerId		IMOne internal player id of the player.
ProviderPlayerId		Provider's Player ID.
Currency		Currency used for the bet.
StakeAmount		Stake Amount of the bet.
WinLoss		Member win loss amount. Available only for settled wager, return 0 for non-settled wager.
OddsType		Odds Type of a bet. (Eg, HK, Malay or Euro)
WagerType		Single/ Parlayall
Platform		WEB/MOBILE

IsSettled		Status of settlement. 0 = Not Settled, 1 = Settled
IsCancelled		Status of cancellation 0=Not cancel, 1=Cancel
SettlementDateTime		Wager Settlement date time Format: YYYY-MM-DD HH:mm:ss +08:00
DetailItems		
	EventName	
	EventDateTime	Format: YYYY-MM-DD HH:mm:ss +08:00
	CompetitionName	
	HomeTeamName	
	AwayTeamName	
	FavTeam	"H" – home team is favourite. "A" – away team is favorite.
	BetType	Bet Type of the bet.
	Selection	Refer to **IMOne API Specification - Appendix - Bet Type List v1.x.xlsx**.
	Odds	Odds of a bet.
	HomeTeamHTScore	Home team 1st half score. This field will only have value after event is settled.
	AwayTeamHTScore	Away team 1st half score. This field will only have value after event is settled.
	HomeTeamFTScore	Home team full time score. This field will only have value after event is settled.
	AwayTeamFTScore	Away team full time score. This field will only have value after event is settled.
	WagerHomeTeamScore	Home team score as per the time when bet is confirmed.
	WagerAwayTeamScore	Away team score as per the time when bet is confirmed.
	Handicap	Handicap of a bet.
	Sportsname	LOL, DOTA2, CSGO and etc.
	EventID	Internal event ID
	EventType	Type of the event.
	GameOrder	Order of the game.
	IsWagerItemCancelled	0=Not cancel, 1=Cancel
	ParlaySign	Applicable to Parley Bet only.

	ParlayWagerCreationDateTime	Applicable to Parley Bet only. Wager created date time of each Parley Bet. Format: YYYY-MM-DD HH:mm:ss +08:00

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

2.6.2 Get Reseller Bet Log

This API returns the player Bet history for the entire Operator under the specific Reseller. This API only applicable for Reseller
(For IMSportsbook and IMESport ResellerBetLog, please refer Section 2.6.3).

***URL*:** POST Report/GetResellerBetLog

Note:

- Bet log time range is limit up to 10 minutes (Eg, 2016-10-10 00.00.00 - 2016-10-10 00.10.00) per request.
- Maximum page size is 50,000. Merchant will need to request for next page if return records is more than 50,000.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- The available bet log data may delay up to 15 minutes. It is recommended to set the date range to 15 minutes before the current date time (Eg, current date time is 2016-10-10 00:30:00, the date range can be set is 2016-10-10 00:05:00 - 2016-10-10 00:15:00). Refer Appendix E for further detail.
- Please note that bet log is searched by LastUpdatedDate, the date time where IMOne system last updated the bet record (Means StartDate and EndDate parameter is searching LastUpdatedDate).
- Depends on provider's response, one bet record may be updated more than once (Eg, settlement(freespin) comes slightly later after bet placement). In such case, operator is advised to update the corresponding bet record accordingly, when updated bet record is received.
- Recommended for faster response (product wallet = 102):
    - Request with smaller time range.

- Request with maximum page size (50,000) and lesser pages instead of smaller page size and more pages.
- When request concurrent calls, request from different periods of time range.

Input


```
{
    "ResellerCode":"5554-88555ssdf8565-666665dwdrtyh8wsad",
    "StartDate":"2016-10-10 00.00.00",
    "EndDate":"2016-10-10 00.05.00",
    "Page":1,
    "PageSize":50000,
    "ProductWallet":102,
    "Currency":"CNY"
}
```


Property Name	Description
ResellerCode	• Reseller Unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
EndDate	• End datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
Page	• Page of bet log • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
PageSize	• Number of records per page • It's a required field. • Int • Maximum request is 50,000 records.
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
527	Bet details in process. Please try again.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.
529	Invalid Page Size.	Applicable to all products supported by this API.
558	No data found.	Applicable to all products supported by this API except PlayTech.

Sample Response:

ProductWallet = 102 (PlayTech)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "PlayerName": "raheem42",
         "ProviderPlayerId": "raheem42",
         "OperatorName": "IMOneOperator",
         "WindowCode": 0,
         "GameId": "1",
         "GameCode": "18556515376",
         "GameType": "Fixed Odds",
         "GameName": "Monkey Thunderbolt (mnkt)",
         "SessionId": "89292371",
         "Bet": 0,
         "Win": 0,
         "ProgressiveBet": 0,
         "ProgressiveWin": 0,
         "Balance": 5,
```

```
            "CurrentBet": 0,
            "GameDate": "2015-01-01 09:58:12",
            "LiveNetwork": "",
            "ExitGame": "0",
            "RNum": "1"
        }
    ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemsPerPage": 1000,
        "TotalCount": 1
    }
}
```


Note:

- Playtech will return bet log with Bet:0, this is caused by player opening a game without spinning. Suggestion is to filter out these betlogs.
- Response may return Balance up to 2 decimal points, while return Bet, Win, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
PlayerName	IMOne PlayerID
ProviderPlayerId	Provider's Player ID.
OperatorName	IMOne Operator Name
WindowCode	Can be ignored
GameId	Playtech internal GameID for player Session
GameCode	Playtech internal game number
GameType	GameType
GameName	GameName
SessionId	Playtech session number
Bet	Bet Amount
Win	Amount won
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Balance	Balance
CurrentBet	Amount bet on other games during this bet
GameDate	Datetime of game
LiveNetwork	Can be ignored
ExitGame	Player exit game info 0 = Player Place Bet and have result 1 = Player login and logout game without spin / place bet 2 = player place bet but no result
Rnum	Row number of record

ProductWallet = 101 (IM Slot Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "27",
         "GameName": "The Catfather",
         "RoundId": "53713642221",
         "ExternalRoundId": "ABC990333D",
         "PlayerId": "12345",
         "ProviderPlayerId": "qyacbyhzyqireeu",
         "OperatorName": "IMOneOperator",
         "BetAmount": 3,
         "WinLoss": 100,
         "ProgressiveBet": 100,
         "ProgressiveWin": 100,
         "Bonus": 20,
         "ProviderBonus":10,
         "Status": " Settled ",
         "Platform": "Desktop",
         "DateCreated": "2016-11-19 18:09:59 +08:00",
         "GameDate": "2016-11-19 18:09:59 +08:00",
         "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
      }
      ],
   "Pagination": {
      "CurrentPage": 1,
      "TotalPage": 1,
      "ItemsPerPage": 10000,
      "TotalCount": 500
   }
}
```


ProductWallet = 101 (IM Slot Wallet: NetEnt)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
```

```
            "Provider": "SampleProvider",
            "GameId": "27",
            "GameName": "The Catfather",
            "RoundId": "53713642221",
            "ExternalRoundId": "ABC990333D",
            "PlayerId": "12345",
            "ProviderPlayerId": "12345",
            "OperatorName": "IMOneOperator",
            "BetAmount": 3,
            "WinLoss": 100,
            "ProgressiveBet": 100,
            "ProgressiveWin": 100,
            "Bonus": 20,
            "ProviderBonus":10,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-11-19 18:09:59 +08:00",
            "GameDate": "2016-11-19 18:09:59 +08:00",
            "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
        }
        ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 500
    }
}
```


Note:

Response may return BetAmount, WinLoss amount, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
RoundId	Game Round ID provided by provider.
ExternalRoundId	External Game Round ID provider by Provider
PlayerId	IMOne internal player id of the player.
ProviderPlayerId	Provider's Player ID.
OperatorName	IMOne Operator Name

BetAmount	Amount of the bet.
WinLoss	Player win/loss amount of the transaction.
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Bonus	Bonus of the bet
ProviderBonus	Bonus of the bet which provided by the game provider
Status	Status of the transaction. Available Status: Open, Settled, Closed, Cancelled.
Platform	Platform of the bet placement happened. Available Platform: - Desktop - Mobile - Mini Games - Download - N/A
DateCreated	IMOne timestamp of the bet placement transaction received.
GameDate	Timestamp given by provider.
LastUpdatedDate	IMOne's last updated date of the bet log.

ProductWallet = 201 (IM Live Dealer Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "imgame13042",
         "GameName": "VIP Baccarats",
         "BetType": "Banker",
         "BetId": "1223423",
         "ExternalBetId": "bet001",
         "RoundId": "B123-181007044033",
         "PlayerId": "TF88_890309",
         "ProviderPlayerId": "x7pcijrbbluxbsfq",
          "OperatorName": "IMOneOperator",
         "Currency": "CNY",
         "BetAmount": 10,
         "ValidBet": 10,
         "Tips": 0,
         "WinLoss": 1000,
         "ProviderBonus": 10,
         "ProviderTourFee": 0,
```

```
            "ProviderTourRefund": 0,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-10-10 01:29:33 +08:00",
            "LastUpdatedDate": "2016-10-10 01:32:33 +08:00"

        }
    ],
    "Pagination": {
            "CurrentPage": 1,
            "TotalPage": 1,
            "ItemsPerPage": 10000,
            "TotalCount": 1
    }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, ProviderBonus, ProviderTourFee, ProviderTourRefund up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetType	Bet Type of the bet.
BetId	Provider bet ID.
ExternalBetId	External bet ID that given by provider which is different from BetId.
RoundId	Round ID of the bet.
PlayerId	IMOne player ID of the player.
ProviderPlayerId	Provider's Player ID.
Operator Name	IMOne Operator Name
Currency	Currency used for the bet.
BetAmount	Amount of the bet.
ValidBet	Amount of bet placed without tie records.
Tips	Amount of the tips given by Player. If no tips given or not applicable to the game, the value will be 0.
WinLoss	Player win/loss amount of the transaction.
ProviderBonus	Amount of bonus given by provider.
ProviderTourFee	Amount of fee paid by player to provider to participate in certain tournament.
ProviderTourRefund	Amount of refund returned to player by provider in certain tournament.
Status	Status of the bet.

	Available Status: Open (The bet placement is accepted and yet to be settled) Settled (The bet is settled) Unsettled (The settled bet is unsettled due to certain reason. Eg, wrong result. Such bet is deemed to be settled again or cancelled. Cancelled (The bet is cancelled)
Platform	Platform of the bet placement happened. Available Platform: - Desktop - Mobile - Mini Games - Download - N/A
DateCreated	IMOne timestamp of the bet placement transaction received.
LastUpdatedDate	IMOne's last updated date to the bet log.

ProductWallet = 2 (MWG Fishing Wallet)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameID": "imgame12345",
         "ProviderRoundID": "4591754458",
         "PlayerId": "TF88_890309",
         "ProviderPlayerId": "IMU_tQqcA7ayOgQhEalpLbFR",
          "OperatorName": "IMOneOperator",
         "Currency": "CNY",
          "BetAmount": 4,
         "WinLoss": 4,
        "ProviderBonus": 1000,
          "Status": " Settled ",
          "Platform": "Mobile",
         "DateCreated": "2016-11-19 18:09:59 +08:00",
          "GameDate": "2016-10-10 01:29:33 +08:00",
         "LastUpdateddate": "2016-11-19 18:15:59 +08:00"

      }
   ],
      "Pagination": {
      "CurrentPage": 1,
      "TotalPage": 1,
```

```
        "ItemsPerPage": 10000,
        "TotalCount": 1
    }
}
```


Note:

Response may return BetAmount, WinLoss, ProviderBonus up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
ProviderRoundId	Game Round ID provided by provider.
PlayerId	IMOne player ID.
ProviderPlayerId	Provider's Player ID.
OperatorName	IMOne Operator Name
Currency	Currency used for the transaction.
BetAmount	Bet amount of the transaction.
WinLoss	Player win/loss amount of the transaction.
ProviderBonus	Amount of bonus given by provider.
Status	Status of the transaction. Available Status: Open, Settled, Cancelled.
Platform	Platform of the bet placement happened. Available Platform: - Desktop - Mobile - Mini Games - Download - N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Timestamp given by provider.
LastUpdatedDate	IMOne's last updated date to the bet log.

ProductWallet = 501 (IM Lottery Wallet) or 502 (IG Lottery Wallet) or 503 (VR Lottery Wallet) or 504 (SG WIN Lottery Wallet)


```
{
    "Code": "0",
    "Message": "Successful.",
    "Result": [
        {
        "Provider": "SampleProvider",
        "GameId": "imgame50001",
```

"GameName": "Guang Dong Kuai Le Cai",
"GameNo": "12345",
"GameNoId": "1",
"PlayerId": "player123",
"ProviderPlayerId": "IM@itQ8Wewl74u35hTtjHwF",
"OperatorName": "IMOneOperator",
"Currency": "CNY",
"Tray":"A",
"BetId": " 783d6372-f2d3-47e5-be70-5813d143aaaa",
"BetOn": "第一球",
"BetType": "小",
"BetDetails":"[]",
"Odds":"13.0",
"Odds2":"0",
"OddsC":"0",
"OddsC2":"0",
"BetAmount": 10,
"ValidBet": 10,
"WinLoss": 100,
"PlayerWinLoss": 90,
"LossPrize": 0,
"Tips": 0,
"CommissionRate": 0,
"Commission": 0,
"Status": "Settled",
"BetDate": "2016-10-10 01:29:32 +08:00",
"ResultDate": "2016-10-10 01:32:32 +08:00"
"DateCreated": "2016-10-10 01:29:33 +08:00",
"LastUpdatedDate": "2016-10-10 01:32:33 +08:00"
},
{
"Provider": "SampleProvider",
"GameId": "imgame50002",
"GameName": "Hong Kong Kuai Le Cai",
"BetId": " 783d6372-f2d3-47e5-be70-5813d143bbbb",
"GameNo": "932122",
"GameNoId": "2",
"PlayerId": "player123",
"ProviderPlayerId": "IM@itQ8Wewl74u35hTtjHwF",
"OperatorName": "IMOneOperator",
"Currency": "CNY",
"Tray":"A",
"BetOn": "特碼A",
"BetType": "01",

```
                "BetDetails":"[\"NO_1\"]",
                "Odds":"42.5",
                "Odds2":"0",
                "OddsC":"0",
                "OddsC2":"0",
                "BetAmount": 10,
                "ValidBet": 10,
                "WinLoss": 100,
                "PlayerWinLoss": 90,
                "LossPrize": 0,
                "Tips": 0,
                "CommissionRate": 0,
                "Commission": 0,
                "Status": "Settled",
                "BetDate": "2016-10-10 01:29:32 +08:00",
                "ResultDate": "2016-10-10 01:32:32 +08:00"
                "DateCreated": "2016-10-10 01:29:33 +08:00",
                "LastUpdatedDate": "2016-10-10 01:32:33 +08:00"
                }

                ],
        "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 1
        }
}
```


Note:

1. Response may return BetAmount, ValidBet, WinLoss, PlayerWinLoss, LossPrize, Tips, CommissionRate, Commission up to 4 decimal points.
2. BetOn and BetType is only provided in ZH-CN.
3. One BetId may have multiple records with different GameNoId, if the Bet has been adjusted and "replaced" by a new settlement with a new GameNoId. When this happens, the Bet with earlier GameNoId will have the Status be updated from "**Settled**" to "**Adjusted**". The bet record's LastUpdatedDate will be changed. Please overwrite the old bet record with this one. Another new bet record (same betID with new GameNoId) will be available to grab in later time.
4. When a bet is cancelled, the Status will be updated from "**Settled**" to "**Cancelled**". The bet record's LastUpdatedDate will be changed. Please overwrite the old bet record with this one.
5. Bet log record with "Adjusted" and "Cancelled" status can be seen as no longer valid. For one betId, please always refer the bet record with the greatest/newest GameNoId as valid record.

6. Please refer Appendix E for the available bet log data delay up.

Field Description – Result

Fields	DataType	Description
Provider	String (50)	Refer Appendix B for Provider Code.
GameId	String (50)	IMOne internal game id for the game.
GameName	String (100)	Name of the game.
GameNo	String (50)	Game Round ID provided by provider.
GameNoId	String (50)	Settlement ID provided by provider.
PlayerId	String (50)	IMOne internal player id of the player.
ProviderPlayerId	String (50)	Provider's Player ID.
OperatorName	String (50)	IMOne Operator Name
Currency	String (3)	Currency used for the transaction.
Tray	String (50)	Tray of the player.
BetId	String (100)	Bet ID of the transaction.
BetOn	String (4000)	Bet Category of the transaction.
BetType	String (4000)	Bet Type of the transaction.
BetDetails	String (4000)	Further bet detail of the bet (if any, subject to the Bet Type of the bet).
Odds, Odds2, OddsC, OddsC2	String (4000)	For IG Lottery Odds of the bet (Value may be 0 if they are not applicable to the bet) For VR Lottery Only Odds will be provided. Odds2, OddsC, OddsC2 are not applicable to this provider) For SG WIN Lottery Odds info is listed at Bet Detail. Important: The data type of all these fields is string.
BetAmount	Decimal (20,4)	Bet amount of the transaction.
ValidBet	Decimal (20,4)	Valid bet amount of the transaction.
WinLoss	Decimal (20,4)	Player win/loss amount of the transaction.
PlayerWinLoss	Decimal (20,4)	Player win/loss amount of the transaction. (According to Player Odds settings). Applicable to VR Lottery ONLY.
LossPrize	Decimal (20,4)	Loss amount due to adjustment. Applicable to VR Lottery ONLY.
Tips	Decimal (20,4)	Tips amount given by Player. Applicable to VR Lottery ONLY.
CommissionRate	Decimal (20,4)	Commission Rate. Applicable to SG WIN Lottery ONLY.
Commission	Decimal (20,4)	Commission given by Provider. Applicable to SHICAI Lottery ONLY.

Status	String (50)	Status of the transaction. Available Status: Open, Settled, Cancelled, Adjusted.
BetDate	String (50)	Bet placement timestamp provided by provider.
ResultDate	String (100)	Result/Settlement timestamp provided by provider.
DateCreated	String (100)	IMOne timestamp of the transaction received.
LastUpdatedDate	String (100)	IMOne's last updated date to the bet log.

ProductWallet = 602 (Le You Gaming) or 603 (Kai Yuan Gaming) or 604 (VG Gaming) or 606 (MeiTian Gaming) or 607 (SG Win Gaming) or 609 (Lucky Gaming) or 610 (IM Gaming) or 611 (Bole Gaming)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "Provider": "SampleProvider",
         "GameId": "imgame13042",
         "GameName": "VIP Baccarats",
         "BetID": "1223423",
         "RoundID": "1223423",
         "PlayerId": "TF88_890309",
         "ProviderPlayerId": "LTT2_25CPIVOUEFODJAY",
         "OperatorName": "IMOneOperator",
         "Currency": "CNY",
         "BetAmount": 10,
         "ValidBet": 10,
         "WinLoss": 10,
         "Commission": 0.5,
         "Bonus": 0.5,
         "Status": "Settled",
         "Platform": "N/A",
         "DateCreated": "2016-11-19 18:09:59+08:00",
         "GameDate": "2016-10-10 01:29:33+08:00",
         "GameEndDate": "2016-10-10 01:33:10+08:00",
         "LastUpdateddate": "2016-11-19 18:15:59+08:00"
      }
   ],
   "Pagination": {
         "CurrentPage": 1,
         "TotalPage": 1,
         "ItemPerPage": 10000,
         "TotalCount": 1
   }
}
```

Note:

Response may return BetAmount, ValidBet, WinLoss, Commission, Bonus up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetId	Provider Bet ID.
RoundId	Provider Round ID.
PlayerId	IMOne player ID of the player.
ProviderPlayerId	Provider's Player ID.
OperatorName	IMOne Operator Name
Currency	Currency used for the bet.
BetAmount	Amount of the bet.
ValidBet	Amount of bet placed without tie records.
WinLoss	Player win/loss amount of the transaction.
Commission	Commission earned from the game.
Bonus	Bonus given by provider.
Status	Status of the bet. Available Status: Settled (The bet is settled)
Platform	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Game Start Date given by provider.
GameEndDate	Game End Date given by provider.
LastUpdatedDate	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

ProductWallet = 702 (IM Gamezone)


```
{
   "Code": "0",
```

```
    "Message": "Successful.",
    "Result": [
      {
          "Provider": "SampleProvider",
          "GameId": "27",
          "GameName": "The Catfather",
          "RoundId": "53713642221",
           "BetId": "ABC990333D",
          "PlayerId": "12345",
          "ProviderPlayerId": "12345",
          "OperatorName": "IMOneOperator",
          "BetAmount": 3,
          "ValidBet": 3,
          "WinLoss": 6,
          "ProgressiveBet": 0.0000,
          "ProgressiveWin": 0.0000,
          "Status": "Settled",
          "Platform": "Desktop",
          "DateCreated": "2016-11-19 18:09:59 +08:00",
          "GameStartDate": "2016-11-19 18:09:59 +08:00",
          "GameEndDate": "2016-11-19 18:09:59 +08:00",
          "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
    }
    ],
      "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 10000,
        "TotalCount": 500
      }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
GameId	IMOne internal game id for the game.
GameName	Name of the game.
BetId	Provider Bet ID.
RoundId	Provider Round ID.
PlayerId	IMOne player ID of the player.

