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I、 Overview

Document description

- 1.The interface address {url}, business number {BUSINESS}, and secret key{APIKEY} will be provided by DT.
- 2.The merchant needs to provide server IP before access.
- 3.Special symbol can not be used for player account, password, and transfer ID. For example: “; &<> ' - - / % *”
- 4.In order to maintain normal gaming interface, merchants with VND, IDR,MMK,KRW currency will need to adjust the amount with certain multiple upon transmitting player's balance- **VND/IDR/MMK 1:1000, KRW 1:100.**
- 5.Virtual Currency have support BTC/ ETH/ USDT/ EOS/ALPHASLOT/ UET. Merchant with virtual currency will need to adjust the amount with certain multiple upon transmitting player's balance - BTC 1:10000、 ETH 1:1000、 USDT\EOS\UET 1:1、 Alphaslot 1:100 。 （ 1BTC=1000MBTC、 1ETH=1000METH、 1MBTC=1000UBTC、 1METH=1000UETH ）
- 6.MD5 string should be encoded to 32 characters lowercase

II、 API Description and Application

Description

- 1.DT system no longer keeps important player information such as player information and player balance. Merchant need to share and providing the data of [Get player information], [Collection player's bet records], and [receiving game exception records].
- 2.The following 2, 3, 4, 5.1, and 5.2 interfaces are made by merchants and provided for DT system calls. The parameters in the interface are all in JSON format, and with the character encoding UTF-8.
- 3.Merchants is required to make the interface according to the document specification and format.
- 4.All request parameters (**Except Sign**) should be UPPERCASE. In addition to that, APIKEY constitute be the final MD5 signature string by using [UTF-8] for MD5 encryption calculation.



Token instructions:

1. Why Token is needed for Alpha Wallet ?

Reason: By using Alpha Wallet, the player's information, balances are managed by merchant, DT system provide only the gaming resources, when players attempting to access DT gaming from Merchant API Service (by LOGIN Interface), merchant have to include the TOKEN while calling the interface (DT system will be authorized by this TOKEN to retrieve player's information and reflect its back to player's perspective while gaming in DT)

2. How to generate TOKEN?

Suggestion: Using UUID to generate the TOKEN, combine it with player's information and kept by Merchant API service(recommend using redis as a database),preferably to set an expired period for the TOKEN(recommend 24H) to avoid leaking the player's information and unwanted loss.

3. When TOKEN is needed?

Involves at below actions: ①Enter the game(Web platform) ②Enter the game(APP platform)
③Get the account balance ④Collect player's bet records Enter the game(Web)

1 Enter The Game

Demo link: <http://play.dreamtech8.com/testgame/index.html>

Use this trial game's address for added in your own webpage (Change the GameCode for the each game):

https://nplay.dreamtech8.com/playSlot.aspx?gameCode=gameCode need change&isfun=1&type=dt&language=en_US

1.1 Request parameter description

PARAMETER	PARAMETER NAME	TYPE	REQUIRED (Y/N)	EXAMPLES	DESCRIPTION
METHOD	Method	String	Y	LOGIN	The method for requesting the interface
BUSINESS	Business Code	String	Y	NNTI_TEST_TEST	Platform code
GAMECODE	Game code	String	Y	kof	Game code
LANGUAGE	Language	String	Y	zh_CN	zh_CN en_US
TOKEN	User token	String	Y	xxxxx	The merchant uses this token to identify the user in the DT system.
REMARK	Remark	String	N	REMARK	The custom content passed by the merchant when the player logs in to the game
PSD	Hide/Show Recommendation Game list	Boolean	N	true	Default: true true: Hide the "Recommended list button" false: Show the "Recommended list button"

1.2 Example of Postman Request:

POST [http://\[redacted\]/dtApiV2.html](http://[redacted]/dtApiV2.html)


Params Authorization Headers (10) **Body** Pre-request Script Tests Settings

☐ none ☐ form-data ☒ x-www-form-urlencoded ☐ raw ☐ binary ☐ GraphQL BETA

	KEY	VALUE
<input checked="" type="checkbox"/>	TOKEN	43e8cd0e77cc488f94fcd3cbd25c7079
<input checked="" type="checkbox"/>	METHOD	LOGIN
<input checked="" type="checkbox"/>	BUSINESS	NNTI_TEST_TEST
<input checked="" type="checkbox"/>	LANGUAGE	zh_CN
<input checked="" type="checkbox"/>	GAMECODE	king5x25
	Key	Value

1.3 Example of Return Result:

Body Cookies (1) Headers (10) Test Results Status: 200 OK Time: 301ms Size: 582 B

Pretty Raw Preview Visualize BETA JSON 

```
1 {
2   "head": {
3     "MSG": "操作成功!",
4     "CODE": "00000"
5   },
6   "data": "https://[redacted]?slotKey=8d9de4d7a3f6a7160ad31f85d863f49e&language=zh_CN&gameCode=king5x25&isfun=0&closeUrl=null&clientType=0"
7 }
```

2 Token Ring Authorizes Player Resources(Web)

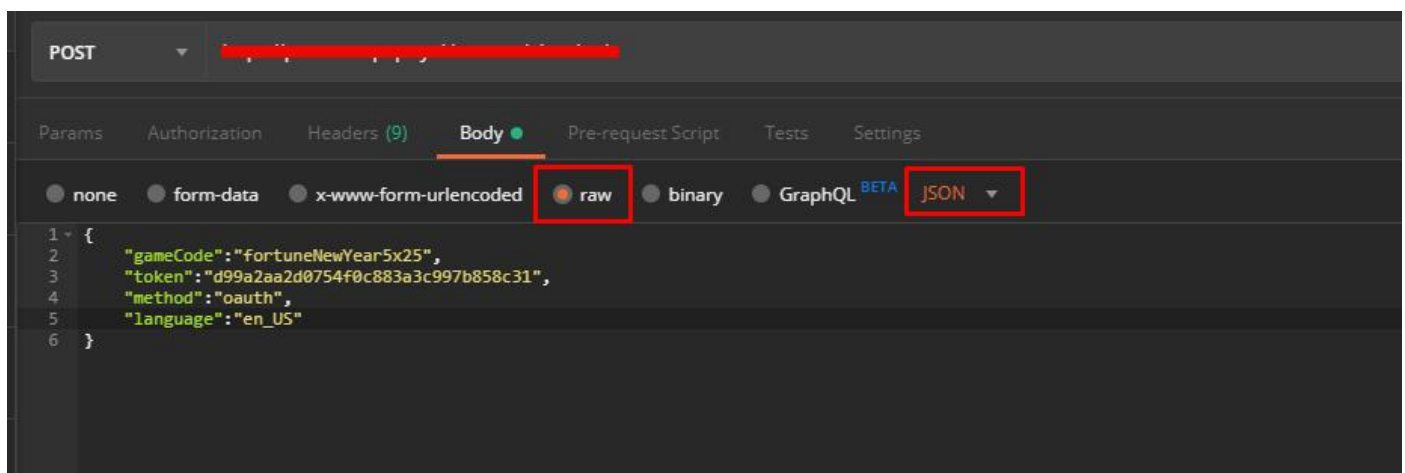
This interface provided by merchant, DT calls. Used to get player information and online status;

In order to maintain normal gaming interface, merchants with VND, IDR,MMK,KRW currency will need to adjust the amount with certain multiple upon transmitting player's balance-

VND/IDR/MMK 1:1000, KRW 1:100.