ProviderPlayerId	Provider's Player ID.
OperatorName	IMOne Operator Name
Currency	Currency used for the bet.
BetAmount	Amount of the bet.
ValidBet	Amount of bet placed without tie records.
WinLoss	Player win/loss amount of the transaction.
ProgressiveBet	Jackpot/Progressive shares
ProgressiveWin	Jackpot/Progressive wins
Status	Status of the bet. Available Status: Settled (The bet is settled)
Platform	Platform of the bet placement happened. Available platform: Desktop Mobile N/A
DateCreated	IMOne timestamp of the transaction received.
GameDate	Game Start Date given by provider.
GameEndDate	Game End Date given by provider
LastUpdatedDate	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

ProductWallet = 801 (IM Casino)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameId": "27",
            "GameName": "The Catfather",
            "RoundId": "53713642221",
            "BetId": "ABC990333D",
            "PlayerId": "12345",
```

```
            "ProviderPlayerId": "12345",
            "OperatorName": "IMOneOperator",
            "Currency": "CNY",
            "BetAmount": 3,
            "ValidBet": 3,
            "WinLoss": 6,
            "Commission": 0.0000,
            "Status": "Settled",
            "Platform": "Desktop",
            "DateCreated": "2016-11-19 18:09:59 +08:00",
            "BetTime": "2016-11-19 18:09:59 +08:00",
            "SettlementTime": "2016-11-19 18:09:59 +08:00",
            "LastUpdatedDate": "2016-11-19 18:15:12 +08:00"
}
],
      "Pagination": {
            "CurrentPage": 1,
            "TotalPage": 1,
            "ItemPerPage": 10000,
            "TotalCount": 500
               }
}
```


Note:

Response may return BetAmount, ValidBet, WinLoss, Commision up to 4 decimal points.

Field Description – Result

Fields	Data type	Description
Provider	String (50)	Refer Appendix B for Provider Code.
GameId	String (50)	IMOne internal game id for the game.
GameName	String (100)	Name of the game.
RoundId	String (255)	Provider Game round ID.
BetId	String (50)	Provider Bet ID.
PlayerId	String (50)	IMOne player ID of the player.
ProviderPlayerId	String (50)	Provider's Player ID.
OperatorName	String (50)	IMOne Operator Name
Currency	String (3)	Currency used for the transaction.
BetAmount	Decimal (20,4)	Amount of the bet.
ValidBet	Decimal (20,4)	Amount of bet placed without tie records.
WinLoss	Decimal (20,4)	Player win/loss amount of the transaction.
Commission	Decimal (20,4)	Commission earned from the game.
Status	String (50)	Status of the bet. Available Status: Settled, Cancelled
Platform	String (50)	Platform of the bet placement happened. Available

		platform: - Desktop - Mobile - N/A
DateCreated	String (100)	IMOne timestamp of the transaction received.
BetTime	String (100)	Bet Date Time given by provider.
SettlementTime	String (100)	Settlement Date Time given by provider
LastUpdatedDate	String (100)	IMOne's last updated date to the bet log.

Field Description – Pagination

Fields	Data Type	Description
CurrentPage	Int	Current page of the reported data.
TotalPage	Int	Total page of the reported data.
ItemPerPage	Int	Number of bet log per page.
TotalCount	Int	Total number of the reported bet log.

2.6.3 Get Reseller Bet Log (IM Sportsbook, IM ESports)

This API returns the player Bet history of IM Sportsbook, IM ESports (Product Wallet = 301 or 401) for the entire Operator under the specific Reseller. This API only applicable for Reseller

***URL*:** POST Report/GetResellerBetLog

Note:

- Different from other products, bet log time range per request is limit up to 31 days (Eg, 2016-10-01 00.00.00 - 2016-10-31 23.59.59)
- However, we strongly recommend to retrieve bet log as per guide in **Appendix E and Appendix F**.
- Different from other products also, no PageSize parameter is required. Merchant will need to request for next page if Response's TotalPage is more than 1.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- The available bet log data may delay up to 5 minutes. Refer Appendix E for further detail.
- The IM Sportsbook Bet Log can be searched by Bet Date or Event Date (determined by DateFilterType parameter).
- Currency parameter is not applicable to IM Sportbook and IM ESports. If this currency parameter is passed, system will ignore this parameter.

Input

```
{
    " ResellerCode":"5554-88555ssdf8565-666665dwdrtyh8wsad ",
    "StartDate":"2016-10-07 00.00.00",
```

"EndDate":"2016-10-10 23.59.59",
"Page":1,
"ProductWallet":301,
"DateFilterType":1,
"BetStatus":0,
"LastUpdatedDate":"2016-10-7 00.00.00",
"Language":"EN"
}

Property Name	Description
ResellerCode	• Reseller unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's Bet Date or Event Date depends on DateFilterType • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
EndDate	• End datetime of bet log's Bet Date or Event Date depends on DateFilterType • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
Page	• Page of bet log • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
ProductWallet	• It's a required field. • Int • The value must be 301 or 401
DateFilterType	• Flag to determine definition of StartDate and EndDate • It's a required field when ProductWallet = 301, 401 • Int • 1 = Bet Date (Date time of the bet being placed) • 2 = Event Date (Event date time of the bet)
BetStatus	• Flag to determine bets with what status to be returned. • It's optional field. If this parameter is not provided, system will return both settled and unsettled bet. • Int • 0 = Not Settled • 1 = Settled
LastUpdatedDate	• This parameter is used to further filter the bets based on last modified date of the bet.

	• The value must be within StartDate and EndDate. • It's optional field. If this parameter is provided, response will return bets where their last modified date is greater than last updated date time. • Datetime yyyy-MM-dd HH.mm.ss format
Language	• Response will be returned based on the requested language code. Only League Name, Home Team &Away Team can be translated. • It's a required field when Product Wallet = 301, 401. • String (5) • EN for English • ZH-CN for Simplified Chinese

Response Code:

Respond Code	Respond Message
507	Invalid Currency.
508	Invalid Product Wallet.
518	Invalid language.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
527	Bet details in process. Please try again.
528	Invalid datetime format.
547	LastUpdatedDate value must be within StartDate and EndDate.
558	No data found.

Sample Response:

ProductWallet = 301 (IM Sportsbook)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameID": "imgame12345",
            "BetId": "1704022319162396",
            "WagerCreationDateTime": "2017-04-02 23:19:11 +08:00",
            "PlayerId": "ApolloGolden",
            "ProviderPlayerId": "ApolloGolden",
            "OperatorName": "IMOneOperator",
            "Currency": "CNY",
            "StakeAmount": 55.000000,
```

```
            "MemberExposure": 55.000000,
            "PayoutAmount": 50.050000,
            "WinLoss": 0.0,
            "OddsType": "EURO",
            "WagerType": "Single",
            "Platform": "Web",
            "IsSettled": "0",
            "IsConfirmed": "1",
            "IsCancelled": "0",
            "BetTradeStatus": "",
            "BetTradeCommission": 0.0,
            "BetTradeBuybackAmount": 0.0,
            "ComboType": "None",
            "LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
            "DetailItems": [
                {
                    "Market": "Live",
                    "EventName": "Crucero Del Norte vs Argentinos Juniors",
                    "EventDateTime": "2017-04-02 20:05:00 +08:00",
                    "CompetitionName": "",
                    "HomeTeamName": "",
                    "AwayTeamName": "",
                    "FavTeam": "A",
                    "BetType": "AH",
                    "BetTypeDesc": "Asian Handicap",
                    "Period": "FT",
                    "Selection": "H",
                    "Odds": 1.9100,
                    "HomeTeamHTScore": "",
                    "AwayTeamHTScore": "",
                    "HomeTeamFTScore": "",
                    "AwayTeamFTScore": "",
                    "WagerHomeTeamScore": "0",
                    "WagerAwayTeamScore": "0",
                    "Handicap": "-0.2500",
                    "IsWagerItemCancelled": "0",
                    "SportsName": "Soccer",
                    "EventID": "1234567890",
                     "Specifier": "NULL"
                }
            ]
        }
    ],
      "Pagination": {
```

```
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
        "TotalCount": 5000
    }
}
```


Note:

- Response may return
  - StakeAmount (up to 6 decimals)
  - ExposureAmount (up to 6 decimals)
  - PayoutAmount (up to 6 decimals)
  - WinLoss (up to 6 decimals)
  - BetTradeCommission (up to 6 decimals)
  - BetTradeBuybackAmount (up to 6 decimals)
  - Odds (up to 4 decimals)
  - Handicap (up to 4 decimals)

Field Description – Result

Parent Level Field	Child Level Field	Description
Provider		Refer Appendix B for Provider Code.
GameID		IMOne internal game id for the game.
BetId		Bet/Wager Number
WagerCreationDateTime		Wager created date time Format: YYYY-MM-DD HH:mm:ss +08:00
PlayerId		Member code (based on the selection of input parameter)
ProviderPlayerId		Provider's Player ID.
OperatorName		IMOne Operator Name
Currency		Member currency code
StakeAmount		Member inputted stake amount
MemberExposure		Member exposure (actual lose money)
PayoutAmount		Potential Payout amount
WinLoss		Member win loss amount. Available only for settled wager, return 0 for non-settled wager.
OddsType		Odds type of a bet (HK/ EURO/ MALAY/ INDO)
WagerType		Single/ Combo
Platform		Web/ Mobile
IsSettled		Status of settlement. 0 = Not Settled, 1 = Settled
IsConfirmed		Status of confirmation 0=Pending, 1=Confirmed, 2=Cancelled

IsCancelled		Status of cancellation 0=Not cancel, 1=Cancel
BetTradeStatus		Status of BetTrade (Cancel/ Sold). Return Null if is not bet trade ticket.
BetTradeCommission		This field is no longer in use. Always return 0.
BetTradeBuybackAmount		Cash Out Buy Back amount. Return 0 if is not Cash Out. Wager.
LastUpdatedDate		Wager last modified date time Format: YYYY-MM-DD HH:mm:ss +08:00
ComboType		Doubles, Trebles, Trixie, Yankee, Super Yankee, Heinz, Super Heinz, Goliath, Block 9, Block 10, FourFolds, FiveFolds, SixFolds, SevenFolds, EightFolds, NineFolds, TenFolds Return None if wagerType = Single
DetailItems		
	Market	Early, Today, Live Return Null if betType = OR (outright event)
	EventName	
	EventDateTime	Format: YYYY-MM-DD HH:mm:ss +08:00
	CompetitionName	
	HomeTeamName	
	AwayTeamName	
	FavTeam	"H" – home team is favourite. "A" – away team is favorite. Return NULL if bet type is "Outright" or "Parlay".
	BetType	CS, FGLG, TG etc
	BetTypeDesc	Correct Score, First Goal / Last Goal...etc
	Period	1H, 2H, FT Return Null if betType = OR (outright event)
	Selection	Refer to **IMOne API Specification - Appendix - Bet Type List v1.x.xlsx**.
	Odds	
	HomeTeamHTScore	Home team 1st half score. This field will only have value after event is settled.
	AwayTeamHTScore	Away team 1st half score. This field will only have value after event is settled.
	HomeTeamFTScore	Home team full time score. This field will only have value after event is settled.

	AwayTeamFTScore	Away team full time score. This field will only have value after event is settled.
	WagerHomeTeamScore	Home team score as per the time when bet is confirmed.
	WagerAwayTeamScore	Away team score as per the time when bet is confirmed.
	Handicap	Handicap of a bet. Return NULL if bet type = OR (outright event) "-" => Away team giving handicap "+" => Home team giving handicap
	IsWagerItemCancelled	0=Not cancel, 1=Cancel
	Sportsname	Soccer, Basketball and etc.
	EventID	Internal event ID
	Specifier	Specifier of a bet. Return NULL is it is not applicable.

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

Sample Response:

ProductWallet = 401 (IM ESports) – Single Bet


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "GameID": "imgame12345",
            "BetId": "16452220",
            "WagerCreationDateTime": "2017-04-02 11:19:11 +08:00",
            "LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
            "PlayerId": "player123",
            "ProviderPlayerId": "player123",
            "OperatorName": "IMOneOperator",
            "Currency": "CNY",
            "StakeAmount": "12.0000",
            "WinLoss": "1,000.00",
```

```
            "OddsType": "EURO",
            "WagerType": "Single",
            "Platform": "WEB",
            "IsSettled": "0",
            "IsCancelled": "0",
            "SettlementDateTime": "2017-04-03 11:19:11 +08:00",
            "DetailItems": [
                {
                    "EventName": "H2K-Gaming vs G2 Esports",
                    "EventDateTime": "2017-04-02 08:05:00 +08:00",
                    "CompetitionName": "EU LCS Summer 2016",
                    "HomeTeamName": "H2K-Gaming",
                    "AwayTeamName": "G2 Esports",
                    "FavTeam": "H",
                    "BetType": "BO2SeriesWin",
                    "Selection": "D",
                    "Odds": 2.0570,
                    "HomeTeamHTScore": "0",
                    "AwayTeamHTScore": "0",
                    "HomeTeamFTScore": "0",
                    "AwayTeamFTScore": "0",
                    "WagerHomeTeamScore": "0",
                    "WagerAwayTeamScore": "0",
                    "Handicap": "1.75",
                    "SportsName": "LOL",
                    "EventID": "2124087",
                     "EventType": "B05",
                    "GameOrder": "0"
                }
            ]
        }
    ],
      "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
        "TotalCount": 5000
      }
    }
```


ProductWallet = 401 (IM ESports) – Parlay Bet


```
    {
      "Code": "0",
      "Message": "Successful.",
```

```
"Result": [
  {
      "Provider": "SampleProvider",
      "GameID": "imgame13042",
      "BetId": "16452221",
      "WagerCreationDateTime": "2017-04-02 11:19:11 +08:00",
      "LastUpdatedDate": "2017-04-02 23:19:11 +08:00",
      "PlayerId": "player123",
      "ProviderPlayerId": "player123",
      "OperatorName": "IMOneOperator",
      "Currency": "CNY",
      "StakeAmount": "13.0000",
      "WinLoss": "1,000.00",
      "OddsType": "EURO",
      "WagerType": "ParlayAll",
      "Platform": "WEB",
      "IsSettled": "0",
      "IsCancelled": "0",
      "SettlementDateTime": "2017-04-03 11:19:11 +08:00",
      "DetailItems": [
          {
              "ParlaySign": "",
              "EventName": "H2K-Gaming vs G2 Esports",
              "EventDateTime": "2017-04-03 08:05:00 +08:00",
              "CompetitionName": "EU LCS Summer 2016",
              "ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
              "HomeTeamName": "H2K-Gaming",
              "AwayTeamName": "G2 Esports",
              "FavTeam": "H",
              "BetType": "FBFD",
              "Selection": "A",
              "Odds": 2.5310,
              "HomeTeamHTScore": "0",
              "AwayTeamHTScore": "0",
              "HomeTeamFTScore": "0",
              "AwayTeamFTScore": "0",
              "WagerHomeTeamScore": "0",
              "WagerAwayTeamScore": "0",
              "Handicap": "0.00",
              "SportsName": "LOL",
              "EventID": "2124087",
              "EventType": "B05",
              "GameOrder": "1",
              "IsWagerItemCancelled": "0"
```

```
},
{
    "ParlaySign": "",
    "EventName": "H2K-Gaming vs G2 Esports",
    "EventDateTime": "2017-04-03 08:05:00 +08:00",
    "CompetitionName": "EU LCS Summer 2016",
    "ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
    "HomeTeamName": "H2K-Gaming",
    "AwayTeamName": "G2 Esports",
    "FavTeam": "H",
    "BetType": "FBFT",
    "Selection": "H",
    "Odds": 3.6140,
    "HomeTeamHTScore": "0",
    "AwayTeamHTScore": "0",
    "HomeTeamFTScore": "0",
    "AwayTeamFTScore": "0",
    "WagerHomeTeamScore": "0",
    "WagerAwayTeamScore": "0",
    "Handicap": "0.00",
    "SportsName": "LOL",
    "EventID": "2124087",
    "EventType": "B05",
    "GameOrder": "2",
    "IsWagerItemCancelled": "0"
},
{
    "ParlaySign": "",
    "EventName": "H2K-Gaming vs G2 Esports",
    "EventDateTime": "2017-04-03 08:05:00 +08:00",
    "CompetitionName": "EU LCS Summer 2016",
    "ParlayWagerCreationDateTime": "2017-04-02 11:19:12 +08:00"
    "HomeTeamName": "H2K-Gaming",
    "AwayTeamName": "G2 Esports",
    "FavTeam": "H",
    "BetType": "BO2SeriesWin",
    "Selection": "H",
    "Odds": 6.0670,
    "HomeTeamHTScore": "0",
    "AwayTeamHTScore": "0",
    "HomeTeamFTScore": "0",
    "AwayTeamFTScore": "0",
    "WagerHomeTeamScore": "0",
    "WagerAwayTeamScore": "0",
```

```
                    "Handicap": "0.00",
                    "SportsName": "LOL",
                    "EventID": "2124087",
                    "EventType": "B05",
                    "GameOrder": "3",
                    "IsWagerItemCancelled": "0"
                }
            ]
        }
    ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemPerPage": 5000,
        "TotalCount": 5000
    }
}
```


Note:

- Response may return
  - StakeAmount (up to 6 decimals)
  - WinLoss (up to 6 decimals)
  - Odds (up to 4 decimals)
  - Handicap (up to 4 decimals)

Field Description – Result

Parent Level Field	Child Level Field	Description
Provider		Refer Appendix B for Provider Code.
GameID		IMOne internal game id for the game.
BetId		Bet/Wager Number
WagerCreationDateTime		Wager created date time Format: YYYY-MM-DD HH:mm:ss +08:00
LastUpdatedDate		Wager last Updated date time Format: YYYY-MM-DD HH:mm:ss +08:00
PlayerId		IMOne internal player id of the player.
ProviderPlayerId		Provider's Player ID.
OperatorName		IMOne Operator Name
Currency		Currency used for the bet.
StakeAmount		Stake Amount of the bet.

WinLoss		Member win loss amount. Available only for settled wager, return 0 for non-settled wager.
OddsType		Odds Type of a bet. (Eg, HK, Malay or Euro)
WagerType		Single/ Parlayall
Platform		WEB/MOBILE
IsSettled		Status of settlement. 0 = Not Settled, 1 = Settled
IsCancelled		Status of cancellation 0=Not cancel, 1=Cancel
SettlementDateTime		Wager Settlement date time Format: YYYY-MM-DD HH:mm:ss +08:00
DetailItems		
	EventName	
	EventDateTime	Format: YYYY-MM-DD HH:mm:ss +08:00
	CompetitionName	
	HomeTeamName	
	AwayTeamName	
	FavTeam	"H" – home team is favourite. "A" – away team is favorite.
	BetType	Bet Type of the bet.
	Selection	Refer to **IMOne API Specification - Appendix - Bet Type List v1.x.xlsx**.
	Odds	Odds of a bet.
	HomeTeamHTScore	Home team 1st half score. This field will only have value after event is settled.
	AwayTeamHTScore	Away team 1st half score. This field will only have value after event is settled.
	HomeTeamFTScore	Home team full time score. This field will only have value after event is settled.
	AwayTeamFTScore	Away team full time score. This field will only have value after event is settled.
	WagerHomeTeamScore	Home team score as per the time when bet is confirmed.
	WagerAwayTeamScore	Away team score as per the time when bet is confirmed.

	Handicap	Handicap of a bet.
	Sportsname	LOL, DOTA2, CSGO and etc.
	EventID	Internal event ID
	EventType	Type of the event.
	GameOrder	Order of the game.
	IsWagerItemCancelled	0=Not cancel, 1=Cancel
	ParlaySign	Applicable to Parley Bet only.
	ParlayWagerCreationDateTime	Applicable to Parley Bet only. Wager created date time of each Parley Bet. Format: YYYY-MM-DD HH:mm:ss +08:00

Field Description – Pagination

Fields	Description
CurrentPage	Current page of the reported data.
TotalPage	Total page of the reported data.
ItemPerPage	Number of bet log per page.
TotalCount	Total number of the reported bet log.

2.7 Get Adjustment Log

This API returns the player Adjustment Log, which the transaction rejected by IMOne system due to game round has been closed, except the cancellation transaction.

***URL*:** POST Report/GetAdjustmentLog

Note:

- Adjustment log time range is limit up to 10 minutes (Eg, 2016-10-10 00.00.00 - 2016-10-10 00.10.00) per request.
- Maximum page size is 50,000. Merchant will need to request for next page if return records is more than 50,000.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- The available adjustment log data may delay up to 15 minutes. It is recommended to set the date range to 15 minutes before the current date time (Eg, current date time is 2016-10-10 00:30:00, the date range can be set is 2016-10-10 00:05:00 - 2016-10-10 00:15:00). Refer Appendix E for further detail.
- Refer to Appendix E for more detail about each product's adjustment log data availability
- Please note that adjustment log is searched by datecreated, the date time where IMOne system

received the transaction request

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-10 00.00.00",
"EndDate":"2016-10-10 00.05.00",
"Page":1,
"PageSize":50000,
"ProductWallet":101,
"Currency":"CNY"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of adjustment log • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
EndDate	• End datetime of adjustment log • It's a required field. • Datetime yyyy-MM-dd HH.mm.ss format
Page	• Page of bet log • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
PageSize	• Number of records per page • It's a required field • Int • Maximum request is 50,000 records.
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
527	Bet details in process. Please try again.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.
529	Invalid Page Size.	Applicable to all products supported by this API.

Sample success Response:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "Provider": "SampleProvider",
            "PlayerId": "12345",
            "TransactionType": "Settlement",
            "RoundId": "53713642221",
            "ProviderTransactionID": "20182252211312EEd27",
            "Amount": 3.05,
            "DateCreated": "2016-11-19 18:09:59 +08:00"
}
      ],
      "Pagination": {
      "CurrentPage": 1,
      "TotalPage": 1,
      "ItemPerPage": 10000,
      "TotalCount": 500
   }
}
```


Field Description – Result

Fields	Description
Provider	Refer Appendix B for Provider Code.
PlayerId	IMOne internal player id of the player.