In order to maintain normal gaming interface, merchants with virtual currency will need to adjust the amount with certain multiple upon transmitting player's balance - BTC 1:10000 、 ETH 1:1000 、 USDT\EOS\UET 1:1 、 Alphaslot 1:100 。 (1BTC=1000MBTC、1ETH=1000METH、1MBTC=1000UBTC、1METH=1000UETH)

2.1 Example of DT Postman Request



2.2 DT Request parameter description

PARAMETER	PARAMETER NAME	REQUIRED (Y/N)	TYPE	EXAMPLES	DESCRIPTION
method	Method	Y	String	oauth	The method for requesting the interface
language	Language	Y	String	zh_CN	zh_CN en_US
token	User token	Y	String	d99a2aa2d0754f0c883a3c997b858c31	TOKEN from 1.Enter the game(Web)



gameCode	Game code	Y	String	fortuneNewYear5x25	
----------	-----------	---	--------	--------------------	--

2.3 Example of Merchant Return Result:

```
1  {
2      "CODE": "0000",
3      "MSG": "success",
4      "data": {
5          "currency": "USD",
6          "lb": "L0",
7          "nickName": "test",
8          "playerName": "test",
9          "playerPrice": "155.96"
10     }
11 }
```

2.4 Merchant Return parameter description

PARAMETER	PARAMETER NAME	EXAMPLES	TYPE	DESCRIPTION
MSG	Implementation situation	Success	String	Description of implementation
playerName	Player account	TEST0	String	Needs to be converted to uppercase.
playerPrice	Account balance	10000.0	String	Default value 0.00
CODE		0000	String	For details, refer to CODE instructions
currency	Currency type	CNY	String	Currency code
LB	Line Bet	L0	String	Player level: L0 -> L19
nickName	Player nickname	xxxxxx	String	The length cannot exceed 14 character,Chinese is not supported.

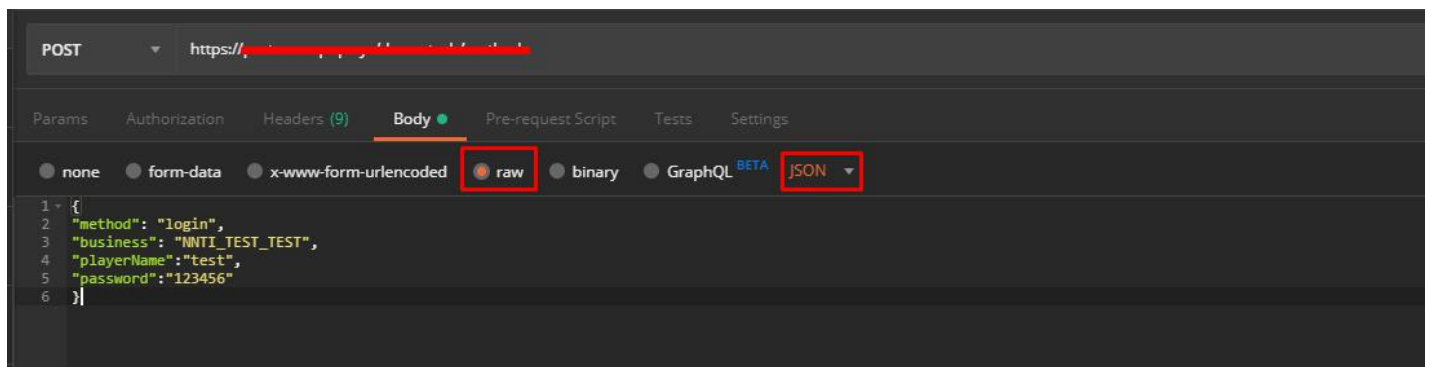


3 Login player with password(APP)

This interface provided by merchant, DT calls when player login by APP clients. Used to get player information and online status

If you didn't use DT APP, that's no need to implement this interface.

3.1 Example of DT Postman Request



3.2 DT Request parameter description

PARAMETER	PARAMETER NAME	REQUIRED (Y/N)	TYPE	EXAMPLES	DESCRIPTION
method	Method	Y	String	login	The method for requesting the interface
business	Business Code	Y	String	NNTI_TEST_TEST	Platform code
playerName	Player account	Y	String	T11192S2	Username unique to the login account
password	Player password	Y	String	123456	Player password

3.3 Example of Merchant Return Result

```

1  {
2    "MSG": "成功",
3    "CODE": "0000",
4    "data": {
5      "playerPrice": "10000.0",
6      "playerName": "TEST0",
7      "currency": "CNY",
8      "lb": "L0",
9      "token": "27b6fa7c2b8146b6a8153b24e7849058"
10   }
11 }

```

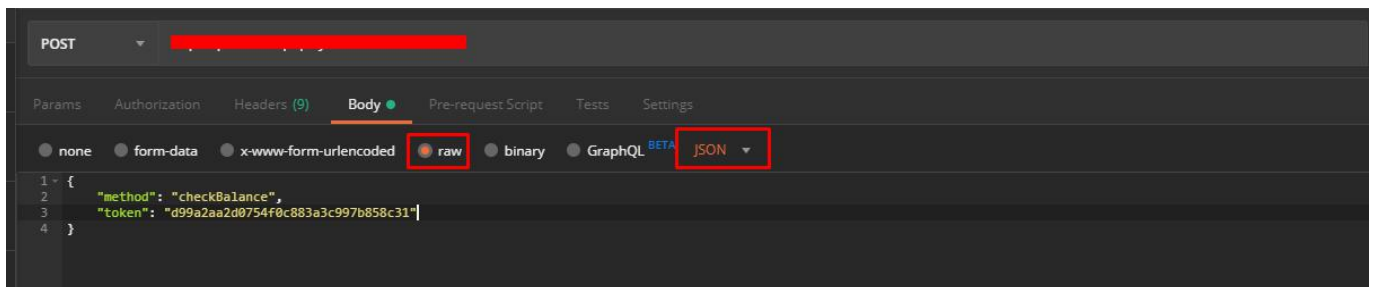
3.4 Merchant Return parameter description

PARAMETER	PARAMETER NAME	EXAMPLES	TYPE	DESCRIPTION
MSG	Implementation situation	Success	String	Description of implementation
playerName	Player account	TEST0	String	Needs to be converted to uppercase.
playerPrice	Account balance	10000.0	String	Default value 0.00
CODE		0000	String	For details, refer to CODE instructions
currency	Currency type	CNY	String	Currency code
lb	Line Bet	L0	String	Player level: L0 -> L19
token	User token	String	xxxxxxxxxxxx	Token same with 1.1 Request parameter description

4 Get the account balance

This interface provided by merchant, DT calls when player login the game. Used to get player information and online status.