TransactionType	Game Transaction type Available value: Settlement, Wager, Cancel
RoundID	Game Round ID provided by provider.
ProviderTransactionID	Game Transaction ID provided by provider.
Amount	Amount of the transaction. Up to 4 decimal point
DateCreated	IMOne timestamp of the transaction received.

2.8 Get All Player's Current Balance

This API returns the current balance of a all player under the specific merchant.

URL: POST Player/GetAllBalance

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"ProductWallet":101,
"Currency":"CNY",
"Page":1,
"PageSize":50000
}

Property Name	Description
MerchantCode	• IMOne Operator Code created in IMOne system • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Applicable for product wallet code: 101, 201, 301, 401, 501 • Refer Appendix A: Product Wallet Code.
currency	• It's a required field. • String (3) • Accepted Currency codes: CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.
Page	• Page of player balance • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.

PageSize	• Number of records per page • It's a required field • Int • Maximum request is 50,000 records.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
529	Invalid Page Size.	Applicable to all products supported by this API.

Sample Response:


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result":[
                {
                    "PlayerID": "MyPlayerID1",
                    "Balance": 158926,
                    "Currency": "CNY"
                },
                {
                    "PlayerID": "MyPlayerID2",
                    "Balance": 99,
                    "currency": "CNY"
                }
            ] ,
            "Pagination":
            {
               "CurrentPage": 1,
               "TotalPage": 1,
               "ItemPerPage": 50000,
               "TotalCount": 1000
            }
}
```


Note:

Response may return Balance up to 3 decimal points.

Please note that Balance may go negative if there is cancel settlement case happen for that player.

3. REST API (Product Specific)

This section outlines all API calls, parameters and responses applicable to specific product only.

3.1 Terminate Player session (PlayTech, LY Gaming, KY Gaming, VR Lottery, SG WIN Lottery, SG Win Gaming, Jumbo Slot, IM Gaming, IM Gamezone, IM Casino, NetEnt, Bole Gaming)

This API terminates the current session of the player. When there is an active user session on the game server for some reasons (e.g. multiple login from different IP or session time out), you need to use this API to kill the session before launching the game.

This API is only applicable to:

- PlayTech
- LY Gaming
- KY Gaming
- VR Lottery
- SG WIN Lottery
- SG Win Gaming
- Jumbo Slot
- IM Gaming
- IM Casino
- NetEnt
- Bole Gaming

Note:

- Please call this function when player logouts from your website.
- "ProductWallet" is optional parameter. If no specify, this system will terminate session for all applicable products.

URL: POST Player/TerminateSession

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId": "PlayerId",
     "ProductWallet":503
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
ProductWallet	• It's an OPTIONAL field. • Int • Refer Appendix A: Product Wallet Code. • If unsupported ProductWallet code is entered, error 508 will be returned

Response Code:

Respond Code	Respond Message
504	Player does not exist
506	Invalid player ID
508	Invalid Product Wallet.

Sample Response:

{
"Code": "0",
"Message": "Successful."
}

3.2 Freeze Player Session (PlayTech)

This API can be used to update player Frozen status. When player Frozen status is Yes then player will not be able to launch games (from both Download Client and Website) and perform fund transfer.

This API is only applicable to PlayTech.

URL: POST Player/FreezePlayer

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",

"PlayerId": "PlayerId",
"FrozenStatus":1,
"ProductWallet":102
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
FrozenStatus	• It's a required field. • Boolean • 1 = Freeze • 0 = Unfreeze
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code. • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
508	Invalid Product Wallet.
610	Invalid status.

Sample Response:

{
"Code": "0",
"Message": "Successful."
}

3.3 Check Player Token (PlayTech)

This API authenticates the token provided by PT when cashier page is launched from download client. Token can be gotten from the cashier URL when launched by PT (example below), then use Check Player Token API to verify if player is logged in. Merchant can then direct player to cashier page without having player to log in again at cashier page

This API is only applicable to PlayTech.

URL: POST Player/CheckPlayerToken

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"PlayerId":"PlayerId",
"Token":"test123",
"ProductWallet":102
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
Token	• Playtech token (from cashier URL) • It's a required field. • String (5-40)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.

508	Invalid Product Wallet.
531	Invalid Token.
542	Player is inactive.

Sample Response:

```
{
   "Code": "0",
   "Message": "Successful."
}
```

Note:

Expected URL when PT DL client launches cashier page, where u=playerId and x=token

http://[cashier.com]/?u=TEST01&x=kSQJXsbv9bcwYNJKqbqgEPCQMNDQMADI

3.4 Get GameStats (PlayTech)

This API returns data from PT of a player gamestats.

This API is only applicable to PlayTech.

Note:

- System only accepts hourly timestamp (Eg, 2015-01-01 00.00.00 - 2015-01-01 01.00.00). Response Code 525 will be returned if time range is invalid.
- As this API will take quite a while to response, recommended to call this API every hour for 1 hour data.
- The available data may delay up to 30 minutes. It is recommended to set the date range to 30 minutes before the current date time (Eg, current date time is 2015-01-01 03:30:00, the date range can be set is 2015-01-01 02:00:00 - 2015-01-01 03:00:00).
- Refer Section 1.3 for Concurrent Call Limit of this API.
- Please call this API to check Progressive Share.

URL: POST Report/GetGameStats

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "StartDate":"2015-01-01 00.00.00",
    "EndDate":"2015-01-01 01.00.00",
    "ProductWallet":102,
    "Currency":"CNY"
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
EndDate	• End date timeof bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Reeponse Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Curency): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
507	Invalid Currency.
508	Invalid Product Wallet.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
528	Invalid datetime format.

Sample Response:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "PlayerName":"HRJAR000",
            "FullName":"PPDEEOKMEV PPDEEOKMEV",
            "VipLevel":"1",
            "Country":"CN",
```

```
                "Games":"1",
                "CurrencyCode":"CNY",
                "RealMoneyBets#":5,
                "RealMoneyWins#":.8,
                "Bets":5,
                "Wins":.8,
                "Income":4.2,
                "JackpotBets#":0,
                "JackpotWins#":0,
                "TotalLiveGameTips":"0"
            }
        ],
        "Pagination": {
            "CurrentPage": 1,
            "TotalPage": 1,
            "ItemPerPage": 1,
            "TotalCount": 1
        }
}
```


Note:

Response may return RealMoneyBets#, RealMoneyWins#, Bets, Wins, Income, JackpotBets#, JackpotWins# up to 4 decimal points.

Field Description – Result

Field	Description
PlayerName	IMOne PlayerID
FullName	Can be ignored
VipLevel	Player's VIP level
Country	Can be ignored
Games	Number of games played
CurrencyCode	Player's currency
RealMoneyBets#	Bet Amount
RealMoneyWins#	Amount won
Bets	Bet Amount
Wins	Amount won
Income	Bet Amount – Amount Won
JackpotBets#	Jackpot/Progressive shares
JacktpotWins#	Jackpot/Progressive wins
TotalLiveGameTips	Can be ignore

Field Description – Pagination

Field	Description
CurrentPage	Current page of reported data
TotalPages	Total page of reported data
ItemPerPage	number of bet log per page
TotalCount	total number of bet log reported

3.4.1 Get Reseller GameStats (PlayTech)

This API returns data from PT of a player gamestats from all operator under the specific Reseller.
This API only applicable for Reseller

This API is only applicable to PlayTech.

Note:

- System only accepts hourly timestamp (Eg, 2015-01-01 00.00.00 - 2015-01-01 01.00.00). Response Code 525 will be returned if time range is invalid.
- As this API will take quite a while to response, recommended to call this API every hour for 1 hour data.
- The available data may delay up to 30 minutes. It is recommended to set the date range to 30 minutes before the current date time (Eg, current date time is 2015-01-01 03:30:00, the date range can be set is 2015-01-01 02:00:00 - 2015-01-01 03:00:00).
- Refer Section 1.3 for Concurrent Call Limit of this API.
- Please call this API to check Progressive Share.

URL: POST Report/GetResellerGameStats

Input

```
{
    "ResellerCode":"5554-88555ssdf8565-666665dwdrtyh8wsad",
    "StartDate":"2015-01-01 00.00.00",
    "EndDate":"2015-01-01 01.00.00",
    "ProductWallet":102,
    "Currency":"CNY"
}
```

Property Name	Description
ResellerCode	• Reseller Unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format

EndDate	• End date time of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Curency): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW.

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
507	Invalid Currency.
508	Invalid Product Wallet.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
528	Invalid datetime format.

Sample Response:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
            "PlayerName":"HRJAR000",
            "OperatorName":"IMOneOperator",
            "FullName":"PPDEEOKMEV PPDEEOKMEV",
            "VipLevel":"1",
            "Country":"CN",
            "Games":"1",
            "CurrencyCode":"CNY",
            "RealMoneyBets#":5,
            "RealMoneyWins#":.8,
            "Bets":5,
            "Wins":8,
            "Income":4.2,
```

```
            "JackpotBets#":0,
            "JackpotWins#":0,
            "TotalLiveGameTips":"0"
        }
    ],
    "Pagination": {
        "CurrentPage": 1,
        "TotalPage": 1,
        "ItemsPerPage": 1,
        "TotalCount": 1
    }
}
```


Note:

Response may return RealMoneyBets#, RealMoneyWins#, Bets, Wins, Income, JackpotBets#, JackpotWins# up to 4 decimal points.

Field Description – Result

Field	Description
PlayerName	IMOne PlayerID
OperatorName	IMOne Operator Name
FullName	Can be ignored
VipLevel	Player's VIP level
Country	Can be ignored
Games	Number of games played
CurrencyCode	Player's currency
RealMoneyBets#	Bet Amount
RealMoneyWins#	Amount won
Bets	Bet Amount
Wins	Amount won
Income	Bet Amount – Amount Won
JackpotBets#	Jackpot/Progressive shares
JacktpotWins#	Jackpot/Progressive wins
TotalLiveGameTips	Can be ignore

Field Description – Pagination

Field	Description
CurrentPage	Current page of reported data
TotalPages	Total page of reported data
ItemsPerpage	number of bet log per page
TotalCount	total number of bet log reported

3.5 Get BetFlow (PlayTech)

This API returns data from PT of a player gameflow. This API returns almost the same result with Gamestats report. The difference is this API provides nearly to real time games flow (up to 30 seconds update delay) and the available data is limited up to 48 minutes in the past with the request date range up to 30 minutes.

This API is only applicable to PlayTech.

Note:

- Maximum page size is 50,000. Merchant will need to request for next page if returned records is more than 50,000.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- Manual data range can be set from 30 seconds delay up to 48 hours in the past.
- Example: current time is "2019-01-03 00:00:00", then the available data will be "2019-01-01 00:00:00" up to "2019-01-02 23:59:29"
- BetFlow time range is limit up to 30 minutes (Eg, 2019-01-01 00:00:00 - 2019-01-01 00:30:00) per request.
- Recommended for faster response:
    - Request with smaller time range
    - Request with maximum page size (50,000) and lesser pages instead of smaller page size and more pages
    - When request concurrent calls, request from different periods of time range

URL: POST Report/GetBetFlow

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2015-01-01 04.00.00",
"EndDate":"2015-01-01 04.10.00",
"Page":1,
"PageSize":50,
"ProductWallet":102,
"Currency":"CNY"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)

StartDate	• Start datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
EndDate	• End date timeof bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
Page	• Page of betflow • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, proceed to further page if total page is greater than 1
PageSize	• Number of records per page of gameflow • It's an optional field. • Int
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
507	Invalid Currency.
508	Invalid Product Wallet.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
528	Invalid datetime format.
529	Invalid Page Size

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Result": [

{
"PlayerName": "AGLHJ23714",
"WindowCode": "0",
"GameId": "73",
"GameCode": "151653186463",
"GameType": "Slot Machines",
"GameName": "Panther Moon (pmn)",
"SessionId": "460101395284",
"Bet": .25,
"Win": 0,
"ProgressiveBet": 0,
"ProgressiveWin": 0,
"Balance": 35.1,
"CurrentBet": 0,
"GameDate": "2016-11-17 16:00:01",
"LiveNetwork": null,
"RowNum": "1",
"ExitGame": “0”
},
{
"PlayerName": "D004018522",
"WindowCode": "0",
"GameId": "129",
"GameCode": "151653188080",
"GameType": "Slot Machines",
"GameName": "Captain's Treasure (ct)",
"SessionId": "460032365236",
"Bet": 1.44,
"Win": 0,
"ProgressiveBet": 0,
"ProgressiveWin": 0,
"Balance": 11.44,
"CurrentBet": 0,
"GameDate": "2016-11-17 16:00:01",
"LiveNetwork": null,
"RowNum": "2",
"ExitGame": “0”
}
],
"Pagination": {
"CurrentPage": 1,
"TotalPages": 1,
"ItemPerPage": 2
}

}

Note:

Response may return Bet, Win, ProgressiveBet , ProgressiveWin , Balance, Current Bet up to 4 decimal points.

Field Description – Result

Field	Description
PlayerName	IMOne PlayerID
WindowCode	Can be ignored
GameId	Playtech internal GameID for player Session
GameCode	Playtech internal game number
GameType	GameType
GameName	GameName
SessionId	Playtech session number
Bet	Bet Amount
Win	Amount won
ProgressiveBet	Progressive shares
ProgressiveWin	Progressive wins
Balance	Balance
CurrentBet	Amount bet on other games during this bet
GameDate	Datetime of game
LiveNetwork	Can be ignored
RowNum	Row number of record
ExitGame	Player exit game info: 0= Player place bet and have result. 1= Player login and logout game without spin/ place bet. 2= Player Place bet but no result.

Field Description – Pagination

Field	Description
CurrentPage	Current page of reported data
TotalPages	Total page of reported data
ItemPerPage	number of bet log per page

3.5.1 Get Reseller BetFlow (PlayTech)

This API returns data from PT of a player gameflow from the entire operator under the specific Reseller.

This API returns almost the same result with Gamestats report. The difference is this API provides nearly to real time games flow (up to 30 seconds update delay) and the available data is limited up to 48 hours in the past with request date range up to 30 minutes.

This API only applicable for Reseller

This API is only applicable to PlayTech.

Note:

- Maximum page size is 50,000. Reseller will need to request for next page if returned records is more than 50,000.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- Manually data range can be set from 30 seconds delay up to 48 hours in the past.
- Example: current time is “2019-01-03 00:00:00”, then the available data will be “2019-01-01 00:00:00” up to “2019-01-02 23:59:29”
- BetFlow time range is limit up to 30 minutes (Eg, 2019-01-01 00:00:00 - 2019-01-01 00:30:00) per request.
- Recommended for faster response:
    - Request with smaller time range
    - Request with maximum page size (50,000) and lesser pages instead of smaller page size and more pages
    - When request concurrent calls, request from different periods of time range

URL: POST Report/GetResellerBetFlow

Input

```
{
    "ResellerCode":"5554-88555ssdf8565-666665dwdrtyh8wsad",
    "StartDate":"2015-01-01 04.00.00",
    "EndDate":"2015-01-01 04.10.00",
    "Page":1,
    "PageSize":50,
    "ProductWallet":102,
    "Currency":"CNY"
}
```

Property Name	Description
ResellerCode	• Reseller unique ID • It’s a required field. • String (50)
StartDate	• Start datetime of bet • It’s a required field.

	• Datetime yyyy-mm-dd hh.mm.ss format
EndDate	• End date timeof bet • It's a required field. • Datetime yyyy-mm-dd hh.mm.ss format
Page	• Page of betflow • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, proceed to further page if total page is greater than 1
PageSize	• Number of records per page of gameflow • It's a required field. • Int
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW.

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
507	Invalid Currency.
508	Invalid Product Wallet.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
528	Invalid datetime format.
529	Invalid Page Size

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Result": [
{
"PlayerName": "AGLHJ23714",

```
        "OperatorName":"IMOneOperator",
        "WindowCode": "0",
        "GameId": "73",
        "GameCode": "151653186463",
        "GameType": "Slot Machines",
        "GameName": "Panther Moon (pmn)",
        "SessionId": "460101395284",
        "Bet": 25,
        "Win": 0,
        "ProgressiveBet": 0,
        "ProgressiveWin": 0,
        "Balance": 35.1,
        "CurrentBet": 0,
        "GameDate": "2016-11-17 16:00:01",
        "LiveNetwork": null,
        "RowNum": "1",
         "ExitGame": “0”
        },
        {
        "PlayerName": "D004018522",
        "OperatorName":"IMOneOperator",
        "WindowCode": "0",
        "GameId": "129",
        "GameCode": "151653188080",
        "GameType": "Slot Machines",
        "GameName": "Captain's Treasure (ct)",
        "SessionId": "460032365236",
        "Bet": 1.44,
        "Win": 0,
        "ProgressiveBet": 0,
        "ProgressiveWin": 0,
        "Balance": 11.44,
        "CurrentBet": 0,
        "GameDate": "2016-11-17 16:00:01",
        "LiveNetwork": null,
        "RowNum": "2",
         "ExitGame": “0”
        }
],
"Pagination": {
    "CurrentPage": 1,
    "TotalPages": 1,
    "ItemsPerPage": 2
}
```

}

Note:

Response may return Bet, Win, ProgressiveBet , ProgressiveWin , Balance, Current Bet up to 4 decimal points.

Field Description – Result

Field	Description
PlayerName	IMOne PlayerID
OperatorName	IMOne Operator Name
WindowCode	Can be ignored
GameId	Playtech internal GameID for player Session
GameCode	Playtech internal game number
GameType	GameType
GameName	GameName
SessionId	Playtech session number
Bet	Bet Amount
Win	Amount won
ProgressiveBet	Progressive shares
ProgressiveWin	Progressive wins
Balance	Balance
CurrentBet	Amount bet on other games during this bet
GameDate	Datetime of game
LiveNetwork	Can be ignored
RowNum	Row number of record
ExitGame	Player exit game info: 0= Player place bet and have result. 1= Player login and logout game without spin/ place bet. 2= Player Place bet but no result.

Field Description – Pagination

Field	Description
CurrentPage	Current page of reported data
TotalPages	Total page of reported data
ItemsPerpage	number of bet log per page

3.6 Get Jackpot (IM Slot & PlayTech)

This API will return the jackpot ticker based on Currency.

This API is only applicable to IM Slot and PlayTech.

Note:

- Currently, only the games of the following providers support jackpot ticker:
  - IM Slot – Spade Gaming
  - PlayTech

URL: POST Casino/GetJackpotList

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":101,
    "Currency":"CNY"
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 101 = IM Slot Wallet, 102 = PlayTech Wallet (Other product will receive Response Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

Response Code:

Respond Code	Respond Message
507	Invalid Currency.
508	Invalid Product Wallet.

Sample Response:

i) For ProductWallet = 101 (IM Slot)

```
{
   "Code": "0",
   "Message": "Successful.",
```

```
    "Result": {
        "Timestamp": 20170117161327,
        "Currency": "CNY",
        "Games": [
            {
                "Provider": "SpadeGaming",
                "IMGameCode": "imgame16002",
                "GameName": "Adventure Iceland",
                "JackpotName": "Adv Jackpot",
                "Amount": 50928.6707
            },
            {
                "Provider": "SpadeGaming",
                "IMGameCode": "imgame16003",
                "GameName": "Adventure Indian Myth",
                "JackpotName": "Adv Jackpot",
                "Amount": 50928.6707
            }
        ]
        }
}
```


Note:

Response may return Amount up to 4 decimal points.

ii) For ProductWallet = 102 (PlayTech)


```
{
    "Code": "0",
    "Message": "Successful.",
    "Result": {
        "Name": "mightypanda88",
        "WinCount": 1055730,
        "Timestamp": 1542598857,
        "Currency": "cny",
        "Wins": 273708894.28,
        "Step": 0.67,
        "Sign": "CNY",
        "Position": 0,
        "Amount": 208232162.55,
        "GameList": [
            {
                "Name": "abbj",
                "GameGroup": "abbj",
```

```
                "Local": 0,
                "Currency": "cny",
                "Wins": 0,
                "Step": 0,
                "Sign": "CNY",
                "Position": 0,
                "Amount": 537374.99
            },
            {
                "Name": "adv-1",
                "GameGroup": "adv",
                "Local": 0,
                "Currency": "cny",
                "Wins": 0,
                "Step": 0,
                "Sign": "CNY",
                "Position": 0,
                "Amount": 633.69
            }]
        }
    }
```


Note:

Response may return Amount up to 4 decimal points.

First Level	Second Level	Description
Name		IM Casino domain URL, please ignore this
Currency		The requested Currency
WinCount		Total count of Jackpot win since start
Timestamp		The timestamp for this request
Wins		Total win amount since start
Step		This is an estimation of how much the jackpot amount will increase in one second. The amount is in the respected Currency
Sign		Currency sign
Position		Please ignore this, all the result will be 0
Amount		Total amount of all available jackpot in respected Currency
GameList		
	GameGroup	Jackpot group code - Please see the game list for more information

	Local	0: The jackpot is contributed by all of Playtech licensee 1: The jackpot is contributed only by InplayMatrix licensee
	Step	This is an estimation of how much the jackpot amount will increase in one second. The amount is in the respected Currency
	Sign	Currency sign
	Position	Please ignore this, all the result will be 0
	Name	Jackpot Name - Please see the game list for more information
	Currency	The requested Currency
	Amount	Jackpot amount in respected Currency

3.7 Get Player Games (PlayTech)

This API returns data from PT of a player games session.

This API is only applicable to PlayTech.

Note:

- The available data is near to realtime.
- PlayerGames time range is limit up to 10 minutes (Eg, 2017-10-10 00.00.00 - 2017-10-10 00.10.00) per request.
- Please call this API to check Player games detail including player balance after bet.
- This API will return player games information for each round
- Request this API to get the specific URL of player round detail for a particular player
- May refer to GetBetLog API to get the exact player game date time and use that time as a startdate to query this API
- Recommended to call this API within 1 second of date range to avoid too many data in return (enddate = startdate + 1 second)
- "ID" in GetPlayerGames API response is same with "GameCode" in GetBetLog API response and "GameCode" in GetBetFlow API response
- Data return in API reponse is limit up to 50 records. Recommended not query with big timerange
- "URL" in return response is only valid for 1 hour. Please re-call this API to get the latest "URL" link.

URL: POST Report/GetPlayerGames

Input

```
{
    " MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId":"PlayerId",
    "StartDate":"2017-01-01 00.00.00",
    "EndDate":"2017-01-01 00.10.00",
    "ProductWallet":102
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerID	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)
StartDate	• Start datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.mm.ss format
EndDate	• End datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.mm.ss format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
504	Player does not exist.
506	Invalid player ID.
508	Invalid Product Wallet.
525	Invalid timerange, it must be within the configured timerange.
526	StartDate can't be later than EndDate or now.
528	Invalid datetime format.

Sample Response:


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": [
      {
         "TOTALCOUNT":  "4",
         "ID":  "191447217022",
         "WINS":  "0",
```

"BETS": "0",

"ENDBALANCE": "100.01",

"GAMETIME": "2017-10-02 15:37:49",

"GAMECODE": "trpmnk",

"RSC": null,

"DESCRIPTION": "Slot Machines",

"PROGRESSIVEBET": "0",

"PROGRESSIVEWIN": "0",

"CTYPE": "casino",

"CPLATFORM": "flash",

"DPLATFORM": null,

"RNUM": "1",

"URL": "https://playergames.com&username=xxxxx&expiration=1507021476&permission=gameHistory&token=klowoskskkssfkXc76TJik1USJBO_wcOIVI22E&gamePlayId=155547122&gameEndDate=2017-10-02+15%3A37%3A49"

}
]
}

Field Description

Field	Description
Total Count	Total round within the requested time range
ID	roundid
Wins	Amount won
Bets	Amount bet
Endbalance	Player balance after round end
Gametime	Time of game
Gamecode	Game code
RSC	Remote Session Code. Value is always “null”
Description	Game description
Progressivebet	Jackpot/Progressive shares
Progressivewin	Jackpot/Progressive wins
Ctype	Client type. Value is always “casino”
Cplatform	Client platform Value will be DL, FL, or mobile
Dplatform	Will only have value if Cplatform is “mobile” Value will be native or html5

	Native = mobile apk
RNUM	Row number
URL	URL for more detail of player games

3.8 Set KYC Details (NetEnt)

This API is used to set KYC details as required by NetEnt.

This API is only applicable to NetEnt.

URL: POST Player/UpdatePlayerKYCDetail

Input

```
{
	"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
	"PlayerList":[
	{
		"PlayerId": "SamplePlayerID1",
		"Country": "CN",
		"Sex": "M",
		"BirthDate":"19601227"
	},
	{
		"PlayerId": "SamplePlayerID2",
		"Country": "CN",
		"Sex": "M",
		"BirthDate":"19601227"
	}]
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
PlayerList	• Collection of Player(s) • See details below.
Country	• A two-letter ISO-3166 country code • It's a required field. • String (2)

	• Eg, CN (Refer to Appendix G for list of country codes)
Sex	• It's a required field. • String (1) • Options: M or F
BirthDate	• Player dirth date • It's a required field. • Datetime yyyyMMdd format

Response Code:

Respond Code	Respond Message
504	Player does not exist.
555	KYC Details already exists.
556	Player is not eligible due to an age restriction of 18.

Note:

- Error code 612 "Invalid Argument" will returned if any of the following is occurring:-
  - Provided Country value does not comply with the two-letter ISO-3166 country code.
  - Provided Sex value does not comply with the one-letter sex code.
  - Provided BirthDate value does not comply with the format yyyyMMdd.

Sample Response:


```
{
    "ResponseList": [
    {
        "PlayerId": "SamplePlayerID1",
        "Code": "0",
        "Message": "Successful."
    },
    {
        "PlayerId": "SamplePlayerID2",
        "Code": "504",
        "Message": "Player does not exist."
    }]
}
```

3.9 Product Report (All Products except PlayTech, IM Sportbook, IM ESports)

This API returns the client report information for each product.

This API is only applicable to all products except PlayTech, IM Sportsbook, IM ESports.

***URL*:** POST Report/ProductReport

Note:

- System only accepts hourly timestamp (Eg, 2015-01-01 00.00.00 - 2015-01-01 01.00.00). Response Code 525 will be returned if time range is invalid.
- Report date range is limit up to 31 days per request.
- As this API will take quite a while to response, recommended to call this API every hour for 1 hour data.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- Please note that product report is searched by the transaction date, the date time where IMOne system created the bet record (Means StartDate and EndDate parameter is searching transaction date).

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-10 00.00.00",
"EndDate":"2016-10-10 01.00.00",
"ProductWallet":101,
"Currency":"CNY",
"ReportBy":1
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.00.00 format
EndDate	• End datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.00.00 format
ProductWallet	• It's a required field.

	• Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.
ReportBy	• Report return format • It's an optional field. • int • Acceptable value: 1 = Daily 2 = Monthly 3 = Operator 4 = Player ID 5 = English Name 6 = Platform • Default value : 1 • If this parameter is not provided, it will be set to default value.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.

Sample Response:

ProductWallet = 101 (IM Slot Wallet) with reportby = 4 (PlayerID)

{
"Code": "0",
"Message": "Successful.",
"Result": {
"Summary":
[
{

```
        "Provider":"SAMPLE_SLOT",
        "Currency": "CNY",
        "TotalTurnOver": 1000,
        "TotalWin": 400,
        "TotalAdjustment": 0,
        "TotalWinLoss": 600,
        "AveragePercentage": 40%,
        "TotalPlayer": 8,
        "TotalGameRound": 11,
        "TotalProgressiveBet": 0,
        "TotalProgressiveWin": 0,
        "TotalBonus": 0
    }
  ]
  "Total":
    {
        "TotalProvider": 1,
        "Currency": "CNY",
        "TotalTurnOver": 1000,
        "TotalWin": 400,
        "TotalAdjustment": 0,
        "TotalWinLoss": 600,
        "AveragePercentage": 40%,
        "TotalPlayer": 8,
        "TotalGameRound": 11,
        "TotalProgressiveBet": 0,
        "TotalProgressiveWin": 0,
        "TotalBonus": 0
    }
  "Details":
 [
    {
        "PlayerID": "MyPlayerID",
        "Operator": "MyOperator",
        "Provider": "SAMPLE_SLOT",
        "GameRound": 5,
        "Currency": "CNY",
        "TurnOver": "14.2",
        "Win": "0",
        "Adjustment": 0,
        "WinLoss": "14.2",
        "ProgressiveBet": "0",
        "ProgressiveWin": "0",
        "Bonus": "0",
```

```
            "Percentage": "100%"
        },
        {
            "PlayerID": "Myidisme",
            "Operator": "MyOperator",
            "Provider": "SAMPLE_SLOT",
            "GameRound": 5,
            "Currency": "CNY",
            "TurnOver": "2.1",
            "Win": "1",
            "Adjustment": 0,
            "WinLoss": "1.1",
            "ProgressiveBet": "0",
            "ProgressiveWin": "0",
            "Bonus": "0",
            "Percentage": "47.55%"
        }
        ]
}
}
```


ProductWallet = 101 (IM Slot Wallet) with reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Provider":"SAMPLE_SLOT",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalWin": 400,
            "TotalAdjustment": 0,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalPlayer": 8,
            "TotalGameRound": 11,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0,
            "TotalBonus": 0
    }
    ]
    "Total":
```

```
    {
        "TotalProvider": 1,
        "Currency": "CNY",
        "TotalTurnOver": 1000,
        "TotalWin": 400,
        "TotalAdjustment": 0,
        "TotalWinLoss": 600,
        "AveragePercentage": 40%,
        "TotalPlayer": 8,
        "TotalGameRound": 11,
        "TotalProgressiveBet": 0,
        "TotalProgressiveWin": 0,
        "TotalBonus": 0
    }
   "Details":
  [
  {
        "Date": "2018-01-03 00:00:00 +08:00",
        "Provider": "SAMPLE_SLOT",
        "Player": 5,
        "GameRound": 5,
        "Currency": "CNY",
        "TurnOver": "14.2",
        "Win": "0",
        "Adjustment": 0,
        "WinLoss": "14.2",
        "ProgressiveBet": "0",
        "ProgressiveWin": "0",
        "Bonus": "0",
        "Percentage": "100%"
    }
  ]
  }
}
```


Note:

Response may return TurnOver, Win, WinLoss amount ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
Total turnover	Total bet per provider

TotalWin	Total win per provider
TotalAdjustment	Total Adjustment amount per provider
TotalWinLoss	Total WinLoss per provider
AveragePercentage	Average percentage per provider
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider
TotalProgressiveBet	Number of total progressive Bet per currency
TotalProgressiveWin	Number of total progressive win per currency
TotalBonus	Number of total bonus per currency

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalWin	Total win per currency
TotalAdjustment	Total Adjustment amount per currency Calculation = Total Adjusted Win – Total Adjusted Bet
TotalWinLoss	Total WinLoss per currency Calculation = (((Total Win + Total Adjusted Win) - Total Progressive Win) / ((Total Turnover + Total Adjusted Turnover) -Total Progressive Bet)) * 100
AveragePercentage	Average percentage per currency Calculation = (((Total Win + Total Adjusted Win) - Total Progressive Win) / ((Total Turnover + Total Adjusted Turnover) -Total Progressive Bet)) * 100
TotalPlayer	Number of total player per currency
TotalGameRound	Number of game round per currency
TotalProgressiveBet	Number of total progressive Bet per currency
TotalProgressiveWin	Number of total progressive win per currency
TotalBonus	Number of total bonus per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID

EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
Win	Win amount per reportby selection
Adjustment	Adjustment amount per reportby selection Calculation = Adjusted Win – Adjusted Bet
WinLoss	WinLoss amount per reportby selection Calculation = (Turnover - Progressive Bet) – ((Win - Progressive Win) + Adjustment)
ProgressiveBet	Number of total progressive Bet per reportby selection
ProgressiveWin	Number of total progressive win per reportby selection
Bonus	Number of total bonus per reportby selection
Percentage	WinLoss Percentage amount per reportby selection Calculation = (((Win + Adjusted Win) - Progressive Win) / ((Turnover + Adjusted Turnover) - Progressive Bet)) * 100

ProductWallet = 201 (IM Live Dealer Wallet) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
      {
            "Provider":"SUNBET_LD",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalTips": 1000,
            "TotalWin": 400,
            "TotalWinLoss": 550,
```

```
            "TotalProviderBonus": 550,
            "TotalProviderTourFee": 0,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalGameRound": 110
        }
        ]
        "Total":
            {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalTips": 1000,
            "TotalWin": 400,
            "TotalWinLoss": 550,
            "TotalProviderBonus": 550,
            "TotalProviderTourFee": 550,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalGameRound": 110
            }
    "Details":
    [
    {
            "Date": "2018-01-03 00:00:00 +08:00",
            "Provider": "SUNBET_LD",
            "Player": 1,
            "GameRound": 1,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "ValidBet": "14.2",
            "Tips": 1000,
            "Win": "0",
            "WinLoss": "14.2",
            "ProviderBonus": 550,
            "ProviderTourFee": 0,
            "Percentage": "100%"
    }

    ]
}
}
```


Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, ProviderBonus, ProviderTourFee up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalTips	Total amounts of tips per provider.
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
TotalProviderBonus	Total ProviderBonus per provider
TotalProviderTourFee	Total ProviderTourFee per provider
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalTips	Total amounts of tips per currency.
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
TotalProviderBonus	Total ProviderBonus per currency
TotalProviderTourFee	Total ProviderTourFee per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalGameRound	Number of game round per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID

PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Tips	Total amounts of tips per reportby.
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
ProviderBonus	ProviderBonus amount per reportby selection
ProviderTourFee	ProviderTourFee amount per reportby selection
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

ProductWallet = 2 (MWG Fishing Wallet) with Reportby = 3 (Operator)


```
{
   "Code": "0",
   "Message": "Successful.",
  "Result": {
  "Summary":
  [
    {
      "Provider":"MWG",
      "Currency": "CNY",
      "TotalTurnOver": 1000,
      "TotalWin": 400,
      "TotalWinLoss": 550,
      "TotalProviderBonus": 550,
      "AveragePercentage": 40%,
      "TotalPlayer": 20,
      "TotalGameRound": 110
  }
```

```
 ]
 "Total":
  {
    "TotalProvider": 1,
     "Currency": "CNY",
     "TotalTurnOver": 1000,
     "TotalWin": 400,
     "TotalWinLoss": 550,
     "TotalProviderBonus": 550,
     "AveragePercentage": 40%,
     "TotalPlayer": 20,
     "TotalGameRound": 110
  }
 "Details":
[
      {
            "Operator": "Letsbetprod",
            "Provider": " MWG",
            "Player": 1,
            "GameRound": 1,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "Win": "0",
            "WinLoss": "14.2",
           "ProviderBonus": 550,
           "Percentage": "100%"
      }
]
}
}
```


Note:

Response may return Turnover, Win, WinLoss, ProviderBonus up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Turnover - Total Win
TotalProviderBonus	Total ProviderBonus per provider
AveragePercentage	Average percentage per provider

	Calculation = (Total Win / Total Turnover) * 100
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
TotalProviderBonus	Total ProviderBonus per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Turnover) * 100
TotalPlayer	Number of total player per currency
TotalGameRound	Number of game round per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Turnover - Total Win
ProviderBonus	ProviderBonus amount per reportby selection
Percentage	WinLoss Percentage amount per reportby selection

	Calculation = (Total Win / Total Turnover) * 100

ProductWallet = 501 (IM Lottery Wallet) or 502 (IG Lottery Wallet) or 503 (VR Lottery Wallet) or 504 (SG WIN Lottery Wallet) with Reportby = 6 (Platform)


```
{
   "Code": "0",
   "Message": "Successful.",
    "Result": {
   "Summary":
   [
      {
            "Provider":"IG_LOTTERY ",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalPlayerWin": 400,
            "TotalWinLoss": 550,
            "TotalPlayerWinloss": 400,
            "TotalLossPrize": 400,
            "TotalTips": 400,
            "TotalCommission": 20,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets": 110
      }
    ]
    "Total":
      {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalPlayerWin": 400,
            "TotalWinLoss": 550,
            "TotalPlayerWinloss": 400,
            "TotalLossPrize": 400,
            "TotalTips": 400,
            "TotalCommission": 20,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets": 110
```

```
    }
    "Details":
    [
    {
            "Platform": "Desktop",
            "Provider": " IG_LOTTERY ",
            "Player": 1,
            "NoofBets": 1,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "ValidBet": "14.2",
            "Win": "0",
            "PlayerWin": 400,
            "WinLoss": "14.2",
            "PlayerWinloss": 400,
            "LossPrize": 400,
            "Tips": 400,
           "Commission": 20,
           "Percentage": "100%"
    }
   ]
}
}
```


Note:

Response may return Turnover, ValidBet, Win, WinLoss, Commission up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalPlayerWin	Totoal player win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
TotalPlayerWinLoss	Total Player WinLoss per provider Calculation = Total Valid Bet - Total Player Win
TotalLossPrize	Total Loss Prize per provider
TotalTips	Total Tips per provider
TotalCommission	Total Commission per provider
Averagepercentage	Average percentage per provider

	Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalNoofBets	Number of bet per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalPlayerWin	Totoal player win per currency
TotalWinLoss	Total WinLoss per currency
TotalPlayerWinLoss	Total Player WinLoss per currency
TotalLossPrize	Total Loss Prize per currency
TotalCommission	Total Commission per currency
TotalTips	Total Tips per currency
AveragPercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalNoofBets	Number of bet per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
No of Bets	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection

ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
PlayerWin	Player Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Valid Bet - Win
PlayerWinLoss	Player WinLoss amount per reportby selection Calculation = Valid Bet - Player Win
LossPrize	Loss amount per reportby selection.
Tips	Tips given by per reportby selection.
Commission	Commission given by per reportby selection.
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

ProductWallet = 602 (Le You Gaming) or 603 (Kai Yuan Gaming) or 604 (VG Gaming) or 606 (MT Gaming) or 607 (SG Win Gaming) or 609 (Lucky Gaming) or 610 (IM Gaming) or 610 (IM Gaming) or 611 (Bole Gaming) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
      {
            "Provider":"LYG_BG",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalWinLoss": 550,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets ": 110,
            "TotalCommission": 27.5,
            "TotalBonus": 2.5
   }
   ]
   "Total":
      {
            "TotalProvider": 1,
            "Currency": "CNY",
```

```
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalWinLoss": 550,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets ": 110,
            "TotalCommission ": 27.5,
            "TotalBonus": 2.5
        }
    "Details":
    [
    {
             "Date": "2018-01-03 00:00:00 +08:00",
             "Provider": "LYG_BG",
             "Player": 1,
             "NoofBets": 1,
             "Currency": "CNY",
             "TurnOver": "14.2",
             "ValidBet": "14.2",
             "Win": "0",
             "WinLoss": "14.2",
            "Percentage": "100%",
             "Commission": 1000,
             "Bonus": "2.5"
    }

    ]
}
}
```


Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, Commission, Bonus up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win

AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalNoofBets	Number of bet per provider
TotalCommission	Total amounts of commission per provider.
TotalBonus	Bonus given per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalNoofBets	Number of bet per currency
TotalCommission	Total amounts of commission per currency.
TotalBonus	Total amount of bonus per currency.

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
No of Bets	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection

	Calculation = Total Valid Bet - Total Win
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100
Commission	Total amounts of commission per reportby.
Bonus	Total amount of bonus per reportby.

ProductWallet = 702 (IM Gamezone) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Provider": SAMPLE_EG",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0
    }
    ]
    "Total":
      {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0
      }
    "Details":
   [
   {
            "Date": "2018-01-03 00:00:00 +08:00",
            "Provider": "SAMPLE_EG",
```

```
            "Player": 5,
             "BetCount": 5,
             "Currency": "CNY",
             "TurnOver": "14.2",
            "ValidBet": 0,
             "Win": "0",
             "WinLoss": "14.2",
             "ProgressiveBet": "0",
             "ProgressiveWin": "0",
            "Percentage": "100%"
        }
    ]
    }
}
```


Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per provider
TotalProgressiveBet	Total amounts of jackpot/progressive bet per provider.
TotalProgressiveWin	Total amount of jackpot / progressive win per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100

TotalBetCount	Number of bet per currency
TotalProgressiveBet	Total amounts of jackpot/progressive bet per currency.
TotalProgressiveWin	Total amount of jackpot / progressive win per currency.

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
BetCount	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100
ProgressiveBet	Total amounts of jackpot/progressive bet per reportby selection.
ProgressiveWin	Total amount of jackpot / progressive win per reportby selection.