4.1 Example of DT Postman Request



4.2 DT Request parameter description

PARAMETER	PARAMETER NAME	REQUIRED (Y/N)	TYPE	EXAMPLES	DESCRIPTION
method	Method	Y	String	checkBalance	The method for requesting the interface
token	User token	Y	String	Xxxxxx000000	User authorization TOKEN

4.3 Example of Merchant Return Result

```

1  {
2    "MSG": "成功",
3    "CODE": "0000",
4    "data": {
5      "playerPrice": "10000.0",
6      "playerName": "TEST0",
7      "currency": "CNY",
8      "lb": "L0"
9    }
10 }

```

4.4 Merchant Return parameter description

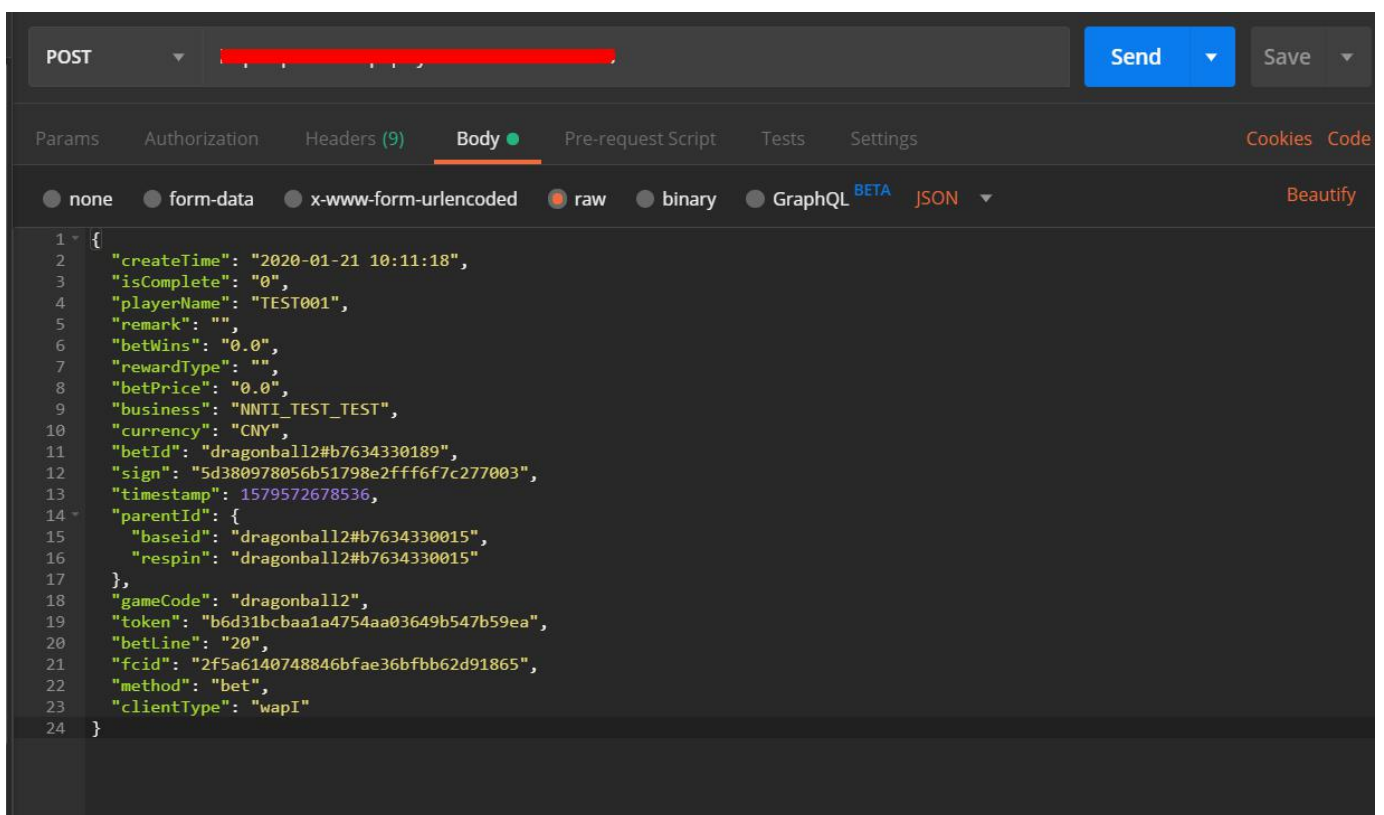
PARAMETER	PARAMETER NAME	EXAMPLES	TYPE	DESCRIPTION
MSG	Implementation situation	Success	String	Description of implementation
playerName	Player account	TEST0	String	Needs to be converted to uppercase.
playerPrice	Account balance	10000.0	String	Default value 0.00
CODE	Response code	0000	String	For details, refer to CODE instructions
currency	Currency type	CNY	String	Currency code
lb	Line Bet	L0	String	Player level: L0 -> L19

5 Game records

5.1 Collect player's bet records

This interface provided by merchant, DT system calls when each player's betting,used to receive betting data.

5.1.1 Example of DT Postman Request



5.1.2 DT Request parameter description

PARAMETER	PARAMETER NAME	EXAMPLES	DESCRIPTION
method	Method	bet	The method for requesting the interface
business	Business Code	NNTI_JAVA_QY8	Platform code
betid	GAME BET ID	67c16931d60d4d0 c80dfb0855e7079	betID is the unique game id

		9f	
playerName	Player account	WOODYTEST_JAVA	User account
gameCode	Game code	xiyouji5x5	Game code
parentId		{"free":"a0001"}	<p>If the game is triggered by any game round, then it will record the triggered game round ID (If not, which is manually setting as Free Cash and Freespin or normal game, then the parentid will show as default value 0 or not record).</p> <p>e.g:</p> <p>{"baseid":"a0001",:"free":"a0001"} A freegame</p> <p>{"baseid":"a0001",:"sfree":"a0001"} A super freegame,</p> <p>{"baseid":"a0001","respin":"a0001"} respin game,</p> <p>{"baseid":"a0001","respin":"a0002"}free game respin game,</p> <p>{"baseid":"a0001","jackpot":"a0001"}Jackpot pool</p> <p>{"baseid":"a0001","jp":"a0001"}Individual jackpot pool, jp is not a true prize pool, included in the RTP</p> <p>{"baseid":"a0001","jp":"a0002"}in free game hit the jackpot</p> <p>{"baseid":"a0001","bonus":"a0001"}A bonus game</p> <p>Baseid is the top game code, The second attribute value (e.g jp,free,jackpot) is the upper game code.</p>
isComplete	Free game status	0	<p>0-the free game is finished 1-the free game is starting</p> <p>The default value is 0;</p> <p>If the free game is starting and it's not finished, the value is 1;</p> <p>If it's the last round of the free game or the free game is finished, the value is 0;</p> <p>(Noted: this field does not include digital signature calculations)</p>
betLine	Bet line	15	Bet line
betWins	Amount of win	41.0	Amount of win



betPrice	Amount of bet	53.2	Amount of bet
createTime	Game record creation time	2017-07-12 15:04:25	
timestamp	Record transmission time-stamp	1500015975281	The number of the Long type is the current time of the system in milliseconds from January 1, 1970 to 00:00
remark	Merchant Custom Tags		The custom content passed by the merchant when the player logs in to the game
clientType	Source device	wap	android(android application) ios (ios application) web(pc web browser) Wa p(mobile web browser) Wapl (ios mobile web browser) wapA (android mobile web browser)
currency	Currency code	CNY	Currency code
token	Conversation id	xxxxxxxxxxx	Resource Authorization
rewardType	Reward Type	DT-FG	DT-FG mean free game given by DT DT-RP mean red packet given by DT DT-FC mean free cash given by DT
fcid	Free Promo Bonus Record Id	ff80808160a06a94 0160c3fa0b310005	if there is a "fcid", that will be the freespun game set by manual which do not need deduct the balance
sign	signature	67c16931d60d4d0 c80dfb0855e7079 9f	The balue of signature is MD5 encryption,MD5 string should be encoded to 32 characters lowercase encryption order: betId+betLine+betPrice+betWins+business+gameCode+method+parentId+playerName+{APIKEY}

5.1.3 Example of Merchant Return Result:

```

1  {
2    "data": {
3      "playerName": "test01" ,
4      "playerPrice": "0.76" ,
5      "id": "dragonball12#b7634330189" ,
6      "sign": "471959faa788b9d3244b26611595ffa0" ,
7      "method": "bet"
8    } ,
9    "MSG": "SUCCESS" ,
10   "CODE": "0000"
11 }