ProductWallet = 801 (IM Casino) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
         "Provider": SAMPLE_EG",
         "Currency": "CNY",
         "TotalTurnOver": 1000,
```

```
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalPlayer": 0,
            "TotalCommission": 0
        }
        ]
        "Total":
         {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalPlayer": 0,
            "TotalCommission": 0
         }
        "Details":
       [
        {
            "Date": "2018-01-03 00:00:00 +08:00",
            "Provider": "SAMPLE_EG",
            "Player": 5,
            "BetCount": 5,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "ValidBet": 0,
            "Win": "0",
            "WinLoss": "14.2",
            "Commission": "0",
            "Percentage": "100%"
         }
    ]
    }
}
```


Note:

Response may return TurnOver, ValidBet, Win, WinLoss, Commission up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per provider
TotalPlayer	Total amounts of player per provider.
TotalCommission	Total amount of commission per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per currency
TotalPlayer	Total amounts of player per currency.
TotalCommission	Total amount of commission per currency.

Field Description – Details

Fields	Description
Date	Daily date as per request Format: yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - N/A
Provider	IM Provider code Refer to appendix B for the available provider code

Player	Total player per reportby selection
BetCount	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
Commission	Commission amount per reportby selection.
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

3.9.1 Reseller Product Report (All Products except PlayTech, IM Sportbook, IM ESports)

This API returns the client report information for each product.

This API is only applicable toall Products except PlayTech, IM Sportbook, IM ESports.

***URL*:** POST Report/ResellerProductReport

Note:

- System only accepts hourly timestamp (Eg, 2015-01-01 00.00.00 - 2015-01-01 01.00.00). Response Code 525 will be returned if time range is invalid.
- Report date range is limit up to 31 days per request.
- As this API will take quite a while to response, recommended to call this API every hour for 1hour data.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- Please note that product report is searched by the transaction date, the date time where IMOne system created the bet record (Means StartDate and EndDate parameter is searching transaction date).

Input

```
{
    "ResellerCode":"5554-88555ssdf8565-666665dwdrtyh8wsad",
    "StartDate":"2016-10-10 00.00.00",
    "EndDate":"2016-10-10 01.00.00",
    "ProductWallet":101,
    "Currency":"CNY",
```

"ReportBy":1
}

Property Name	Description
ResellerCode	• Reseller unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.00.00 format
EndDate	• End datetime of bet log's LastUpdatedDate • It's a required field. • Datetime yyyy-MM-dd HH.00.00 format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.
ReportBy	• Report return format • It's an optional field. • int • Acceptable value: 1 = Daily 2 = Monthly 3 = Operator 4 = Player ID 5 = English Name 6 = Platform • Default value : 1 • If this parameter is not provided, it will be set to default value.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.

526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.

Sample Response:

ProductWallet = 101 (IM Slot Wallet) with reportby = 4 (PlayerID)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Provider":"SAMPLE_SLOT",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalWin": 400,
            "TotalAdjustment": 0,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalPlayer": 8,
            "TotalGameRound": 11,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0,
            "TotalBonus": 0
     }
    ]
    "Total":
     {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalWin": 400,
            "TotalAdjustment": 0,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalPlayer": 8,
            "TotalGameRound": 11,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0,
            "TotalBonus": 0
     }
    "Details":
```

```
[
  {
        "PlayerID": "MyPlayerID",
        "Operator": "MyOperator",
        "Provider": "SAMPLE_SLOT",
        "GameRound": 5,
        "Currency": "CNY",
        "TurnOver": "14.2",
        "Win": "0",
       "Adjustment": 0,
        "WinLoss": "14.2",
        "ProgressiveBet": "0",
        "ProgressiveWin": "0",
        "Bonus": "0",
      "Percentage": "100%"
   },
   {
        "PlayerID": "Myidisme",
        "Operator": "MyOperator",
        "Provider": "SAMPLE_SLOT",
        "GameRound": 5,
        "Currency": "CNY",
        "TurnOver": "2.1",
        "Win": "1",
        "Adjustment": 0,
        "WinLoss": "1.1",
        "ProgressiveBet": "0",
        "ProgressiveWin": "0",
        "Bonus": "0",
      "Percentage": "47.55%"
   }
   ]
}
}
```


ProductWallet = 101 (IM Slot Wallet) with reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
        "Provider":"SAMPLE_SLOT",
```

```
        "Currency": "CNY",
        "TotalTurnOver": 1000,
        "TotalWin": 400,
        "TotalAdjustment": 0,
        "TotalWinLoss": 600,
        "AveragePercentage": 40%,
        "TotalPlayer": 8,
        "TotalGameRound": 11,
        "TotalProgressiveBet": 0,
        "TotalProgressiveWin": 0,
        "TotalBonus": 0
    }
  ]
  "Total":
    {
        "TotalProvider": 1,
        "Currency": "CNY",
        "TotalTurnOver": 1000,
        "TotalWin": 400,
        "TotalAdjustment": 0,
        "TotalWinLoss": 600,
        "AveragePercentage": 40%,
        "TotalPlayer": 8,
        "TotalGameRound": 11,
        "TotalProgressiveBet": 0,
        "TotalProgressiveWin": 0,
        "TotalBonus": 0
    }
  "Details":
[
{
        "Date": "2018-01-03 00:00:00 +08:00",
        "Provider": "SAMPLE_SLOT",
        "Player": 5,
        "GameRound": 5,
        "Currency": "CNY",
        "TurnOver": "14.2",
        "Win": "0",
        "Adjustment": 0,
        "WinLoss": "14.2",
        "ProgressiveBet": "0",
        "ProgressiveWin": "0",
        "Bonus": "0",
        "Percentage": "100%"
```

```
        }
    ]
    }
}
```

Note:

Response may return TurnOver, Win, WinLoss amount, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalWin	Total win per provider
TotalAdjustment	Total Adjustment per provider
TotalWinLoss	Total WinLoss per provider
AveragePercentage	Average percentage per provider
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider
TotalProgressiveBet	Number of total progressive Bet per currency
TotalProgressiveWin	Number of total progressive win per currency
TotalBonus	Number of total bonus per currency

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalWin	Total win per currency
TotalAdjustment	Total Adjustment per currency Calculation = Total Adjusted Win – Total Adjusted Bet
TotalWinLoss	Total WinLoss per currency Calculation = (Total Turnover - Total Progressive Bet) – ((Total Win - Total Progressive Win) + Adjustment)
AveragePercentage	Average percentage per currency Calculation = (((Total Win + Total Adjusted Win) - Total Progressive Win) / ((Total Turnover + Total Adjusted Turnover) -Total Progressive Bet)) * 100
TotalPlayer	Number of total player per currency

TotalGameRound	Number of game round per currency
TotalProgressiveBet	Number of total progressive Bet per currency
TotalProgressiveWin	Number of total progressive win per currency
TotalBonus	Number of total bonus per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
Win	Win amount per reportby selection
Adjustment	Adjustment per reportby selection Calculation = Adjusted Win – Adjusted Bet
WinLoss	WinLoss amount per reportby selection Calculation = (Turnover - Progressive Bet) – ((Win - Progressive Win) + Adjustment)
ProgressiveWin	Number of total progressive Bet per currency
ProgressiveBet	Number of total progressive win per currency
Bonus	Number of total bonus per currency
Percentage	WinLoss Percentage amount per reportby selection Calculation = (((Win + Adjusted Win) - Progressive Win) / ((Turnover + Adjusted Turnover) - Progressive Bet)) * 100

ProductWallet = 201 (IM Live Dealer Wallet) with Reportby = 1 (Daily)

{

```
 "Code": "0",
 "Message": "Successful.",
"Result": {
"Summary":
[
    {
          "Provider":"SUNBET_LD",
          "Currency": "CNY",
          "TotalTurnOver": 1000,
          "TotalValidBet": 950,
          "TotalTips": 1000,
          "TotalWin": 400,
          "TotalWinLoss": 550,
          "TotalProviderBonus": 550,
          "TotalProviderTourFee": 0,
          "AveragePercentage": 40%,
          "TotalPlayer": 20,
          "TotalGameRound": 110
    }
  ]
  "Total":
    {
          "TotalProvider": 1,
          "Currency": "CNY",
          "TotalTurnOver": 1000,
          "TotalValidBet": 950,
          "TotalTips": 1000,
          "TotalWin": 400,
          "TotalWinLoss": 550,
          "TotalProviderBonus": 550,
          "TotalProviderTourFee": 0,
          "AveragePercentage": 40%,
          "TotalPlayer": 20,
          "TotalGameRound": 110
    }
  "Details":
[
{
           "Date": "2018-01-03 00:00:00 +08:00",
           "Provider": "SUNBET_LD",
           "Player": 1,
           "GameRound": 1,
           "Currency": "CNY",
           "TurnOver": "14.2",
```

"ValidBet": "14.2",
"Tips": 1000,
"Win": "0",
"WinLoss": "14.2",
"ProviderBonus": 550,
"ProviderTourFee": 0,
"Percentage": "100%"
}
]
}
}

Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, ProviderBonus, ProviderTourFee up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalTips	Total amounts of tips per provider.
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
TotalProviderBonus	Total ProviderBonus per provider
TotalProviderTourFee	Total ProviderTourFee per provider
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalTips	Total amounts of tips per currency.
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
TotalProviderBonus	Total ProviderBonus per currency

TotalProviderTourFee	Total ProviderTourFee per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalGameRound	Number of game round per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Tips	Total amount of tips per reportby.
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
ProviderBonus	ProviderBonus amount per reportby selection
ProviderTourFee	ProviderTourFee amount per reportby selection
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

ProductWallet = 2 (MWG Fishing Wallet) with Reportby = 3 (Operator)


```
{
   "Code": "0",
   "Message": "Successful.",
  "Result": {
```

```
"Summary":
[
 {
    "Provider":"MWG",
    "Currency": "CNY",
    "TotalTurnOver": 1000,
    "TotalWin": 400,
    "TotalWinLoss": 550,
    "TotalProviderBonus": 550,
    "AveragePercentage": 40%,
    "TotalPlayer": 20,
    "TotalGameRound": 110
}
]
"Total":
 {
   "TotalProvider": 1,
    "Currency": "CNY",
    "TotalTurnOver": 1000,
    "TotalWin": 400,
    "TotalWinLoss": 550,
    "TotalProviderBonus": 550,
    "AveragePercentage": 40%,
    "TotalPlayer": 20,
    "TotalGameRound": 110
 }
"Details":
[
{
            "Operator": "Letsbetprod",
            "Provider": " MWG",
            "Player": 1,
            "GameRound": 1,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "Win": "0",
            "WinLoss": "14.2",
           "ProviderBonus": 550,
           "Percentage": "100%"
  }
]
}
}
```

Note:

Response may return Turnover, Win, WinLoss, ProviderBonus up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Turnover - Total Win
TotalProviderBonus	Total ProviderBonus per provider
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Turnover) * 100
TotalPlayer	Number of total player per provider
TotalGameRound	Number of game round per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
TotalProviderBonus	Total ProviderBonus per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Turnover) * 100
TotalPlayer	Number of total player per currency
TotalGameRound	Number of game round per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - Mini Game

	- Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
GameRound	Total game round per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Turnover - Total Win
ProviderBonus	ProviderBonus amount per reportby selection
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Turnover) * 100

ProductWallet = 501 (IM Lottery Wallet) or 502 (IG Lottery Wallet) or 503 (VR Lottery Wallet) or 504 (SG WIN Lottery Wallet) with Reportby = 6 (Platform)


```
{
   "Code": "0",
   "Message": "Successful.",
    "Result": {
   "Summary":
   [
      {
            "Provider":" IG_LOTTERY ",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalPlayerWin": 400,
            "TotalWinLoss": 550,
            "TotalPlayerWinloss": 400,
            "TotalLossPrize": 400,
            "TotalTips": 400,
            "TotalCommission": 20,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets": 110
      }
     ]
     "Total":
      {
            "TotalProvider": 1,
```

```
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalPlayerWin": 400,
            "TotalWinLoss": 550,
            "TotalPlayerWinloss": 400,
            "TotalLossPrize": 400,
            "TotalTips": 400,
            "TotalCommission": 20,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets": 110
        }
        "Details":
        [
          {
             "Platform": "Desktop",
             "Provider": " IG_LOTTERY ",
             "Player": 1,
             "NoofBets": 1,
             "Currency": "CNY",
             "TurnOver": "14.2",
             "ValidBet": "14.2",
             "Win": "0",
            "PlayerWin": 400,
             "WinLoss": "14.2",
            "PlayerWinloss": 400,
            "LossPrize": 400,
             "Tips": 400,
            "Commission": 20,
            "Percentage": "100%"
          }
        ]
    }
    }
```


Note:

Response may return Turnover, ValidBet, Win, WinLoss, Commission up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.

TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalPlayerWin	Total player win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
TotalPlayerWinLoss	Total Player Winloss per provider Calculation = Total Valid Bet – Total Player Win
TotalLossPrize	Total Loss Prize per provider
TotalTips	Total Tips per provider.
TotalCommission	Total Commission per provider.
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalNoofBets	Number of bet per provider

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalPlayerWin	Total player win per currency
TotalWinLoss	Total WinLoss per currency
TotalPlayerWinLoss	Total Player WinLoss per currency
TotalLossPrize	Total Loss Prize per currency
TotalTips	Total Tips per currency
Total Commission	Total Commission per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalNoofBets	Number of bet per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name

Platform	Available Platform: - Desktop - Mobile - Mini Game - Download - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
NoofBets	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
PlayerWin	Player Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Valid Bet - Win
PlayerWinLoss	Player WinLoss amount per reportby selection Calculation = Valid Bet - Player Win
LossPrize	Loss amount per reportby selection.
Tips	Tips given by per reportby selection.
Commission	Commission by per reportby selection.
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

ProductWallet = 602 (Le You Gaming) or 603 (Kai Yuan Gaming) or 604 (VG Gaming) or 606 (MT Gaming) or 607 (SG Win Gaming) or 609 (Lucky Gaming) or 610 (IM Gaming) or 611 (Bole Gaming) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
  "Result": {
  "Summary":
  [
      {
            "Provider":"LYG_BG",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
```

```
            "TotalWinLoss": 550,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets ": 110,
            "TotalCommission": 27.5,
            "TotalBonus": 2.5
        }
        ]
        "Total":
            {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 950,
            "TotalWin": 400,
            "TotalWinLoss": 550,
            "AveragePercentage": 40%,
            "TotalPlayer": 20,
            "TotalNoofBets ": 110,
            " TotalCommission ": 27.5,
            "TotalBonus": 2.5
            }
    "Details":
    [
    {
            "Date": "2018-01-03 00:00:00 +08:00",
            "Provider": "LYG_BG",
            "Player": 1,
            "NoofBets ": 1,

            "Currency": "CNY",
            "TurnOver": "14.2",
            "ValidBet": "14.2",
            "Win": "0",
            "WinLoss": "14.2",
            "Percentage": "100%",
            "Commission": 1000,
            "Bonus": 2.5
    }

    ]
}
}
```


Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, Commission, Bonus up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per provider
TotalNoofBets	Number of bet per provider
TotalCommission	Total amounts of commission per provider.
TotalBonus	Total amount of bonus per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalPlayer	Number of total player per currency
TotalNoofBets	Number of bet per currency
TotalCommission	Total amounts of commission per currency.
TotalBonus	Total amount of bonus per currency

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name

Platform	Available Platform: - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
NoofBets	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100
Commission	Total amounts of commission per reportby.
Bonus	Total amount of bonus per reportby.

ProductWallet = 702 (IM Gamezone) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
          "Provider": SAMPLE_EG",
          "Currency": "CNY",
          "TotalTurnOver": 1000,
          "TotalValidBet": 0,
          "TotalWin": 400,
          "TotalWinLoss": 600,
          "AveragePercentage": 40%,
          "TotalBetCount": 8,
          "TotalProgressiveBet": 0,
          "TotalProgressiveWin": 0
    }
    ]
    "Total":
     {
          "TotalProvider": 1,
          "Currency": "CNY",
          "TotalTurnOver": 1000,
          "TotalValidBet": 0,
```

```
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalProgressiveBet": 0,
            "TotalProgressiveWin": 0
        }
       "Details":
      [
      {
             "Date": "2018-01-03 00:00:00 +08:00",
             "Provider": "SAMPLE_EG",
            "Player": 5,
             "BetCount": 5,
             "Currency": "CNY",
             "TurnOver": "14.2",
            "ValidBet": 0,
             "Win": "0",
             "WinLoss": "14.2",
             "ProgressiveBet": "0",
             "ProgressiveWin": "0",
            "Percentage": "100%"
        }
    ]
    }
}
```


Note:

Response may return TurnOver, ValidBet, Tips, Win, WinLoss, ProgressiveBet, ProgressiveWin up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per provider
TotalProgressiveBet	Total amounts of jackpot/progressive bet per provider.

TotalProgressiveWin	Total amount of jackpot / progressive win per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per currency
TotalProgressiveBet	Total amounts of jackpot/progressive bet per currency.
TotalProgressiveWin	Total amount of jackpot / progressive win per currency.

Field Description – Details

Fields	Description
Date	Daily date as per request Format : yyyy-mm-dd HH:00:00 +08:00
Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
BetCount	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100
ProgressiveBet	Total amounts of jackpot/progressive bet per reportby selection.
ProgressiveWin	Total amount of jackpot / progressive win per reportby selection.

ProductWallet = 801 (IM Casino) with Reportby = 1 (Daily)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Provider": SAMPLE_EG",
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalPlayer": 0,
            "TotalCommission": 0
    }
    ]
    "Total":
     {
            "TotalProvider": 1,
            "Currency": "CNY",
            "TotalTurnOver": 1000,
            "TotalValidBet": 0,
            "TotalWin": 400,
            "TotalWinLoss": 600,
            "AveragePercentage": 40%,
            "TotalBetCount": 8,
            "TotalPlayer": 0,
            "TotalCommission": 0
     }
    "Details":
   [
   {
            "Date": "2018-01-03 00:00:00 +08:00",
            "Provider": "SAMPLE_EG",
            "Player": 5,
            "BetCount": 5,
            "Currency": "CNY",
            "TurnOver": "14.2",
            "ValidBet": 0,
            "Win": "0",
```

```
                "WinLoss": "14.2",
                "Commission": "0",
                "Percentage": "100%"
            }
        ]
        }
}
```


Note:

Response may return TurnOver, ValidBet, Win, WinLoss, Commission up to 4 decimal points.

Field Description – Summary

Fields	Description
Provider	Refer Appendix B for Provider Code.
Currency	Currency used for the transaction.
TotalTurnover	Total bet per provider
TotalValidBet	Total amounts of bets placed per provider without tie records
TotalWin	Total win per provider
TotalWinLoss	Total WinLoss per provider Calculation = Total Valid Bet - Total Win
AveragePercentage	Average percentage per provider Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per provider
TotalPlayer	Total amounts of player per provider.
TotalCommission	Total amount of commission per provider.

Field Description – Total

Fields	Description
TotalProvider	Number of total provider per currency
Currency	Currency used for the transaction.
TotalTurnover	Total bet per currency
TotalValidBet	Total amounts of bets placed per currency without tie records
TotalWin	Total win per currency
TotalWinLoss	Total WinLoss per currency
AveragePercentage	Average percentage per currency Calculation = (Total Win / Total Valid Bet) * 100
TotalBetCount	Number of bet per currency
TotalPlayer	Total amounts of player per currency.
TotalCommission	Total amount of commission per currency.

Field Description – Details

Fields	Description
Date	Daily date as per request Format: yyyy-mm-dd HH:00:00 +08:00

Month	Calendar Month as per request Format: monthyyyy
Operator	Operator / Merchant unique ID
PlayerID	Player's Login ID
EnglishName	Games English Name
Platform	Available Platform: - Desktop - Mobile - N/A
Provider	IM Provider code Refer to appendix B for the available provider code
Player	Total player per reportby selection
BetCount	Number of bet per reportby selection
Currency	Currency used for the transaction
Turnover	Bet amount per reportby selection
ValidBet	Total amounts of bets placed per reportby selection without tie records
Win	Win amount per reportby selection
WinLoss	WinLoss amount per reportby selection Calculation = Total Valid Bet - Total Win
Commission	Commission amount per reportby selection.
Percentage	WinLoss Percentage amount per reportby selection Calculation = (Total Win / Total Valid Bet) * 100

3.10 Daily Product Report (IM Sportbook, IM ESports)

This API returns the client report information for each product in daily request.

This API is only applicable to IM Sportsbook, IM ESports.

***URL*:** POST Report/DailyProductReport

Note:

- System only accepts daily timestamp (Eg, 2015-01-01 - 2015-01-02). Response Code 525 will be returned if time range is invalid.
- Report date range is limit up to 31 days per request.
- This daily product report timezone is GMT – 4
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.

- Please note that daily product report is searched by the event date, the date when the event is being held

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-10 00.00.00",
"EndDate":"2016-10-10 01.00.00",
"ProductWallet":101,
"Currency":"CNY",
"HousePlayer":0
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet event date • It's a required field. • Datetime yyyy-MM-dd format
EndDate	• End datetime of bet event date • It's a required field. • Datetime yyyy-MM-dd format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

HousePlayer	• To indicate whether Report including house player bet or not
	• It's a required field.
	• Int
	• Accepted value:
	  • 0 = All. All bet, including houseplayer and non houseplayer
	  • 1 = Yes. Houseplayer bet only
	  • 2 = No. Non houseplayer bet

Response Code:

Respond Code	Respond Message	Remark

507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.

Sample Response:

ProductWallet = 301 (IM SportsBook)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Currency": "CNY",
            "TotalBetCount": 47630,
            "totalPlayer": 30,
            "totalTurnover": 23819630,
            "totalValidBet": 23772215.36,
            "totalWinLoss": -663581.47
     }
    ]
   "Details":
   [
   {
            "PlayerID": "MyPlayerID1",
            "Currency": "CNY",
            "BetCount": 53,
            "Turnover": 158926,
            "ValidBet": 158926,
            "WinLoss": -11558.15,
            "IsHousePlayer": 1
     },
     {
            "PlayerID": "MyPlayerID2",
            "currency": "CNY",
            "BetCount": 99,
```

"Turnover": 123236,
"ValidBet": 123236,
"WinLoss": 1348.15,
"IsHousePlayer": 2
}
]
}
}

Field Description – Summary

Fields	Description
Currency	Currency used for the transaction.
TotalBetCount	Total Bet count per currency
TotalPlayer	Total number of player per currency
TotalTurnOver	Total Bet Amount per currency
TotalValidBet	Total ValidBet AMount per currency
TotalWinloss	Total Winloss per currency Calculation = (Validbet – win)

Field Description – Details

Fields	Description
PlayerID	Player's Login ID
currency	Currency used for the transaction.
BetCount	Number of bet count
Turnover	Bet Amount of the transaction
ValidBet	Valid Bet Amount of the transaction
WinLoss	Winloss Amount of the transaction Calculation = (Validbet – win)
IsHousePlayer	Indication of houseplayer ticket 1 = Is houseplayer 2 = NON houseplayer

3.10.1 Daily Reseller Product Report (IM Sportbook, IM ESports)

This API returns the client report information for each product in daily request.

This API is only applicable to IM Sportsbook, IM ESports.

***URL*:** POST Report/DailyResellerProductReport

Note:

- System only accepts daily timestamp (Eg, 2015-01-01 - 2015-01-02). Response Code 525 will be returned if time range is invalid.
- Report date range is limit up to 31 days per request.
- This daily product report timezone is GMT – 4
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.
- Please note that daily product report is searched by the event date, the date when the event is being held

Input

{
"ResellerCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2016-10-10 00.00.00",
"EndDate":"2016-10-10 01.00.00",
"ProductWallet":101,
"Currency":"CNY",
"HousePlayer":0
}

Property Name	Description
ResellerCode	• Reseller unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet event date • It's a required field. • Datetime yyyy-MM-dd format
EndDate	• End datetime of bet event date • It's a required field. • Datetime yyyy-MM-dd format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code.
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency, refer Appendix B): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, KRW, CGC.

HousePlayer	• To indicate whether Report including house player bet or not
	• It's a required field.
	• Int
	• Accepted value:
	  • 0 = All. All bet, including houseplayer and non houseplayer
	  • 1 = Yes. Houseplayer bet only

	• 2 = No. Non houseplayer bet

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.

Sample Response:

ProductWallet = 301 (IM SportsBook)


```
{
   "Code": "0",
   "Message": "Successful.",
   "Result": {
   "Summary":
   [
   {
            "Currency": "CNY",
            "TotalBetCount": 47630,
            "totalPlayer": 30,
            "totalTurnover": 23819630,
            "totalValidBet": 23772215.36,
            "totalWinLoss": -663581.47
     }
    ]
   "Details":
   [
   {
            "PlayerID": "MyPlayerID1",
            "OperatorName": "MyOp",
            "Currency": "CNY",
            "BetCount": 53,
            "Turnover": 158926,
            "ValidBet": 158926,
            "WinLoss": -11558.15,
```

```
            "IsHousePlayer": 1
        },
        {
            "PlayerID": "MyPlayerID2",
            "OperatorName": "MyOp",
            "currency": "CNY",
            "BetCount": 99,
            "Turnover": 123236,
            "ValidBet": 123236,
            "WinLoss": 1348.15,
            "IsHousePlayer": 2
        }
        ]
    }
    }
```


Field Description – Summary

Fields	Description
Currency	Currency used for the transaction.
TotalBetCount	Total Bet count per currency
TotalPlayer	Total number of player per currency
TotalTurnOver	Total Bet Amount per currency
TotalValidBet	Total ValidBet AMount per currency
TotalWinloss	Total Winloss per currency Calculation = (Validbet – win)

Field Description – Details

Fields	Description
PlayerID	Player's Login ID
OperatorName	IMOne Operator Name
currency	Currency used for the transaction.
BetCount	Number of bet count
Turnover	Bet Amount of the transaction
ValidBet	Valid Bet Amount of the transaction
WinLoss	Winloss Amount of the transaction Calculation = (Validbet – win)
IsHousePlayer	Indication of houseplayer ticket 1 = Is houseplayer 2 = NON houseplayer

3.11 Get Odds (SG WIN Lottery)

This API returns odds settings from Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/GetOdds

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"ProductWallet":504
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Result":
{
"imlotto30001": [
{
"GameCode": " imlotto30001",
"Key": "BALL",
"Gkey": "BALL",
"A": 10.88,
"B": 10.88,

```
                "C": 10.88,
                "D": 1,
                "M": 99999
            },
            {
                " GameCode ": "11X5JSC",
                "Key": "LM",
                "Gkey": "LM",
                "A": 1.988,
                "B": 1.988,
                "C": 1.988,
                "D": 1,
                "M": 99999
            },
        ……
          ],
    ……
    }
}
```


Field Description – Result

Parent Level Field	Child Level Field	Description
Game Code (eg, imlotto30001)		The code to launch a specific game.
	Game Code	The code to launch a specific game.
	Key	Bet category。
	Gkey	Bet category group
	A	A tray value
	B	B tray value
	C	C tray value
	D	D tray value
	M	Bet limit

3.12 Set Odds (SG WIN Lottery)

This API sets odds settings for Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/SetOdds

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":504,
    "Odds": [
        {
            "GameCode": "imlotto30001",
            "Key": "BALL",
            "Values": [9.81, 9.82, 9.88, 9.90]
        },
        {
            "GameCode": " imlotto30001",
            "Key": "LM",
            "Values": [9.81, 9.82, 9.88, 9.90]
        }
    ],
    "Cm": [
        {
            " GameCode ": " imlotto30001",
            "Key": "BALL",
            "Values": [1.63, 1.66, 1.67, 1.62]
        },
        {
            " GameCode ": " imlotto30001",
            "Key": "LM",
            "Values": [1.63, 1.66, 1.67, 1.62]
        }
    ]
}
```


Property Name	Child Property Name	Description
MerchantCode		• Merchant unique ID • It's a required field. • String (50)
ProductWallet		• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)
Odds		• Odds setting • It's required field • Object[] (Refer Child Property for details)
Cm		• Commission setting • It's required field

		• Object[] (Refer Child Property for details)
	GameCode	• Code to launch a specific game. • String
	Key	• Bet category. • String • Refer Appendix 5.10 Key column.
	Values	• Value for Odds or Commission for tray A, B, C, D. • Number[] • Must have 4 values in the array. Eg [1.63, 1.66, 1.67, 1.62]

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.
562	Invalid Odds or Commission values.

Sample Response:

```
{
    "Code": "0",
    "Message": "Successful."
}
```

3.13 Get Provider Game Status (SG WIN Lottery)

This API returns provider game status (and other info) for all lottery games from Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/GetProviderGameStatus

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":504
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field.

	• Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.

Sample Response:


```
{
    "Code": "0",
    "Message": "Successful.",
  "Result": [
  {
      "AccountType": 0,
      "DrawTime": "2015-07-01 20:01:02",
      "UserPause": 0,
      "Pause": 0,
      "DrawNumber": "724941",
      "UserCloseTime": "2015-07-01 20:01:02",
      "CloseTime": "2015-07-01 20:01:02",
      "Name": "BJPK10",
      "OpenNumber": "724942",
      "GameCode": "imlotto30001",
      "OpenTime": "2015-07-01 20:01:02",
      "DrawDate": "2015-07-01 20:01:02"
  },
  ……
  ]
}
```


Field Description – Result

Parent Level Field	Description
AccountType	0: Normal Limit; 1: Fast Limit
DrawTime	Draw Time
UserPause	1: The game is paused by Operator. 0: Normal
Pause	1: The game is paused by Provider. 0: Normal
DrawNumber	Number of the Draw
UserCloseTime	Close time of a draw set by Operator
CloseTime	Close time of a draw

Name	Lottery Game name
OpenNumber	Current Draw number
GameCode	Code to launch a specific game.
OpenTime	Time for the draw started to accept bet
DrawDate	Draw Date

3.14 Set Provider Game Status (SG WIN Lottery)

This API sets provider game status for Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/SetProviderGameStatus

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":504,
    "GameCode":"imlotto30001",
    "UserPause":0

}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)
GameCode	• The code to launch a specified game • String (50) • It's a required field.
UserPause	• Set the provider game status as pause or normal. • Int • Option: 0 = normal, 1 = pause

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.
521	Invalid game code.

Sample Response:

```
{
    "Code": "0",
    "Message": "Successful."
}
```

3.15 Get Commissions (SG WIN Lottery)

This API returns commission settings from Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/GetCommissions

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":504
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.

Sample Response:

```
{
      "Code": "0",
      "Message": "Successful.",
    "Result":
    {
        "imlotto30001": [
        {
            "GameCode": "imlotto30001",
            "Game": "LM",
            "Name": "两面",
            "MinAmount": 5,
            "MaxAmount": 10000,
            "MaxPeriod": 20000,
            "A": 0,
            "B": 0,
            "C": 0,
            "D": 0,
            "Type": "LM"
        },
        {
            "GameCode": " imlotto30001",
            "Game": "ZLM",
            "Name": "正码两面",
            "MinAmount": 5,
            "MaxAmount": 10000,
            "MaxPeriod": 20000,
            "A": 0,
            "B": 0,
            "C": 0,
            "D": 0,
            "Type": "LM"
        },
        ……
        ],
    ……
    }
}
```


Field Description – Result

Parent Level Field	Child Level Field	Description
GameCode (eg, imlotto30001)		Code to launch a specific game.

	GameCode	Code to launch a specific game.
	Game	Bet category
	Name	Bet category name.
	MinAmount	Min commission amount
	MaxAmount	Max commission amount
	MaxPeriod	Max commission amount of a period.
	A	A tray commission percentage
	B	B tray commission percentage
	C	C tray commission percentage
	D	D tray commission percentage
	Type	Code for Bet group

3.16 Set Commissions (SG WIN Lottery)

This API sets game commissions for Provider.

This API is only applicable to SG WIN Lottery.

URL: POST Game/SetCommissions

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":504,
    "Params": [
        {
            "GameCode": "imlotto30001",
            "Game": "BALL",
            "MinAmount": 0,
            "MaxAmount": 0,
            "MaxPeriod": 0,
            "A": 0,
            "B": 0,
            "C": 0,
            "D": 0
        },
        ……
    ]
}
```

Property Name	Child Property Name	Description
MerchantCode		• Merchant unique ID • It's a required field. • String (50)
ProductWallet		• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 504 = SG Win Lottery Wallet (Other product wallet code will receive Response Code 508.)
Params		• Object[] (Refer Child Property for details)
	GameCode	• Code to launch a specific game. • String
	Game	• Bet category. • String
	MinAmount	• Value for minimum commission amount. • Number
	MaxAmount	• Value for maximum commission amount. • Number
	MaxAmount	• Value for maximum commission amount of a period. • Number
	A	• Value for A tray commission percentage • Number
	B	• Value for B tray commission percentage • Number
	C	• Value for C tray commission percentage • Number
	D	• Value for D tray commission percentage • Number

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.
562	Invalid Odds or Commission values.

Sample Response:

{
"Code": "0",

"Message": "Successful."
}

3.17 Get Game Result

This API returns game results URL for player bets.

This API is only applicable to games that belong to:

- LiveDealer: Sunbet, BigGaming
- Slot: RedTiger, Spadegaming, Pragmatic Play, PlayNGo, NetEnt
- BoardGame: IM Gaming, Bole Gaming
- GameZone: IM GameZone
- IMCasino: IM Casino

URL: POST Game/GetGameResult

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"ProductWallet":201,
"GameCode":"imlive10001",
"BetId":"d03d1247-5ffd-413d-8927-7b54e4c31f79",
"Language":"ZH-CN"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 201 = IM Live Dealer Wallet • 101 = IM Slot Wallet • 610 = IM Gaming Wallet • 611 = Bole Gaming • 702 = IM Gamezone Wallet (Other product wallet code will receive Response Code 508.)
GameCode	• The code to launch a specified game • It's a required field. • String (50) • Not supported GameCode will receive Response Code 521.
BetId	• Bet unique ID • It's a required field. • String (50)

	• For ProductWallet Code = 101. This value is referring to the game Round ID
Language	• It's an optional field. • This parameter is applicable to Spadegaming, Pragmatic Play, NetEnt provider ONLY. • String (5) • Supported for: i. EN for English ii. ZH-CN for Simplified Chinese • If language is not provided, default language will be ZH-CN. • Not supported language will receive Response Code 518.

Response Code:

Respond Code	Respond Message
508	Invalid Product Wallet.
518	Invalid Language.
521	Invalid game code.
564	Result is NOT available for this game.
565	Invalid BetId.

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Result": "xxxxxxxxxxxxxxxxxxxxxx"
}

3.18 Player Broken Games

This API returns the list of player's broken games

This API is only applicable to PlayTech.

URL: POST Player/PlayerBrokenGames

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"ProductWallet":102,
"playerID":"playerID"

}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • 102 = Playtech Wallet (Other product wallet code will receive Response Code 508.)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long. • Characters allowed are number, alphabet, underscore (_) or full stop (.)

Response Code:

Respond Code	Respond Message
506	Invalid Player ID.
508	Invalid Product Wallet.
612	Invalid Argument.

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Result": [
{
"PlayerName": "TEST1802AB",
"Game": "Deuces Wild (dw)",
"ClientType": "casino",
"Bet": "0.02",
"InfoBet": 0,
"JackpotBet": "0",
"RemoteIp": "172.29.47.147",
"BrokenGameType": "casino",

"Status": "completed",
"GameDate": "2016-02-18 16:42:38",
"FinishedGameDate": "",
"FinishedGameCode": "642288",
"RNum": 1
},
{
"PlayerName": "TEST1802AB",
"Game": "Deuces Wild (dw)",
"ClientType": "casino",
"Bet": "0.02",
"InfoBet": 0,
"JackpotBet": "0",
"RemoteIp": "172.29.47.147",
"BrokenGameType": "casino,
"Status": "completed",
"GameDate": "2016-02-18 16:41:21",
"FinishedGameDate": "",
"FinishedGameCode": "642287",
"RNum": 2
}
],
"Total": {"TotalCount": 2}
}

Field Description – Result

Field	Description
Playername	IMOne PlayerID
Game	Game name
ClientType	Client name
Bet	Game Bet amount
InfoBet	Info bet

JackpotBet	Jackpot bet
RemoteIp	Player IP
BrokenGameType	Game Type. Value: regular, live, casino, playtech_open_platform.
Status	Broken Game Status Value: reversed, complete, waiting.
GameDate	Game Date
FinishedGameCode	Finished Game Code
FinishedGameDate	Finished Game Date
TotalCount	Total number of records

3.19 Player Online

This API returns the player in-game status

This API is only applicable to PlayTech.

URL: POST Player/playerOnline

Input

```
{
    "MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
    "ProductWallet":102,
    "playerID":"playerID"
}
```

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
ProductWallet	• It's a required field. • Int • 102 = Playtech Wallet (Other product wallet code will receive Response Code 508.)
PlayerId	• Player's login ID • It's a required field. • String (25) • Player ID length must be between 5-25 characters long.

	• Characters allowed are number, alphabet, underscore (_) or full stop (.)

Response Code:

Respond Code	Respond Message
506	Invalid Player ID.
508	Invalid Product Wallet.
612	Invalid Argument.

Sample Response:

{
"Code": "0",
"Message": "Successful.",
"Status": "Online"
}

3.20 PT Product Report (PlayTech)

This API returns the client report for PlayTech product by hourly request.

This API is only applicable to PlayTech.

***URL*:** POST Report/PTProductReport

Note:

- System only accepts hourly timestamp (Eg, 2020-01-01 00.00.00 - 2020-01-02 00.00.00). Response Code 525 will be returned if time range is invalid.
- Report date range is limit up to 31 days (744 hours) per request.
- Refer Section 1.3 for Concurrent Call Limit of this API.
- To query another request, merchant must wait until current request has completed.

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"StartDate":"2015-01-01 00.00.00",
"EndDate":"2015-01-01 01.00.00",
"ProductWallet":102,
"Currency":"CNY",
"ReportBy":1,
"SortBy":1,

"Page":1,
"PageSize":50000
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
StartDate	• Start datetime of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
EndDate	• End date time of bet • It's a required field. • Datetime yyyy-mm-dd hh.00.00 format
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 102 = PlayTech Wallet (Other product wallet code will receive Reeponse Code 508.)
Currency	• It's a required field. • String (3) • Accepted Currency codes (subject to provider supported Currency): CNY, USD, EUR, JPY, MYR, IDR, VND, THB, INR.
ReportBy	• Report return format • It's an optional field. • int • Acceptable value: 1 = Daily 2 = Monthly 3 = Operator 4 = Player ID 5 = Game English Name 6 = Platform • Default value : 1 • If this parameter is not provided, it will be set to default value.
SortBy	• Report sorting • int • Acceptable value: 1 = Games 2 = Wins 3 = Bets 4 = Income 5 = #Players

	• Default value: 1 • If this parameter is not provided, it will be set to default value.
Page	• Page of the report • It's a required field. • Int • Number of page (pagination) will be returned at the end of successful response, please proceed to request further page if total page is greater than 1.
PageSize	• Number of records per page • It's a required field • Int • Maximum request is 50,000 records.

Response Code:

Respond Code	Respond Message	Remark
507	Invalid Currency.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
525	Invalid timerange, it must be within the configured timerange.	Applicable to all products supported by this API.
526	StartDate can't be later than EndDate or now.	Applicable to all products supported by this API.
528	Invalid datetime format.	Applicable to all products supported by this API.
529	Invalid Page Size.	Applicable to all products supported by this API.

Sample Response:

Reportby = 1 (Daily)


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result": [
         {
               "DAILY": "2019-10-28",
               "PLAYERS": "2463",
               "GAMES": "2639656",
               "CURRENCYCODE": "CNY",
               "BETS": "16787047.3404",
               "WINS": "16183354.43",
               "FREESPINCOUNT": "0",
```

```
                "FREESPINBET": "0",
                "FREESPINWIN": "0",
                "GOLDENCHIPCOUNT": "0",
                "GOLDENCHIPBET": "0",
                "GOLDENCHIPWIN": "0",
                "GOLDENCHIPINCOMESHARE": "0",
                "FREESPININCOMESHARE": "0",
                "INCOME": "603692.9104",
                 "GAMEPAYOUT%": "96.4%",
                "JACKPOTBETS#": "49653.1995",
                "JACKPOTWINS#": "10371.18",
                "TOTALLIVEGAMETIPS": "0",
                 "RNUM":"1"
            }
        ],
        "pagination": {
                "currentPage": 1,
                "totalPages": 1,
                "itemsPerPage": 1,
                "totalCount": 1
        }
}
```


Reportby = 2 (Monthly)


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result": [
          {
                "MONTHLY": "2019-10-01",
                "PLAYERS": "2463",
                "GAMES": "2639656",
                "CURRENCYCODE": "CNY",
                "BETS": "16787047.3404",
                "WINS": "16183354.43",
                "FREESPINCOUNT": "0",
                "FREESPINBET": "0",
                "FREESPINWIN": "0",
                "GOLDENCHIPCOUNT": "0",
                "GOLDENCHIPBET": "0",
                "GOLDENCHIPWIN": "0",
                "GOLDENCHIPINCOMESHARE": "0",
                "FREESPININCOMESHARE": "0",
                "INCOME": "603692.9104",
```

```
                "GAMEPAYOUT%": "96.4%",
                "JACKPOTBETS#": "49653.1995",
                "JACKPOTWINS#": "10371.18",
                "TOTALLIVEGAMETIPS": "0",
               "RNUM":"1"
            }
        ],
        "pagination": {
                "currentPage": 1,
                "totalPages": 1,
                "itemsPerPage": 1,
                "totalCount": 1
        }
}
```


Reportby = 3 (Operator)


```
{
    "Code": 0,
    "Message": "Successful.",
    "Result": [
            {
                "OPERATOR": "IMOPERATOR",
                "PLAYERS": "2463",
                "GAMES": "2639656",
                "CURRENCYCODE": "CNY",
                "BETS": "16787047.3404",
                "WINS": "16183354.43",
                "FREESPINCOUNT": "0",
                "FREESPINBET": "0",
                "FREESPINWIN": "0",
                "GOLDENCHIPCOUNT": "0",
                "GOLDENCHIPBET": "0",
                "GOLDENCHIPWIN": "0",
                "GOLDENCHIPINCOMESHARE": "0",
                "FREESPININCOMESHARE": "0",
                "INCOME": "603692.9104",
               "GAMEPAYOUT%": "96.4%",
                "JACKPOTBETS#": "49653.1995",
                "JACKPOTWINS#": "10371.18",
                "TOTALLIVEGAMETIPS": "0",
               "RNUM":"1"
            }
        ],
        "pagination": {
```

```
                "currentPage": 1,
                "totalPages": 1,
                "itemsPerPage": 1,
                "totalCount": 1
        }
}
```


Reportby = 4 (Player ID)


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result": [
          {
                "PLAYERID": "IMPLAYER",
                "FULLNAME": "NA NA",
                 "VIPLEVEL": "1",
                 "COUNTRY": "CN",
                "GAMES": "2639656",
                "CURRENCYCODE": "CNY",
                "BETS": "16787047.3404",
                "WINS": "16183354.43",
                "FREESPINCOUNT": "0",
                "FREESPINBET": "0",
                "FREESPINWIN": "0",
                "GOLDENCHIPCOUNT": "0",
                "GOLDENCHIPBET": "0",
                "GOLDENCHIPWIN": "0",
                "GOLDENCHIPINCOMESHARE": "0",
                "FREESPININCOMESHARE": "0",
                "INCOME": "603692.9104",
                 "GAMEPAYOUT%": "96.4%",
                "JACKPOTBETS#": "49653.1995",
                "JACKPOTWINS#": "10371.18",
                "TOTALLIVEGAMETIPS": "0",
                 "RNUM":"1"
           }
      ],
      "pagination": {
                "currentPage": 1,
                "totalPages": 1,
                "itemsPerPage": 1,
                "totalCount": 1
      }
}
```

Reportby = 5 (Game Name)


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result": [
          {
                 "GAMENAME": "GOLDENMIND",
                 "DESCRIPTION": "POP Slots",
                 "GAMES": "2639656",
                 "CURRENCYCODE": "CNY",
                 "BETS": "16787047.3404",
                 "WINS": "16183354.43",
                 "FREESPINCOUNT": "0",
                 "FREESPINBET": "0",
                 "FREESPINWIN": "0",
                 "GOLDENCHIPCOUNT": "0",
                 "GOLDENCHIPBET": "0",
                 "GOLDENCHIPWIN": "0",
                 "GOLDENCHIPINCOMESHARE": "0",
                 "FREESPININCOMESHARE": "0",
                 "INCOME": "603692.9104",
                  "GAMEPAYOUT%": "96.4%",
                 "JACKPOTBETS#": "49653.1995",
                 "JACKPOTWINS#": "10371.18",
                 "TOTALLIVEGAMETIPS": "0",
                  "RNUM":"1"
           }
      ],
      "pagination": {
                 "currentPage": 1,
                 "totalPages": 1,
                 "itemsPerPage": 1,
                 "totalCount": 1
      }
}
```


Reportby = 6 (Platform)


```
{
   "Code": 0,
   "Message": "Successful.",
   "Result": [
          {
                 "CLIENTPLATFORM": "WEB",
```