```

5.1.4 Merchant Return parameter description

PARAMETER	PARAMETER NAME	EXAMPLES	DESCRIPTION
MSG	Implementation situation	Success	Description of implementation
method	Method	bet	The method for requesting the interface
id	betId	67c16931d60d4d0c80dfb0855e70799f	
playerName	Player account	WOODYTEST_JAVA	Need to be converted to uppercase
playerPrice	Player balance	9987.8	Default value 0.00
CODE		0000	
sign	Signature	96fe62ad163232402b93dd4257b16e4b	The value of signature is MD5 encryption,MD5 string should be encoded to 32 characters lowercase encryption order:id+method+playerName+playerPrice+{APIKEY}

5.2 Receive game exception records

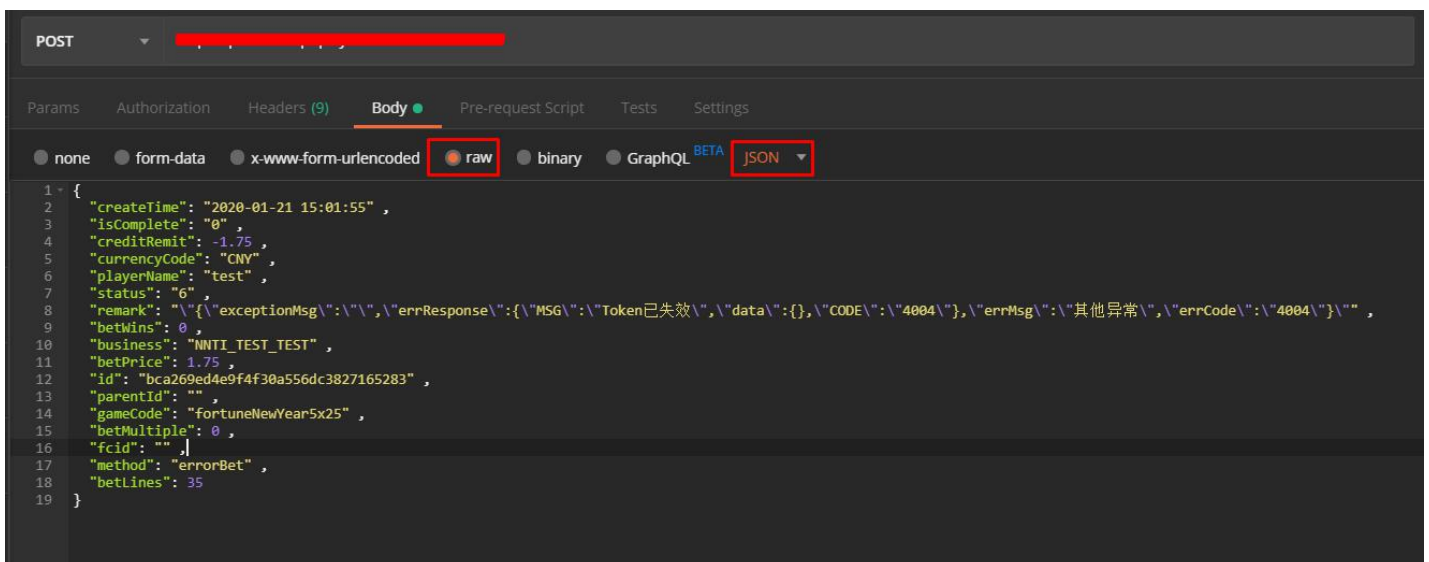
This interface provided by merchant, DT system calls,

Used to receive exception data in a 5.1 interface call. After receiving it, merchant needs to do a secondary process and return the processing result.

Remark:

After received game exception records, suggest checking whether the betting record has been transferred to the customer successfully, to avoid unnecessary losses.

5.2.1 Example of DT Postman Request



5.2.2 DT Request parameter description

PARAMETER	PARAMETER NAME	REQUIRED (Y/N)	TYPE	EXAMPLES	DESCRIPTION
method	METHOD	Y	String	errorBet	The method for requesting the interface
creditRemit	Change Amount	Y	String	175. 0	
betLines	Bet line	Y	String	9	
createTime	Time	Y	String	2017-03-10 18:20:51	yyyy-MM-dd HH:mm:ss



playerName	Player account	Y	String	WOODYTEST_JAVA	Player account
gameCode	Game Code	Y	String	kof	The game in which the player logs in
betMultiple	Bet Multiple	Y	String	2.5	Betting multiples
remark	Abnormal Reason	Y	String		Abnormal reason record Json string
id	ID	Y	String	lz5X20#a12503990ec94085987948d1f45aa8a9	Bet ID is the unique id in the merchant system. It is used to prevent duplicate submissions
betWins	Bet award	Y	String	300	Bet award
betPrice	Bet amount	Y	String	125	Bet amount
currencyCode	Currency Type	Y	String	CNY	Currency code
status	Abnormal Type	Y	String	1	Refer to 3. STATUS status description
fcid	Free Promo Bonus Record Id	Y	String		Refer to 5.1.2 DT Request parameter description
isComplete	Free game status	Y	String		Refer to 5.1.2 DT Request parameter description
business	Business Code	Y	String		
parentId		Y	String		Refer to 5.1.2 DT Request parameter description

5.2.3 Example of Merchant Return Result:

```

1  {
2    "MSG": "SUCCESS",
3    "CODE": "0000",
4    "data": {
5      "processStatus": "0"
6    }
7  }

```

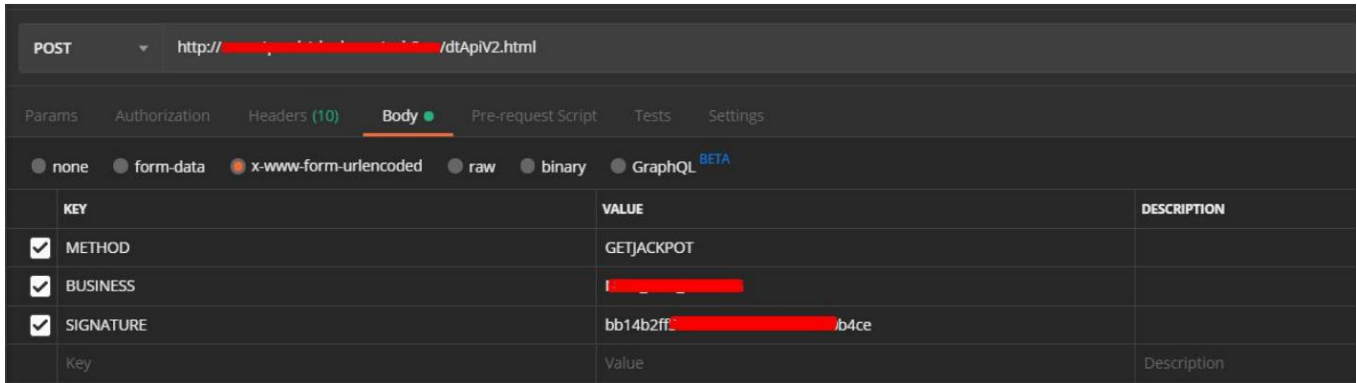
5.2.4 Example of Merchant Return Result:

PARAMETER	PARAMETER NAME	EXAMPLES	TYPE	DESCRIPTION
MSG	Implementation situation	Success	String	Description of implementation
processStatus	Status of processing	2	String	2: (set the game record to be discarded) 0: (the record is valid, the corresponding logic is implemented by the merchant)
CODE		0000	String	Refer to 2 CODE description

6 Obtain Jackpot Detail

Only the merchant who had active the DT Jackpot feature can successfully execute this call interface

6.1 Postman request example:



The image shows a Postman request configuration for a POST method to the endpoint `http://[redacted]/dtApiV2.html`. The 'Body' tab is selected, and the 'x-www-form-urlencoded' format is chosen. The request body contains three parameters: METHOD (GETJACKPOT), BUSINESS ([redacted]), and SIGNATURE (bb14b2ff[redacted]b4ce).