```
                "PLAYERS": "2463",
                "GAMES": "2639656",
                "CURRENCYCODE": "CNY",
                "BETS": "16787047.3404",
                "WINS": "16183354.43",
                "FREESPINCOUNT": "0",
                "FREESPINBET": "0",
                "FREESPINWIN": "0",
                "GOLDENCHIPCOUNT": "0",
                "GOLDENCHIPBET": "0",
                "GOLDENCHIPWIN": "0",
                "GOLDENCHIPINCOMESHARE": "0",
                "FREESPININCOMESHARE": "0",
                "INCOME": "603692.9104",
                 "GAMEPAYOUT%": "96.4%",
                "JACKPOTBETS#": "49653.1995",
                "JACKPOTWINS#": "10371.18",
                "TOTALLIVEGAMETIPS": "0",
                 "RNUM":"1"
            }
        ],
        "pagination": {
                "currentPage": 1,
                "totalPages": 1,
                "itemsPerPage": 1,
                "totalCount": 1
        }
}
```

3.21 Free Round Bonus (NetEnt)

This section is to allow merchants/operators create Free Round Bonus for players via API.

The following APIs are applicable to NetEnt only.

3.21.1 Create Free Round Bonus

This API can be used to give NetEnt free rounds to player(s) immediately, without specifying a bonus program in advance.

It can be also used for bonus type: **Normal** and **Widget**.

URL: POST Game/CreateFreeRoundBonus

Input (IMSlot – NetEnt): BonusType = Normal

```
{
        "MerchantCode": "sandboxstg",
        "BonusName": "FreeRound_Oct2019",
        "EndDate": "2019-10-29 19.12.30",
        "BonusType": "Normal"
        "Num_FreeRounds": 10,
        "BetLevel": 5,
        "CoinValueLevel": 10,
        "PlayerIds": [
                "F8cxrm6SYMB1UG6",
                "F8cxte6SEUH8NO4",
                "F8cxte6SFACQGCG"
        ],
        "GameIds": [
                "imgame23002",
                "imgame23003",
                "imgame23016"
        ]
}
```

Input (IMSlot – NetEnt): BonusType = Widget

```
{
        "MerchantCode": "sandboxstg",
        "BonusName": "FreeRound_Oct2019",
        "EndDate": "2019-10-29 19.12.30",
```

```
"BonusType": "Widget"
"WidgetInput": {
    "WidgetId": "game_branded_w",
    "WidgetSections": [
        {
            "Probability": 25,
            "FreeRounds": 1
        },
        {
            "Probability": 25,
            "FreeRounds": 2
        },
        {
            "Probability": 15,
            "FreeRounds": 3
        },
        {
            "Probability": 15,
            "FreeRounds": 4
        },
        {
            "Probability": 5,
            "FreeRounds": 50
        },
        {
            "Probability": 15,
            "FreeRounds": 10
        }

    ]
},
"BetLevel": 5,
"CoinValueLevel": 10,
"PlayerIds": [
        "F8cxrm6SYMB1UG6",
        "F8cxte6SEUH8NO4",
        "F8cxte6SFACQGCG"
],
"GameIds": [
        "imgame23002",
        "imgame23003",
        "imgame23016"
]
}
```

Name	Mandatory	Description
MerchantCode	Yes	• String • Merchant unique ID.
BonusName	Yes	• String (max 50) • Name of the free round.
EndDate	Yes	• DateTime • Date and time when free round expire. • Format: **yyyy-MM-dd HH.mm.ss**
BonusType	Yes	• Options: Normal or Widget
Num_FreeRounds	No	• Integer • Equal or greater than 1 • The number of free rounds offered to each player. • If **BonusType = Normal**, this field must be filled.
WidgetInput	No	• Widget input is required for this in order to set up free round bonuses, if **BonusType = Widget**. • Parameters are as below.
WidgetId		• String • The ID of the widget which is to be used for the given free round bonus of widget type. • Can be obtained by calling IMONE API: **GetActiveFreeRoundWidgets**, see *Section 3.21.2*
WidgetSections		• Array • This array consists of 2 parameters: i. Probability ii. FreeRounds • See below for details
Probability		• Integer • Representing the probability of landing on a specific section of the widget UI, in percentage (%) • Equal or greater than 1.
FreeRounds		• Integer • Representing the number of free rounds to give when having landed on a specific section of the widget UI. • Equal or greater than 1.
BetLevel	Yes	• Integer • Equal or greater than 1 • The bet level for the given free rounds.
CoinValueLevel	Yes	• Integer • Equal or greater than 1 • Coin value level for the given free rounds.
PlayerIds	Yes	• Array • Non-empty list of valid IMOne Player IDs.

GameIds	Yes	• Array • Non-empty list of the free round enabled IMOne Game Codes.

Response Code:

Respond Code	Respond Message
0	Successful.
500	Invalid Merchant or Reseller Code.
504	Player does not exist.
507	Invalid currency.
521	Invalid Game Code.
540	Player was not created successfully or inactive at provider side.
998	System is currently unable to process your request. Please try again.
569	Characters exceeded length allowed.
570	Invalid End Date.
571	Invalid Number of Free Rounds.
572	Invalid Bet Level.
573	Invalid Coin Value Level.
575	Invalid Widget Input.
576	Free round bonus creation failed.

Sample Response (All success):


```
{
    “Code”: “0”,
    “Message”: “Successful.”,
    "Result": [
        {
            "PlayerId": "F8cxrm6SYMB1UG6",
            "Status": "Success"
        },
        {
            "PlayerId": "F8cxte6SEUH8NO4",
            "Status": "Success"
        },
        {
            "PlayerId": "F8cxte6SFACQGCG",
            "Status": "Success"
        }
    ]
}
```

Sample Response (Mixture of status):


```
{
    “Code”: “0”,
    “Message”: “Successful.”,
    "Result": [
        {
            "PlayerId": "F8cxrm6SYMB1UG6",
            "Status": "Success"
        },
        {
            "PlayerId": "F8cxte6SEUH8NO4",
            "Status": "Failed"
        },
        {
            "PlayerId": "F8cxte6SFACQGCG",
            "Status": "Success"
        }
    ]
}
```


Sample Response (All failed):


```
{
    “Code”: “576”,
    “Message”: “Free round bonus creation failed.”,
    "Result": [
        {
            "PlayerId": "F8cxrm6SYMB1UG6",
            "Status": "Failed"
        },
        {
            "PlayerId": "F8cxte6SEUH8NO4",
            "Status": "Failed"
        },
        {
            "PlayerId": "F8cxte6SFACQGCG",
            "Status": "Failed"
        }
    ]
}
```

3.21.2 Get Active Free Round Widgets

If merchant/operator would like to create free round bonus via widget (Bonus Type – Widget), this API is required to be triggered first, in order to obtain the information from NetEnt about all active widgets; that is, widget ID, name, and number of sections.

URL: POST Game/GetActiveFreeRoundWidgets

Input (IMSlot – NetEnt)

```
{
        "MerchantCode": "sandboxstg",
        "ProductWallet": 101,
}
```

Name	Mandatory	Description
MerchantCode	Yes	• String (50) • Merchant unique ID.
ProductWallet	Yes	• Integer • 101 = IM Slot Wallet (Other product wallets will receive Respond Code 508)

Response Code:

Respond Code	Respond Message
0	Successful.
508	Invalid Product Wallet.

Sample Response:

```
{
    "Code": "0",
    "Message": "Successful.",
    "ActiveFreeRoundWidgetsList": [
        {
            "WidgetId": "default_w",
            "NumberOfSections": 6,
            "WidgetName": "Default Widget"
        },
        {
            "WidgetId": "game_branded_w",
            "NumberOfSections": 6,
            "WidgetName": "Game Branded"
        }
```

```
    ]
}
```

4. Game Launch

This section outlines all Game Launch API calls, parameters and responses.

Note:
Subject to provider supported currency, in the event the Game Launch API is triggered for non-supported currency, error will be thrown.

4.1 IMOne Game API (All Products)

Merchants/Operators are required to call this API before letting the player to launch the IMOne Games. This Game API allow player to launch mobile game without required Domain validation.

This API is applicable to all products.

URL: POST Game/NewLaunchGame

Input (not all parameters are applicable to all product wallets, refer description below for more detail)

```
{
    "MerchantCode":"i6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId": "myPlayerId",
    "GameCode":"Game_01",
    "Language": "ZH-CN",
    "IpAddress": "129.11.0.1",
    "ProductWallet": 101,
    "Http": 1,
    "IsDownload": 0,
    "LobbyURL": "http://operatorurl.com/lobby",
    "Tray": "A",
    "Route": 1,
    "BetLimitId": 1,
    "RoomId": "10001",
    "ShowTrial": 0

}
```

<table>
<tr><th>Property Name</th><th>Description</th></tr>
<tr><td>MerchantCode</td><td>• Merchant unique ID
• It’s a required field.
• String (50)</td></tr>
<tr><td>PlayerId</td><td>• Player’s login ID
• It’s a required field.
• String (25)
• Player ID length must be between 5-25 characters long.
• Characters allowed are number, alphabet, underscore (_) or full stop (.)</td></tr>
<tr><td>GameCode</td><td>• The code to launch a specified game
• String (50)
• It’s a required field.</td></tr>
<tr><td>Language</td><td>• It’s a required field.
• String (5)

<table><tr><th>Code</th><th>Language</th><th>Applicable to</th></tr><tr><td>EN</td><td>English</td><td>Supported by all providers with the following exceptions:
- Not supported by all Lottery Providers except SHICAI_LOTTERY
- Not supported by all Board Gaming (BG) Providers except MT_BG</td></tr><tr><td>ZH-CN</td><td>Simplified Chinese</td><td>All providers</td></tr><tr><td>ZH-HK</td><td>Traditional Chinese</td><td>IM Sportsbook, IM Esports</td></tr><tr><td>TH</td><td>Thai</td><td>IM Slot PRAGMATIC_SLOT, IM Live Dealer EBET_LD, GD_LD, BG_LD, IM Sportsbook, IM Esports, IM Lottery SHICAI_LOTTERY, SPADEGAMING_SLOT, REDTIGER_SLOT, PLAYNGO_SLOT, SUNBET_LD, ASIAGAMING_LD</td></tr><tr><td>VI</td><td>Vietnamese</td><td>EBET, GD_LD, IM Sporsbook, IM Esports, IM Lottery SHICAI_LOTTERY, SPADEGAMING_SLOT, PRAGMATICPLAY_SLOT, PLAYNGO_SLOT, SUNBET_LD, ASIAGAMING_LD</td></tr><tr><td>ID</td><td>Indonesian</td><td>IM Sportsbook, BG_LD, GD_LD, SPADEGAMING_SLOT, PRAGMATICPLAY_SLOT,</td></tr></table></td></tr>
</table>

			PLAYNGO_SLOT, SUNBET_LD, ASIAGAMING_LD, EBET_LD
	KO	Korean	IM Esports, BG_LD
	JP	Japanese	BG_LD
	MY	Malay	BG_LD
IpAddress	• Player's IP address • It's a required field. • String (40)		
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code		
Http	• Flag to set if the returned Game URL needs to be in HTTPS format. • It's an optional field. If this parameter is not passed in, it will be set to default value. • String • 0 = Http (Default), 1 = Https • Response Code 612 will be returned if invalid value is passed in for this parameter.		
IsDownload	• Flag to set if the returned response is Game URL or Provider Player ID and Provider Player password, or 3 of them all together. • It's an optional field. • Int • 0 = Game URL (Default), 1 = Provider Player ID and Player Password • 2 = Game URL, Provider Player ID and Player Password, Note: Option "2" ONLY applicable to **eBET** GameCode. When isDownload = 2, system will return eBET **mobile app** download URL as value of **GameURL** with Player ID and Player Password to login in the app. This password is a different password from what was set in Section 2.3. • Response Code 612 will be returned if invalid value is passed in for this parameter.		
LobbyURL	• Game Lobby URL from Operator. • It's an optional field • String • ONLY Applicable to GameCode under the following Providers (other GameCode will be ignored): - PLAYNGO_SLOT - JUMBO_SLOT - IM_EG - KYG_BG - LYG_BG - BLG_BG		
Tray	• Tray of the player. • It's an OPTIONAL field.		

	• String (50) • ONLY APPLICABLE to the following ProductWallet code: For ProductWallet = 502 (IG Lottery) • If GameCode = imlotto10059, the value must be either A, B, C or D • Else, the value must be either A, B or C • Eg, "Tray": "A" For ProductWallet = 503 (VR Lottery) • The value must be integer but passed in as string. • Eg, "Tray": "1997" For ProductWallet = 504 (SG WIN Lottery) • The value must be either A, B, C or D. • Eg, "Tray": "A" •
Route	• Launch Game URL Route selection. • It's an optional field. • Integer • ONLY APPLICABLE to the following ProductWallet code: For ProductWallet = 502 (IG Lottery) • Option: For IMGameCode in format imlotto1xxxxx, 1-3 are valid value. • For IMGameCode in format imlotto4xxxxx, 1-6 are valid value.Any other invalid value will be ignored and fallen back to default value (Default = 1). For ProductWallet = 504 (SG WIN Lottery) • Option: 1-9 (Default = 1) • Any other invalid value will be ignored and fallen back to default value. • Other product wallet will ignore this parameter.
BetLimitID	• Bet limit group ID for the player. • It's an optional field. • String(50) • Only applicable to ProductWallet = 201 (GameCode from SUNBET_LD and ASIAGAMING_LD provider) and 101 (GameCode from REDTIGER_SLOT). • For Game Code from **SUNBET_LD provider**. Options: 38, 1, 2, 3, 4, 5. If no value is passed in, system will fall back to player's default Bet Limit ID or Bet Limit ID that last passed in. • For Game Code from **ASIAGAMING_LD provider**.

	Options: A, B, C, D, E, F, G, H or I. If no value is passed in, system will fall back to player's default Bet Limit ID or Bet Limit ID that last passed in. • For Game Code from **REDTIGER_SLOT provider**. • Options: 1,2,3,4,5,38, 143. If no value is passed in, system will set Default value = 38 •
RoomId	• Game room id • It's an OPTIONAL field. • String (20) • ONLY APPLICABLE for ProductWallet code = 607 (SGWin Gaming), 610 (IM Gaming), 702 (IM Gamezone), 801 (IM Casino)
ShowTrial	• Show trial room • Int • It's an OPTIONAL field. If this parameter is not passed in, it will be set to default value. • 1 = Show (Default), 0 = No Show • ONLY APPLICABLE for ProductWallet code = 610 (IM Gaming), 702 (IM Gamezone), 801 (IM Casino)

Response Code:

Respond Code	Respond Message	Remark
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
518	Invalid language.	Applicable to all products supported by this API.
521	Invalid game code.	Applicable to all products supported by this API.
522	Invalid IP address.	Applicable to all products supported by this API.
533	Game is not active.	Applicable to all products supported by this API. This response code indicates the Game is not active due to some reasons.

536	Failed to start game (app already running).	Applicable to all products supported by this API.
540	Player was not created successfully or inactive at provider side.	Applicable to Transfer Wallet product only.
542	Player is inactive.	Applicable to all products supported by this API.
546	Game is not activated to the Operator.	Applicable to all products supported by this API. This response code indicates the Game is not opened/activated to the specific Operator.
548	Player is suspended.	Applicable to all products supported by this API.
557	The API is called within minimum interval allowed.	Applicable to IG Lottery only.
559	Invalid Tray or Tray is not supported by the ProductWallet.	Applicable to IG Lottery, VR Lottery and SG WIN Lottery only.
561	Invalid BetLimitID or BetLimitID is not supported by the ProductWallet.	Applicable to IM Live Dealer only.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed. The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.
577	Provider game does not exist or has been disabled.	Applicable to all products supported by this API. This respond code returned if the provider game does not exist or has been disabled.

Sample Response (IsDownload = 0):

{

```
    "Code": "0",
    "Message": "Successful.",
    "GameUrl": "xxxxxxxxxxxxxxxxxxxxxx"
}
```


Sample Response (IsDownload = 1):


```
{
    "Code": "0",
    "Message": "Successful.",
    "PlayerID": "myPlayerId",
    "PlayerPassword": "qq12&@#bawa"
}
```


Sample Response (IsDownload = 2):


```
{
    "Code": "0",
    "Message": "Successful.",
    "PlayerID": " myPlayerId",
    "PlayerPassword": "qq12&@#bawa",
    "GameUrl": "xxxxxxxxxxxxxxxxxxxxxx"
}
```


Sample Response (for Operators who integrate Operator Wallet Model):


```
{
    "Code": "0",
    "Message": "Successful.",
   "GameUrl": "xxxxxxxxxxxxxxxxxxxxxx",
   "SessionToken": "asdfqwer0987",
    "TTL": 180
}
```


Notes: Refer IMOne - Operator Wallet API Specification: Appendix – Place Bet - Session Token Validation for more detail.

4.2 IMOne Free Game API (IM Slot, PlayTech, LY Gaming, KY Gaming, VG Gaming, SG Win Gaming, IM Gaming, IM Gamezone, IM Casino)

The Merchants/Operators are required to call this API before letting the player to open the game in fun mode on PC.

This API is only applicable to IM Slot, PlayTech, LY Gaming, KY Gaming, VG Gaming SG Win Gaming, IM Gaming, IM Gamezone, IM Casino only.

URL: POST Game/LaunchFreeGame

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"GameCode":"slot_01",
"Language":"EN",
"IpAddress": "129.11.0.1",
"ProductWallet":101,
"LobbyURL": "http://operatorurl.com/lobby",
"SupportURL": "http://operatorurl.com/support",
"LogoutURL": "http://operatorurl.com/logout",
"DepositURL": "http://operatorurl.com/deposit"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
GameCode	• The code to launch a specified game • String (50) • It's a required field.
Language	• It's a required field. • String (5) • EN for English • ZH-CN for Simplified Chinese
IpAddress	• Player's IP address • It's a required field. • String (40)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 101 = IM Slot Wallet, 602 = LY Gaming, 603 = KY Gaming, 604 = VG Gaming (Other product wallet code will receive Response Code 508.)
LobbyURL	• Game Lobby URL from Operator. • It's an optional field • String
SupportURL	• Support URL from Operator. • It's an optional field • String
LogoutURL	• Logout URL from Operator. • It's an optional field • String

DepositURL	• Deposit URL from Operator. • It's an optional field • String

Response Code:

Respond Code	Respond Message	Remark
508	Invalid Product Wallet.	Applicable to all products supported by this API.
518	Invalid language.	Applicable to all products supported by this API.
521	Invalid game code.	Applicable to all products supported by this API.
522	Invalid IP address.	Applicable to all products supported by this API.
533	Game is not active.	Applicable to all products supported by this API. This response code indicates the Game is not active due to some reasons.
535	This game is currently not supported in fun mode yet.	Applicable to all products supported by this API.
536	Failed to start game (app already running).	Applicable to all products supported by this API.
540	Player was not created successfully or inactive at provider side.	Applicable to Transfer Wallet product only (i.e PlayTech).
546	Game is not activated to the Operator.	Applicable to all products supported by this API. This response code indicates the Game is not opened/activated to the specific Operator.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed. The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only.

		This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.

Sample Response:

```
{
    "Code": "0",
    "Message":"Successful.",
    "GameUrl":"xxxxxxxxxxxxxxxxxxxxxx"
}
```

4.3 IMOne Mobile Game API (All Products)

The Merchants/Operators are required to call this API before letting the player to open game on mobile. This Mobile Game API allow player to launch mobile game without required Domain validation.

This API is only applicable to all Products.

URL: POST Game/NewLaunchMobileGame

Input (not all parameters are applicable to all product wallets, refer description below for more detail)

```
{
    "MerchantCode":"i6657f2a9-94f3-47bb-870f-03a880481d66",
    "PlayerId": "myPlayerId",
    "GameCode":"Game_01",
    "Language": "ZH-CN",
    "IpAddress": "129.11.0.1",
    "ProductWallet": 102,
    "IsDownload": 0,
    "LobbyURL": "http://operatorurl.com/lobby",
    "Tray": "A",
    "Route": 1,
    "BetLimitId": 1,
    "RoomId": "10001",
    "ShowTrial": 0

}
```

Property Name	Description

<table>
<tr><td>MerchantCode</td><td>• Merchant unique ID
• It’s a required field.
• String (50)</td></tr>
<tr><td>PlayerId</td><td>• Player’s login ID
• It’s a required field.
• String (25)
• Player ID length must be between 5-25 characters long.
• Characters allowed are number, alphabet, underscore (_) or full stop (.)</td></tr>
<tr><td>GameCode</td><td>• The code to launch a specified game
• String (50)
• It’s a required field.</td></tr>
<tr><td>Language</td><td>• It’s a required field.
• String (5)
•
<table>
<tr><th>Code</th><th>Language</th><th>Applicable to</th></tr>
<tr><td>EN</td><td>English</td><td>Supported by all providers with the following exceptions:
- Not supported by all Lottery Providers except SHICAI_LOTTERY
- Not supported by all Board Gaming (BG) Providers except MT_BG</td></tr>
<tr><td>ZH-CN</td><td>Simplified Chinese</td><td>All providers</td></tr>
<tr><td>ZH-HK</td><td>Traditional Chinese</td><td>IM Sportsbook, IM Esports</td></tr>
<tr><td>TH</td><td>Thai</td><td>IM Slot PRAGMATIC_SLOT, IM Live Dealer EBET_LD, GD_LD, BG_LD, IM Sporstbook,IM Esports, IM Lottery SHICAI_LOTTERY, SPADEGAMING_SLOT, REDTIGER_SLOT, PLAYNGO_SLOT, TOPTRENDGAME_SLOT, SUNBET_LD, ASIAGAMING_LD</td></tr>
<tr><td>VI</td><td>Vietnamese</td><td>EBET, GD_LD, IM Sporsbook, IM Esports, IM Lottery SHICAI_LOTTERY, SPADEGAMING_SLOT, PRAGMATICPLAY_SLOT, PLAYNGO_SLOT, TOPTRENDGAME_SLOT, SUNBET_LD, ASIAGAMING_LD</td></tr>
<tr><td>ID</td><td>Indonesian</td><td>GD_LD, BG_LD, SPADEGAMING_SLOT, PRAGMATICPLAY_SLOT,</td></tr>
</table>
</td></tr>
</table>

			PLAYNGO_SLOT, TOPTRENDGAME_SLOT, SUNBET_LD, ASIAGAMING_LD, EBET_LD
	KO	Korean	IM Esports, BG_LD
	JP	Japanese	BG_LD
	MY	Malay	BG_LD
IpAddress	• Player's IP address • It's a required field. • String (40)		
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code		
IsDownload	• Flag to set if the returned response is Game URL or Provider Player ID and Player password, or 3 of them together. • It's an optional field. • Int • 0 = Game URL (Default) • 1 = Provider Player ID and Player Password • 2 = Game URL, Provider Player ID and Player Password, Note: Option "2" ONLY applicable to **eBET** GameCode. When isDownload = 2, system will return eBET **mobile app** download URL as value of **GameURL** with Player ID and Player Password to login in the app. This password is a different password from what was set in Section 2.3. • Response Code 612 will be returned if invalid value is passed in for this parameter.		
LobbyURL	• Game Lobby URL from Operator. • It's an optional field • String • ONLY Applicable to GameCode under the following Providers (other GameCode will be ignored): - PLAYNGO_SLOT - JUMBO_SLOT - NETENT_SLOT - IM_EG - KYG_BG - LYG_BG - BLG_BG		
Tray	• Tray of the player • It's an OPTIONAL field. • String (50) • ONLY APPLICABLE to the following ProductWallet code: For ProductWallet = 502 (IG Lottery)		

	• If GameCode = imlotto10059, the value must be either A, B, C or D • Else, the value must be either A, B or C • Eg, "Tray": "A" For ProductWallet = 503 (VR Lottery) • The value must be integer but passed in as string. • Eg, "Tray": "1997" For ProductWallet = 504 (SG WIN Lottery) • The value must be either A, B, C or D. • Eg, "Tray": "A"
Route	• Launch Game URL Route selection. • It's an optional field. • Integer • ONLY APPLICABLE to the following ProductWallet code: For ProductWallet = 502 (IG Lottery) • Option: 1-3 For IMGameCode in format imlotto1xxxxx, 1-3 are valid value. For IMGameCode in format imlotto4xxxxx, 1-6 are valid value. • Any other invalid value will be ignored and fallen back to default value (Default = 1). For ProductWallet = 504 (SG WIN Lottery) • Option: 1-9 (Default = 1) • Any other invalid value will be ignored and fallen back to default value. • Other product wallet will ignore this parameter.
BetLimitID	• Bet limit group ID for the player. • It's an optional field. • String(50) • Only applicable to ProductWallet = 201 (GameCode from SUNBET_LD and ASIAGAMING_LD provider) and 101 (GameCode from REDTIGER_SLOT). • For Game Code from **SUNBET_LD provider**. Options: 38, 1, 2, 3, 4, 5. If no value is passed in, system will fall back to player's default Bet Limit ID or Bet Limit ID that last passed in. • For Game Code from **ASIAGAMING_LD provider**. Options: A, B, C, D, E, F, G, H or I. If no value is passed in, system will fall back to player's default Bet Limit ID or Bet Limit ID that last passed in. • For Game Code from **REDTIGER_SLOT provider**.

	• Options: 1,2,3,4,5,38, 143. If no value is passed in, system will set Default value = 38 •
RoomId	• Game room id • It's an OPTIONAL field. • String (20) • ONLY APPLICABLE for ProductWallet code = 607 (SGWin Gaming), 610 (IM Gaming), 702 (IM Gamezone), 801 (IM Casino)
ShowTrial	• Show trial room • Int • It's an OPTIONAL field. If this parameter is not passed in, it will be set to default value. • 1 = Show (Default), 0 = No Show • ONLY APPLICABLE for ProductWallet code = 610 (IM Gaming), 702 (IM Gamezone), 801 (IM Casino)

Response Code:

Respond Code	Respond Message	Remark
504	Player does not exist.	Applicable to all products supported by this API.
506	Invalid player ID.	Applicable to all products supported by this API.
508	Invalid Product Wallet.	Applicable to all products supported by this API.
518	Invalid language.	Applicable to all products supported by this API.
521	Invalid game code.	Applicable to all products supported by this API.
522	Invalid IP address.	Applicable to all products supported by this API.
533	Game is not active.	Applicable to all products supported by this API. This response code indicates the Game is not active due to some reasons.
534	This game is currently not supported in this platform yet.	Applicable to all products supported by this API.

536	Failed to start game (app already running).	Applicable to all products supported by this API.
542	Player is inactive.	Applicable to all products supported by this API.
546	Game is not activated to the Operator.	Applicable to all products supported by this API. This response code indicates the Game is not opened/activated to the specific Operator.
548	Player is suspended.	Applicable to all products supported by this API.
557	The API is called within minimum interval allowed.	Applicable to IG Lottery ONLY.
559	Invalid Tray or Tray is not supported by the ProductWallet.	Applicable to IG Lottery, VR Lottery and SG WIN Lottery only.
561	Invalid BetLimitID or BetLimitID is not supported by the ProductWallet.	Applicable to IM Live Dealer only.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed. The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed. The trace number will be different in every case.
577	Provider game does not exist or has been disabled.	Applicable to all products supported by this API. This respond code returned if the provider game does not exist or has been disabled.

Sample Response (IsDownload = 0):


```
{
    "Code": "0",
    "Message": "Successful.",
```

"GameUrl":"xxxxxxxxxxxxxxxxxxxxxx"
}

Sample Response (IsDownload = 1):

{
"Code": "0",
"Message": "Successful.",
"PlayerID":"myPlayerId",
"PlayerPassword":"qq12&@#bawa"
}

Sample Response (IsDownload = 2):

{
"Code": "0",
"Message": "Successful.",
"GameUrl": "xxxxxxxxxxxxxxxxxxxxxx",
"PlayerID": "myPlayerId",
"PlayerPassword": "qq12&@#bawa"
}

Sample Response (for Operators who integrate Operator Wallet Model):

{
"Code": "0",
"Message": "Successful.",
"GameUrl":"xxxxxxxxxxxxxxxxxxxxxx",
"SessionToken": "asdfqwer0987",
"TTL": 180
}

Notes: Refer IMOne - Operator Wallet API Specification: Appendix – Place Bet - Session Token Validation for more detail.

4.4 IMOne Free Mobile Game API (IM Slot, LY Gaming, KY Gaming, VG Gaming, SG Win Gaming, IM Gaming, IM Gamezone, IM Casino)

The Merchants/Operators are required to call this API before letting the player to open game in fun mode on mobile.

This API is only applicable to IM Slot, LY Gaming, KY Gaming, VG Gaming, SG Win Gaming, IM Gaming, IM Gamezone, IM Casino.

URL: POST Game/LaunchFreeMobileGame

Input

{
"MerchantCode":"6657f2a9-94f3-47bb-870f-03a880481d66",
"GameCode": "slot_01",
"Language":"EN",
"IpAddress": "129.11.0.1",
"ProductWallet":101,
"LobbyURL": "http://operatorurl.com/lobby",
"SupportURL": "http://operatorurl.com/support",
"LogoutURL": "http://operatorurl.com/logout",
"DepositURL": "http://operatorurl.com/deposit"
}

Property Name	Description
MerchantCode	• Merchant unique ID • It's a required field. • String (50)
GameCode	• The code to launch a specified game • String (50) • It's a required field.
Language	• It's a required field. • String (5) • EN for English • ZH-CN for Simplified Chinese
IpAddress	• Player's IP address • It's a required field. • String (40)
ProductWallet	• It's a required field. • Int • Refer Appendix A: Product Wallet Code • 101 = IM Slot Wallet, 602 = LY Gaming, 603 = KY Gaming, 604 = VG Gaming (Other product wallet code will receive Response Code 508.)
LobbyURL	• Game Lobby URL from Operator. • It's an optional field • String
SupportURL	• Support URL from Operator. • It's an optional field • String
LogoutURL	• Logout URL from Operator. • It's an optional field • String
DepositURL	• Deposit URL from Operator. • It's an optional field • String

Response Code:

Respond Code	Respond Message	Remark
508	Invalid Product Wallet.	Applicable to all products supported by this API.
518	Invalid language.	Applicable to all products supported by this API.
521	Invalid game code.	Applicable to all products supported by this API.
522	Invalid IP address.	Applicable to all products supported by this API.
533	Game is not active.	Applicable to all products supported by this API. This response code indicates the Game is not active due to some reasons.
534	This game is currently not supported in this platform yet.	Applicable to all products supported by this API.
535	This game is currently not supported in fun mode yet.	Applicable to all products supported by this API.
536	Failed to start game (app already running).	Applicable to all products supported by this API.
546	Game is not activated to the Operator.	Applicable to all products supported by this API. This response code indicates the Game is not opened/activated to the specific Operator.
566	System has failed to send a response. Please contact support. Ref info: Provider <provider code> Trace ID <trace number>.	Applicable to IM Casino only. This response code returned if any of the API to provider is returned failed. The trace number will be different in every case.
567	Previous request is yet to be completed. Please try again. Trace Id <trace number>	Applicable to IM Casino only. This response code returned if player send a new request while the previous request is yet completed.

		The trace number will be different in every case.

Sample Response:

{
"Code": "0",
"Message":"Successful.",
"GameUrl":"xxxxxxxxxxxxxxxxxxxxxx"
}

Appendix

Appendix A: Product Wallet Code

Product Wallet	Code (Int)	Remark
MWG Fishing Wallet	2	
IM Slot Wallet	101	
PlayTech Wallet	102	
IM Live Dealer Wallet	201	For IDR and VND currency of this wallet, they are multiplied by a constant of 1000. For example, when 1 IDR and 1 VND transfered to this wallet, they are 1000 IDR and 1000 VND in actual value.
IM Sportsbook Wallet	301	For IDR and VND currency of this wallet, they are multiplied by a constant of 1000. For example, when 1 IDR and 1 VND transfered to this wallet, they are 1000 IDR and 1000 VND in actual value.
IM ESports Wallet	401	For IDR and VND currency of this wallet, they are multiplied by a constant of 1000. For example, when 1 IDR and 1 VND transfered to this wallet, they are 1000 IDR and 1000 VND in actual value.
IM Lottery Wallet	501	For VND currency of this wallet, they are multiplied by a constant of 1000. For example, when 1 VND transfered to this wallet, they are 1000 VND in actual value.
IG Lottery Wallet	502	
VR Lottery Wallet	503	
SG WIN Lottery Wallet	504	
Le You Gaming Wallet	602	
Kai Yuan Gaming Wallet	603	
VG Gaming Wallet	604	
MeiTian Gaming Wallet	606	
SG Win Gaming Wallet	607	
Lucky Gaming Wallet	609	
IM Gaming Wallet	610	
Bole Gaming Wallet	611	
IM Gamezone Wallet	702	
IM Casino Wallet	801	

Note:

- Although IM Sportsbook Wallet and IM ESports Wallet has different Code, they are actually sharing the same Product Wallet (i.e fund transfer and betting activity for the 2 products will add to/deduct from the SAME product wallet balance.
- All wallet currencies are in unit of 1 (i.e. multiplied by a constant of 1), unless it is mentioned otherwise. For example in IM Live Dealer Wallet, VND and IDR are multiplied by a constant of 1000., instead of 1.

Appendix B: Provider Code and Provider Supported Currency

Provider	Provider Code	CNY	USD	EUR	JPY	MYR	IDR	VND	THB	KRW	INR	CGC	RUB	PLN	BRL	MXN	CLP	PEN	ARS	GHS
PT	N/A	√	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA
TTG	TOPTRENDGAME_SLOT	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
PRG	PRAGMATIC_SLOT	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
SPG	SPADEGAMING_SLOT	√	NA	NA	NA	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
RT	REDTIGER_SLOT	√	√	√	√	√	NA	NA	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
PNG	PLAYNGO_SLOT	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
NetEnt	NETENT_SLOT	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
BluePrint	BLUEPRINT_SLOT	√	√	√	√	√	√	NA	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
OneGame	ONEGAME_SLOT	√	√	√	√	√	NA	NA	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
JumboSlot	JUMBO_SLOT	√	√	NA	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Sunbet	SUNBET_LD	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
AG	ASIAGAMING_LD	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
EBET	EBET_LD	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
GoldDeluxe	GD_LD	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
BigGaming	BG_LD	√	√	NA	√	√	√	NA	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
MWG	MWG	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
IMSB	IMSB_SB	√	√	√	√	√	√	√	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
ESportsbull	ESPORTSBULL_ESPORTS	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√
IG Lottery	IG_LOTTERY	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
VR Lottery	VR_LOTTERY	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
SG WIN Lottery	SGWIN_LOTTERY	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
SHI CAI Lottery	SHICAI_LOTTERY	√	√	NA	NA	NA	NA	√	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
LY Gaming	LYG_BG	√	NA	NA	NA	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
KY Gaming	KYG_BG	√	NA	NA	NA	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
VG Gaming	VG_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA

MT Gaming	MT_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
SG Win Gaming	SGWIN_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Lucky Gaming	LG_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
IM Gaming	IM_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Bole Gaming	BLG_BG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
IM Gamezone	IM_EG	√	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA

Appendix C: Note for Operator Wallet Integration

Operator Wallet model refers to the business model where Operator will host player balance (wallet) and the balance is used directly for bet placement, without need to perform fund transfer to IMOne in first place.

IMOne supports Operator Wallet model. However, please take note the following:

1. The following products do NOT support Operator Wallet model:
    - MWG Fishing
    - PlayTech
    - IM Sportsbook
    - IM eSports
    - IG Lottery
    - VR Lottery
    - SG WIN Lottery
    - Le You Gaming
    - Kai Yuan Gaming
    - VG Gaming
    - MT Gaming
    - SG WIN Gaming
    - Lucky Gaming
    - IM Gaming
    - Bole Gaming
    - IM Gamezone
    - IM Casino

    Operator is required to perform fund transfer to the respective product wallet for the abovementioned products.
2. The following APIs are NOT applicable to Operator Wallet Integration:
    - 2.4 Fund Transfer
    - 2.4.1 Check Transfer Status
    - 2.5 Get Player's Current Balance

The following Respond Code will be returned if Operator (who subscribes to Operator Wallet) passes in Operator Wallet Product Code:

Respond Code	Respond Message
508	Invalid Product Wallet.

Appendix D: Potential GetBetLog Delay Time

Due to various reasons, some providers may have a potential of additional delay time from the mentioned time in section 2.6.
Below is a list of potential delay time for each provider:

Product Wallet	Provider	Provider Code	Potential Delay Time
102	PT	N/A	Up to 15 minutes
101	TTG	TOPTRENDGAME_SLOT	Up to 15 minutes
101	PRG	PRAGMATIC_SLOT	Up to 15 minutes
101	SPG	SPADEGAMING_SLOT	Up to 15 minutes
101	RT	REDTIGER_SLOT	Up to 15 minutes
101	PNG	PLAYNGO_SLOT	Up to 15 minutes
101	BluePrint	BLUEPRINT_SLOT	Up to 15 minutes
101	NetEnt	NETENT_SLOT	Up to 15 minutes
101	OneGame	ONEGAME_SLOT	Up to 15 minutes
101	JumboSlot	JUMBO_SLOT	Up to 15 minutes
201	Sunbet	SUNBET_LD	Up to 15 minutes
201	AG	ASIAGAMING_LD	Up to 15 minutes
201	EBET	EBET_LD	Up to 15 minutes
201	GoldDeluxe	GD_LD	Up to 15 minutes
201	BigGaming	BG_LD	Up to 15 minutes
2	MWG	MWG	Up to 25 minutes
301	IMSB	IMSB_SB	Up to 5 minutes
401	ESportsbull	ESPORTSBULL_ESPORTS	Up to 5 minutes
501	SHI CAI Lottery	SHICAI_LOTTERY	Up to 15 minutes
502	IG Lottery	IG_LOTTERY	Up to 15 minutes
503	VR Lottery	VR_LOTTERY	Up to 15 minutes
504	SG WIN Lottery	SGWIN_LOTTERY	Up to 5 minutes
602	LY Gaming	LYG_BG	Up to 10 minutes
603	KY Gaming	KYG_BG	Up to 10 minutes
604	VG Gaming	VG_BG	Up to 5 minutes
606	MT Gaming	MT_BG	Up to 5 minutes
607	SGWin Gaming	SGWIN_BG	Up to 5 minutes
609	Lucky Gaming	LG_BG	Up to 5 minutes
610, 801	IM Gaming	IM_BG	Up to 7 minutes

611	Bole Gaming	BLG_BG	Up to 10 minutes
702, 801	IM Gamezone	IM_EG	Up to 7 minutes

Note: the potential delay time is subjected to change without notice.

Appendix E: Guide on how to retrieve IM Sportsbook and IM ESports Bet Log

1. **Every 10 minutes**

   Call GetBetLog requests with the following parameters:
   - MerchantCode = <your merchant code as provided by IM>
   - StartDate = now – 7 days
   - EndDate = now
   - Page = 1 (If Response's TotalPage is more than 1, repeat calling GetBetLog (for next page) until Page == TotalPage).
   - Product Wallet = either 301 or 401
   - DateFilterType = 1
   - BetStatus (optional)
   - LastUpdatedDate = now – 15 minutes
   - Language = <your preferred language>

   10 minutes interval is just a recommendation. Operator can decide your preferred interval.

   Explanation

   1. By setting the filterType = 1, you are always retrieving the bet log based on bet time.
   2. By setting StartDay = now – 7 days and EndDate = now, you get all the bets that created or updated in the past 7 days.
   3. To avoid keep getting redundant bets, you should set **LastUpdatedDate** = now – 15 minutes. By running the job every 10 minutes, it only retrieves any new bet or updated bet between 15 minutes to 5 minutes ago. This also has catered the possibility of the available bet log delay up to 5 minutes.
   4. BetStatus is optional. If you intend to retrieve only settled bet, you may set BetStatus = 1. If you intend to retrieve both unsettled/settled bet, there is no need to pass in this parameter.
   5. For the first time of running this job (if some bets have been placed), you may obsolete the **LastUpdatedDate** parameter, so that you get all bets for the first time. Thereafter, please input **LastUpdatedDate** parameter.

2. **Once/Twice per day**

   Call GetBetLog requests with the following parameters:
   - MerchantCode = <your merchant code as provided by IM>
   - StartDate = Today – 7 days
   - EndDate = Today
   - Page = 1 (If Response's TotalPage is more than 1, repeat calling GetBetLog (for next page) until Page == TotalPage.
   - Product Wallet = either 301 or 401
   - DateFilterType = 2
   - BetStatus (optional)
   - LastUpdatedDate = yesterday

- Language = <your preferred language>

Explanation

1. By setting the filterType = 2, you are always retrieving the bet log based on event time. This ensures you get all the bets that settled or resettled in the past 7 days.
2. By setting StartDay = Today – 7 days and EndDate = Today, you get all the bets that created or updated in the past 7 days.
3. To avoid keep getting redundant bets, you should set LastUpdatedDate = now – 1 days. By running the job once/twice per day, it only retrieves any updated bet since yesterday.
4. BetStatus is optional. If you intend to retrieve only settled bet, you may set BetStatus = 1. If you intend to retrieve both unsettled/settled bet, there is no need to pass in this parameter.

Appendix F: Two-letter ISO-3166 Country Code (NetEnt)

Country	Country Code
China	CN
United State of America	US
United Kingdom	GB
Japan	JP
Malaysia	MY
Thailand	TH
Vietnam	VN
Indonesia	ID
Korea	KR

Please refer to https://en.m.wikipedia.org/wiki/ISO_3166-1_alpha-2 for more country codes.

Appendix G: Provider Game Round Status Availability

Product Wallet	Provider Code	Game Round Status					
		Open	Confirmed	Settled	Unsettled	Closed	Cancelled
102	PT (Provider Code is N/A)	√	NA	√	NA	NA	√
101	TOPTRENDGAME_SLOT	√	NA	√	NA	NA	√
101	PRAGMATIC_SLOT	√	NA	√	NA	√	√
101	SPADEGAMING_SLOT	√	NA	√	NA	NA	√
101	REDTIGER_SLOT	√	NA	√	NA	NA	√
101	PLAYNGO_SLOT	√	NA	√	NA	√	√
101	NETENT_SLOT	√	NA	√	NA	NA	√
101	BLUEPRINT_SLOT	√	NA	√	NA	NA	√
101	ONEGAME_SLOT	√	NA	√	NA	NA	√
101	JUMBO_SLOT	√	NA	NA	NA	√	√
201	SUNBET_LD	√	NA	√	√	NA	√
201	ASIAGAMING_LD	√	NA	√	NA	NA	√
201	EBET_LD	√	NA	√	NA	NA	NA
201	GD_LD	√	NA	√	NA	NA	NA
201	BG_LD	√	NA	√	NA	NA	NA
2	MWG	√	NA	√	NA	NA	√
301	IMSB_SB	√	√	√	NA	NA	√
401	ESPORTSBULL_ESPORTS	√	NA	√	NA	NA	√
501	SHICAI_LOTTERY	√	NA	√	NA	NA	√
502	IG_LOTTERY	√	NA	√	NA	NA	√
503	VR_LOTTERY	√	NA	√	NA	NA	√
504	SGWIN_LOTTERY	√	NA	√	NA	NA	√
602	LYG_BG	NA	NA	√	NA	NA	NA
603	KYG_BG	NA	NA	√	NA	NA	NA
604	VG_BG	NA	NA	√	NA	NA	NA
605	AS_BG	NA	NA	√	NA	NA	NA
606	MT_BG	NA	NA	√	NA	NA	NA
607	SGWIN_BG	NA	NA	√	NA	NA	NA
609	LG_BG	NA	NA	√	NA	NA	NA
610, 801	IM_BG	NA	NA	√	NA	NA	NA
611	BLG_BG	NA	NA	√	NA	NA	NA
702, 801	IM_EG	NA	NA	√	NA	NA	NA