KEY	VALUE	DESCRIPTION
<input checked="" type="checkbox"/> METHOD	GETJACKPOT	
<input checked="" type="checkbox"/> BUSINESS	[redacted]	
<input checked="" type="checkbox"/> SIGNATURE	bb14b2ff[redacted]b4ce	
Key	Value	Description

6.2 Request parameter details:

PARAMETER	PARAMETER NAME	TYPE	REQUIRED (Y/N)	EXAMPLES	DESCRIPTION
METHOD	METHOD	String	Yes	GETJACKPOT	The method for requesting the interface
BUSINESS	BUSINESS	String	Yes	BUSINESS	business
SIGNATURE	SIGNATURE	String	Yes		<p>The value of signature is MD5 , MD5 string should be encoded to 32 characters lowercase</p> <p>The encryption order is BUSINESS+ METHOD + APIKEY</p>

6.3 Response Result Example:

```

Body Cookies (1) Headers (10) Test Results Status: 200 OK
Pretty Raw Preview Visualize BETA JSON
1 {
2   "RESPONSECODE": "00000",
3   "DATA": {
4     "JACKPOT2": 3105.251,
5     "JACKPOT3": 453.485,
6     "JACKPOT0": 247599.732,
7     "JACKPOT1": 54683.072
8   }
9 }

```

6.4 Return Result Parameter Details:

PARAMETER	PARAMETER NAME	TYPE	Example	DESCRIPTION
RESPONSECODE	Server response code	String	00000	Response code 00000: success
DATA	Result object	String		Once success return data will includes jackpot details
Internal parameter description				
JACKPOT0	Total logic pool prize	double	16455.1063	Major jackpot; the merchant who active major jackpot co-accumulation
JACKPOT1	Merchant Lv1 JP prize	double	62910.2126	Merchant LV 1 jackpot
JACKPOT2	Merchant Lv2 JP prize	double	52365.3189	Merchant LV 2 jackpot
JACKPOT3	Merchant Lv3 JP prize	double	66120.4252	Merchant LV 3 jackpot

7 Get player's bet record detail

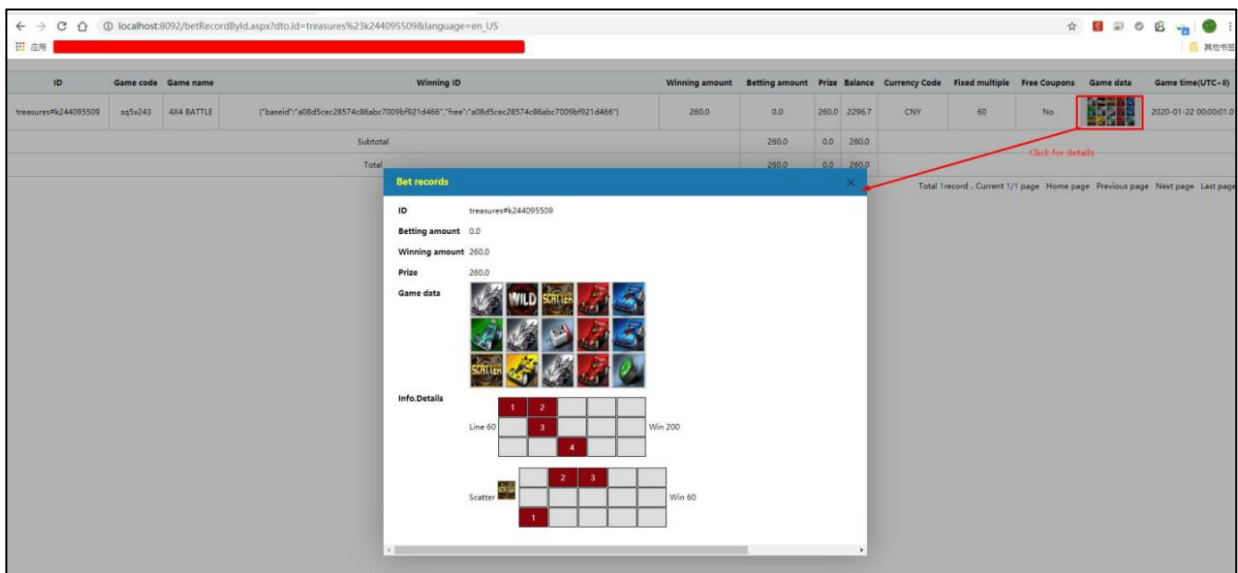
This function is a page, and the non API .it is used for merchants to pass in the game id in their own Back-Office system to check the details of the game compensation. Please directly use GET to access.

If you need to access this interface, please contact the DT customer service to obtain the request address

PARAMETER	PARAMETER NAME	TYPE	REQUIRED	EXAMPLES	DESCRIPTION
dto.id	Game code	String	Yes	5dd9b3a64cea4cef8e881dadf60a32d2	Game code
language	language	String	optional	en_US	Default CH

7.1 Get Request Example

When the browser perform GET request, **dto.id** needs perform **encodeURIComponent ()** process to prevent special characters from being truncated by the browser



The screenshot shows a web browser displaying a bet record detail page. The browser address bar shows a URL with a redacted game code. The page displays a table of bet records with columns: ID, Game code, Game name, Winning ID, Winning amount, Betting amount, Prize, Balance, Currency Code, Fixed multiple, Free Coupons, Game data, and Game time(UTC+8). A modal window titled 'Bet records' is open, showing details for a specific bet, including the game data (a 3x3 grid of symbols) and the winning amount (200). A red arrow points from the 'Game data' column in the table to the modal window.

8 Grant Free Game

8.1 Example of Postman Request

KEY	VALUE
<input checked="" type="checkbox"/> METHOD	FREEGAME
<input checked="" type="checkbox"/> BUSINESS	[redacted]
<input checked="" type="checkbox"/> SIGNATURE	cd451add9132148d644f314a8417d137
<input checked="" type="checkbox"/> FREEGAMEDATA	[{"PLAYERNAME":"[redacted]285213197","GAME_CODE":"king5x25","FREENUMS":10,"BETLINE":"2","VALIDHOURS":5,"MESSAGE":"Good Luck!"}]

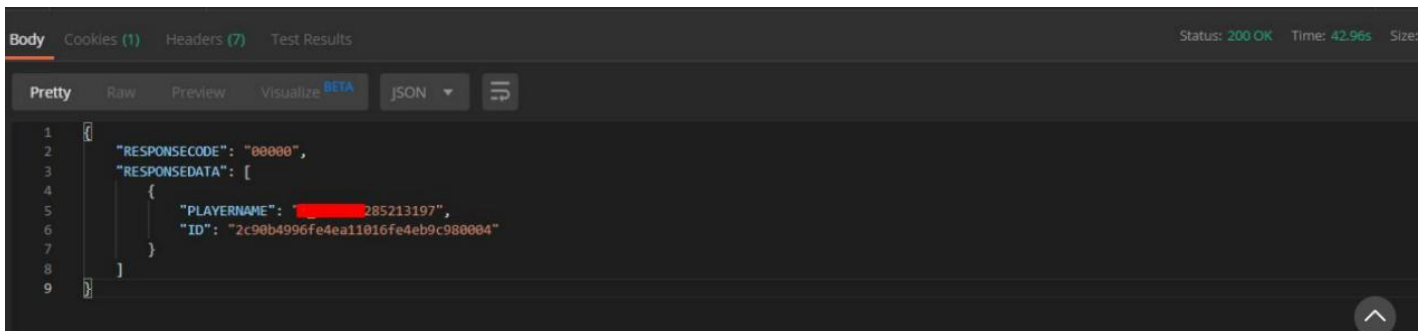
8.2 Request Parameter Description

PARAMETER	PARAMETER NAME	TYPE	REQUIRED	EXAMPLES	DESCRIPTION
METHOD	METHOD	String	Yes	FREEGAME	The method for requesting interface
BUSINESS	BUSINESS	String	Yes	BUSINESS	
FREEGAMEDATA	FREE GAME DATA	JsonArray	Yes	[{"PLAYERNAME":"ZERO03","GAME_CODE":"legend5x25","FREENUMS":12,"BETLINE":"10","VALIDHOURS":24,"MESSAGE":"gon gxfacai"}]	Recommended not to exceed 20 sets of data at a time. Kindly refer FREEGAMEDATA parameter details.
SIGNATURE	SIGNATURE	String	Yes		MD5 encryption, MD5 string should be encoded to 32 characters lowercase encryption order:BUSINESS +METHOD + FREEGAMEDATA +APIKEY Note: FREEGAMEDATA needs to be converted to JSON strings

FREEGAME DATA Description :

Parameter	Type	Required	Example	Description
PLAYERNAME	String	Y	TEST001	
GAME_CODE	String	Y	camgirl5x25	
FREENUMS	INT	Y	1	No more than 100 free games
BETLINE	String	Y	0.01	If not request, default 0.01
VALIDHOURS	INT	Y	24	Default: 24 hours, no more than 72 hour
MESSAGE	String	Y	gongxifacai	No more than 30 characters

8.3 Example of return Result



```

1  {
2    "RESPONSECODE": "00000",
3    "RESPONSEDATA": [
4      {
5        "PLAYERNAME": "[REDACTED]285213197",
6        "ID": "2c90b4996fe4ea11016fe4eb9c980004"
7      }
8    ]
9  }

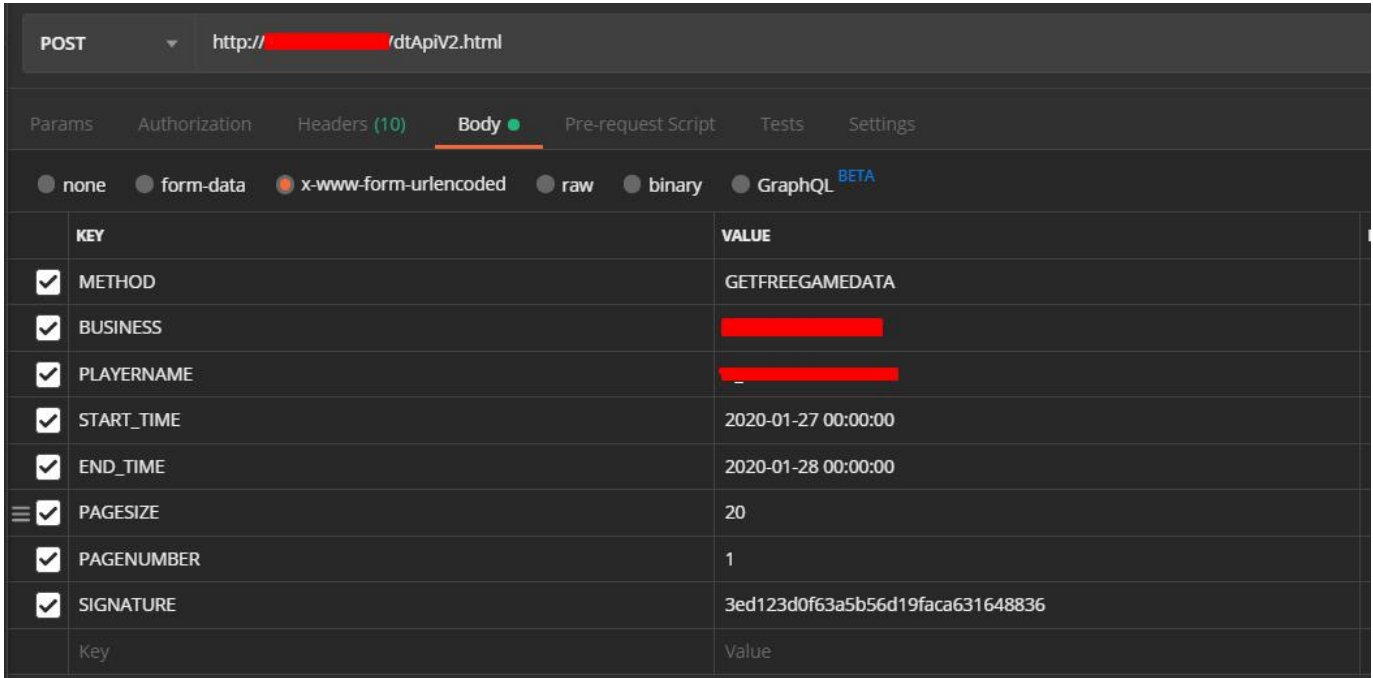
```

8.4 Return Parameter Description

PARAMETER	PARAMETER NAME	TYPE	Example	DESCRIPTION
RESPONSECODE	Server response code	String	00000	Response code 00000: success
RESPONSEDATA	Result object	JsonArray		Distribution results,include all BO user which successfully distribution the free game round
Internal parameter description				
PLAYERNAME	Player Name	String		
ID	Free game ID	String		

9 Get Free Game Data

9.1 Example of Postman Request



KEY	VALUE
<input checked="" type="checkbox"/> METHOD	GETFREEGAMEDATA
<input checked="" type="checkbox"/> BUSINESS	[REDACTED]
<input checked="" type="checkbox"/> PLAYERNAME	[REDACTED]
<input checked="" type="checkbox"/> START_TIME	2020-01-27 00:00:00
<input checked="" type="checkbox"/> END_TIME	2020-01-28 00:00:00
<input checked="" type="checkbox"/> PAGESIZE	20
<input checked="" type="checkbox"/> PAGENUMBER	1
<input checked="" type="checkbox"/> SIGNATURE	3ed123d0f63a5b56d19faca631648836

9.2 Request Parameter Description

Parameter	Parameter Name	Type	Required	Example	Description
METHOD	METHOD	String	Yes	GETFREEGAMEDATA	The method for requesting interface
BUSINESS	BUSINESS	String	Yes	NNTI_TEST_TEST1	Platform code
PLAYERNAME	PLAYERNAME	String (20)	No	ZERO003	If null, all players will be queried.
START_TIME	Start Time	String	No	43831	Start Time Format:yyyy-MM-dd HH:mm:ss
END_TIME	End Time	String	No	43832	End Time Format:yyyy-MM-dd HH:mm:ss
PAGESIZE		int	No	Default 20	If null,Default:20, Maximum:5000
PAGENUMBER		int	No	Default 1	If null,Default as first page



SIGNATURE		String	Yes		<p>The value of SIGNATURE is MD5 encryption, MD5 string should be encoded to 32 characters lowercase encryption order:</p> <p>METHOD + BUSINESS + PLAYER_NAME + START_TIME + END_TIME (Null value can be skip but the sequence can't be changed) + APIKEY</p>
-----------	--	--------	-----	--	---

9.3 Example Of Return Result

```

1  {
2    "PAGESIZE": 1,
3    "RESPONSECODE": "00000",
4    "PAGENUMBER": 1,
5    "FREEGAMEDATA": [
6      {
7        "id": "2c90b4996fe4ea11016fe4eb9c980004",
8        "platformCode": " ",
9        "createTime": "2020-01-27 10:54:03",
10       "gameCode": "king5x25",
11       "remainNums": 10,
12       "playerName": "85213197",
13       "status": 1,
14       "updateTime": "2020-01-27 10:54:03",
15       "validHours": 5,
16       "requireBets": 0,
17       "freeNums": 10,
18       "freeWins": 0,
19       "betPrice": 70
20     }
21   ]
22 }

```

9.4 Return Parameter Description

Parameter	Type	Example	Description
PAGESIZE	int	1	Total number of records returned
RESPONSECODE	String	0	Response Code
PAGENUMBER	String	1	page number



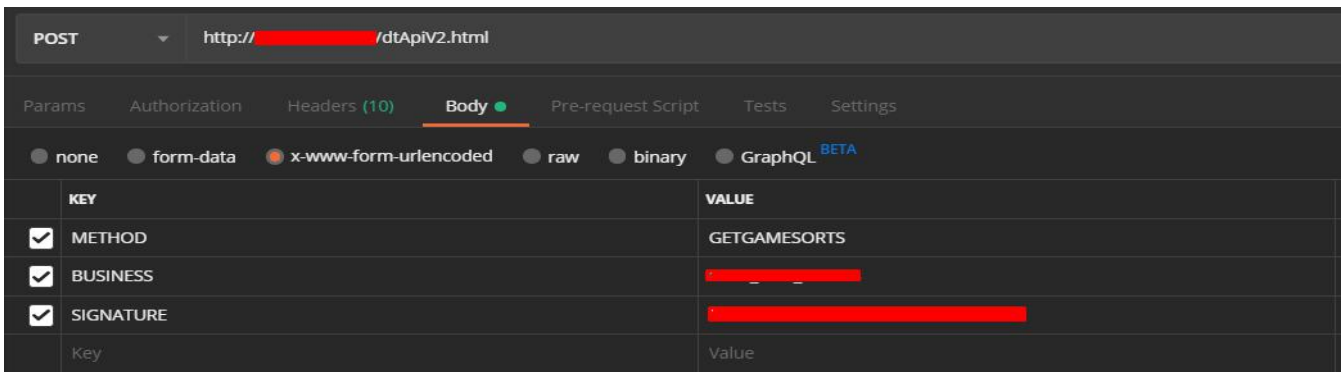
FREEGAMEDATA	JSONArray		Free game data collection
FREEGAMEDATA Internal Parameter Description			
id	String		Free game distribute id
platformCode	String		Platform
createTime	String	2020/1/22 12:22	Created Time
gameCode	String	King5x25	Game code
remainNums	int	10	Remaining Numbers
playerName	String	TEST	Player Name
status	int	1	Status: 1- Unreceived Status 2 - Received
updateTime	String	2020/1/22 12:22	Updated Time
validHours	int	24	Valid (Hours)
freeNums	int	10	Number of free
requireBets	int	0	Minimum required bet amount (reserved field, can be ignored for now)
freeWins	double	0	Total prizes win of free game
betPrice	double	70	bet amount rewards

10 Checking DT game's category

This interface is used to query the latest game ordering in the DT system. Includes the latest online games, the latest popular games, and a sort of all online games row

Sequence data is updated every Tuesday morning

10.1 Example of Postman Request



POST http://[redacted]/dtApiV2.html

Params Authorization Headers (10) **Body** Pre-request Script Tests Settings

☐ none ☐ form-data ☒ x-www-form-urlencoded ☐ raw ☐ binary ☐ GraphQL BETA

KEY	VALUE
<input checked="" type="checkbox"/> METHOD	GETGAMESORTS
<input checked="" type="checkbox"/> BUSINESS	[redacted]
<input checked="" type="checkbox"/> SIGNATURE	[redacted]
Key	Value

10.2 Request Parameter Description

Parameter	Type	Required	Example	Description
METHOD	String	Yes	GETGAMESORTS	Method
BUSINESS	String	Yes		Business
SIGNATURE	String	Yes		The value of SIGNATURE is MD5 encryption, MD5 string should be encoded to 32 characters lowercase encryption order: BUSINESS + METHOD+APIKEY

10.3 Example of Return Result

```

Body Cookies (1) Headers (7) Test Results Status: 200 OK Time: 1415ms Size: 7.67 KB
Pretty Raw Preview Visualize BETA JSON
1  {
2    "RESPONSECODE": "00000",
3    "sortList": {
4      "NEW": [ ...
283   ],
284   "ALL": [ ...
524   ],
525   "HOT": [
526     {
527       "id": "1",
528       "gameCode": "king5x25",
529       "i18n": {
530         "en_US": "IM KING",
531         "zh_CN": "老子是皇帝"
532       },
533       "tab": "HOT",
534       "orders": 1
535     },
536     {
537       "id": "2",
538       "gameCode": "fortuneNewYear5x25",
539       "i18n": {

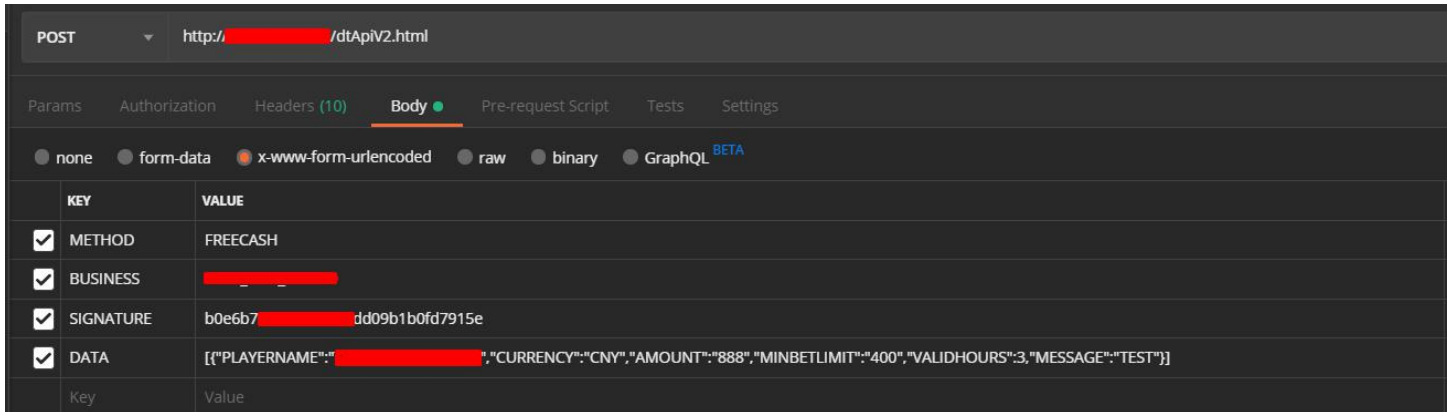
```

10.4 Return Parameter Description

Parameter	Type	Description
RESPONSECODE	String	Response , 00000 is successful
sortList	JSON Object	Sort list
NEW	JSON Array	New game shortlist
ALL	JSON Array	All Game shortlist
HOT	JSON Array	Hot game shortlist
Below is NEW,ALL,HOT Internal Parameter Description		
id	String	Short Number, same as orders
gameCode	String	Game code
i18n	JSON Object	Game name, include EN and CH etc
tab	String	category
orders	int	Short Number

11 Grant Free Cash

11.1 Example of Postman Request



POST http://[redacted]/dtApiV2.html

Params Authorization Headers (10) **Body** Pre-request Script Tests Settings

none form-data **x-www-form-urlencoded** raw binary GraphQL BETA

KEY	VALUE
<input checked="" type="checkbox"/> METHOD	FREECASH
<input checked="" type="checkbox"/> BUSINESS	[redacted]
<input checked="" type="checkbox"/> SIGNATURE	b0e6b7[redacted]dd09b1b0fd7915e
<input checked="" type="checkbox"/> DATA	[{"PLAYERNAME": "[redacted]", "CURRENCY": "CNY", "AMOUNT": "888", "MINBETLIMIT": "400", "VALIDHOURS": 3, "MESSAGE": "TEST"}]
Key	Value

11.2 Request Parameter Description

Parameter	Type	Required	Example	Description
METHOD	String	Yes	FREECASH	Method
BUSINESS	String	Yes		Business
SIGNATURE	String	Yes		The value of SIGNATURE is MD5 encryption, MD5 string should be encoded to 32 characters lowercase encryption order: BUSINESS + METHOD + DATA + APIKEY Note: DATA needs to be converted to JSON string
DATA	JSON Array	Yes	[{"PLAYERNAME": "T_T", "CURRENCY": "CNY", "AMOUNT": "888", "MINBETLIMIT": "400", "VALIDHOURS": 3, "MESSAGE": "TEST"}]	Array size cannot exceed 20, Player name cannot be duplicate
DATA Internal Parameter Description				
PLAYERNAME	String	Yes		Player Name
CURRENCY	String	Yes	CNY	Player Currency



AMOUNT	String	Yes	888	Cash Amount
MINBETLIMIT	String	Yes	0	Minimum bet limit. 0 means player can receive it after distribution, no limitation on betting
VALIDHOURS	int	Yes	10	Free cash validity period, minimum 1 hour, maximum 72 hours
MESSAGE	String	Yes	GONGXIFACAI	greeting (msg which show to player)

11.3 Example of Return Result

```

1 {
2   "RESPONSECODE": "00000",
3   "RESPONSEDATA": [
4     {
5       "PLAYERNAME": "[REDACTED]",
6       "ID": "7912[REDACTED]c139383"
7     }
8   ]
9 }

```

11.4 Return Parameter description

Parameter	Type	Example	Description
RESPONSECODE	String	00000	Server response code, 00000 means success
RESPONSEDATA	JSONArray		Dispatching result, including the freecash ID of each user after successful dispatch cash ID
RESPONSEDATA Internal Parameter Description			
PLAYERNAME	String		Player name
ID	String		Free cash ID

III、 Supplementary Instructions

1 RESPONSECODE

All API interfaces called, and the RESPONSECODE parameter is returned in the return value, which represents the below meaning:

Code	DESCRIPTION	TYPE	Instructions
00000	Success!	basis	
00001	Business is empty!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the dev phase, it must be resolved.
00002	Business is error!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
00003	Signature is null!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
00004	Signature is error! It is usually the signature field	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.

	order, the time type field format, and the omission of certain fields.		Usually in the development phase, it must be resolved.
00005	Merchant request method is null!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
00006	Method is error!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
00007	Business is unavailable!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
00008	IP was rejected!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
000021	Merchant KEY is not setting! Usually, the new merchant does not set the merchant key,	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.

	or sets the merchant key to not refresh the cache in time.		Usually in the development phase, it must be resolved.
000022	Account is not available!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
000023	Amount format error!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000024	Operation failure, date exception!important data changes involving player balances,activity data status, etc.	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
000025	Start time format error!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000026	End time format error!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it

			must be resolved.
000027	Player not logged in!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
000028	Operation failure, system exception!	Default error	DT system internal error
000029	Time format error!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000030	Player balance deficiency!	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.
000031	Game code is empty!	Parameter error	Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000032	Game code is empty!	Parameter error	Parameter data type, format error, or required pass field is empty, or field

			<p>name is spelled, case, and so on.</p> <p>Usually in the development phase, it must be resolved.</p>
000033	Game is not available!!	Parameter error	<p>Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.</p> <p>Usually in the development phase, it must be resolved.</p>
000046	Error status illegal!	Parameter error	<p>Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.</p> <p>Usually in the development phase, it must be resolved.</p>
000047	ID is null!	Parameter error	<p>Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.</p> <p>Usually in the development phase, it must be resolved.</p>
000049	<p>Effective lines is 0, check the ID</p> <p>is exists or has over please!</p> <p>Usually abnormal counter betting data has been processed</p>	Business error	<p>Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled, and so on. Abnormal run time, proof reading data troubleshooting.</p>
000050	Not support this currency	Parameter error	<p>Parameter data type, format error, or required pass field is empty, or field name is spelled, case, and so on.</p> <p>Usually in the development phase, it</p>

			must be resolved.
000051	Not support this line bet level	Parameter error	Parameter data type, format error,or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000052	Token is empty!	Parameter error	Parameter data type, format error,or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000053	Language is illegal	Parameter error	Parameter data type, format error,or required pass field is empty, or field name is spelled, case, and so on. Usually in the development phase, it must be resolved.
000054	Token verification failed! The authorized player resource interface provided by the merchant failed to call	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled,and so on. Abnormal run time, proof reading data troubleshooting.
000055	Token Failure	Business error	Parameter data does not exist in the system, or the parameters corresponding to the data state have been changed, deleted, disabled,and so on. Abnormal run time, proof reading



			data troubleshooting.
000101	Alpha wallet V2 only support POST FORM request	Request Error	The V2 version of the interface only allows the form to be submitted using regular POST (Content-Type must also be the default application /x-www-form-urlencoded)

2 CODE

B0000("0000" , " SUCCESS"),
B0001("0001", "Player balance deficiency"),
B0002("0002", "Service side MD5 validation failed"),
B0003("0003", "Token expired"),
B0004("0004", "wrong user name or password"),
B4001("4001", "Json params format exception"),
B4002("4002", "Connection fail"),
B4003("4003", "Network timeout"),
B4004("4004", "other error")

3 STATUS DETAILS

1 balance is inefficient,
2 connection failed,
3 result exception,
4 results empty (Return a message format),
5 network timeout,
6 other exceptions,
7 Illegal results (this status to exist error status, when is not any wrong type, the rest is 7) ,
8 Illegal signature,
9 update failed,

4 Currency Code

CNY:"China Yuan"

USD:"US Dollar"

JPY:"Japanese Yen"

KRW:"Korean Yuan"

EUR:"Euro"

MYR:"Malaysian Ringgit"

SGD:"Singapore Dollar"

VND:"Vietnamese Dong"

IDR:"Indonesian Rupiah"

THB:"Thai Baht"

GBP:"British Pound"

INR:"Indian Rupee"

HKD:"Hong Kong Dollar"

BRL:"Brazilian Real"

AUD:"Australian Dollar"

5 Virtual Currency

BTC:"Bitcoin"

ETH:"Ethereum Price Chart"

USDT:"Tether "

UET:"Useless Ethereum Token"

EOS:"Enterprise Operation System"

SLOT:"Alphaslot"