
GAME INTEGRATION – API



Version 10.17

Revision history

Date	Version	Description	Author
02-09-2015	1.0	Games integration method description.	Development Team
26-11-2015	2.0	Added description to open third party games	Development Team
23-01-2016	3.0	Added error codes, correction request PlaceBet	Development Team
13-02-2017	4.0	Added 3 new Patagonia games	Development Team
29-06-2017	5.0	New method changeGameToken	Development Team
25-10-2017	6.0	GameStatus for method awardWinnings	Development Team
06-12-2017	7.0	ExtTransactionID to long value	Development Team
01-03-2018	8.0	New types for method getAccountDetail	Development Team
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24-10-2018	10.0	Add new method GetInfinityToken	Development Team
17-05-2019	10.0.1	Add examples, refund method note	Development Team
05-06-2019	10.0.2	Update request/response methods description	Development Team
09-07-2019	10.0.3	Added new possible parameter to game.do requests	Development Team
28-08-2019	10.0.4	Updated the game start URL	Development Team
15-10-2019	10.0.5	Add the game Halloween-groove-bingo	Development Team
21-10-2019	10.1	Removed Infinty Token method. Added token expiration time. Updated content section.	Development Team

14-01-2020	10.2	Add the game Jogo dos bichos praia	Development Team
22-01-2020	10.3	Salsa version	Salsa team
28-01-2020	10.4	Implementation the validating this is hash.	Development Team
04-02-2020	10.5	Remove authentication method.	Development Team
03-03-2020	10.6	Change all game code	Development Team
31-03-2020	10.7	No token validation for awardWinning and refundBet methods	
14-04-2020	10.8	Loss Limit Exception added	Development Team
10-06-2020	10.9	Transaction not found Exception added	Development Team
23-06-2020	10.10	Change in Refund policy	Development Team
15-07-2020	10.11	Add info about publisher endpoint	Development Team
17-07-2020	10.12	Changes in reconciliation of Placebet	Development Team
25-01-2021	10.13	Add Hash to changeGameToken	Development Team
28-06-2021	10.14	Change url game launch	Development Team
28-07-2023	10.15	Remove game p75	Development Team
02-08-2023	10.16	Fix gamelaunch parameters	Development Team
29-09-2023	10.17	Formatting adjustments	Development Team

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OVERVIEW

This document explains the proper steps needed to start a game integration. Provides the URLs for all the games and gives an overview of the background communication between the game and the Publisher.

1. GLOSSARY

Publisher	Refers to the service that hosts games. It's the service where the game provider communicates all actions made by the player.
Provider	Refers to the service that provides games and communicates the actions to a Publisher.

2. STARTING A GAME

To start Salsa Technology games and third party games, the Publisher should make a request to the following URL:

TEST	PROD
https://api-test.salsagator.com/game	https://api.salsagator.com/game

The following table contains the Salsa gameCodes:

Game	GameCode
Super Hot Bingo	shb
Super Pachinko	sp
Show Ball	sbp
Zodiac	zb
Flex	sf
Candy	cb
Goal	gb
Pirate	pb

Farm	farm
Super Pachinko Plus	spp
Pachinko 3D	p3d
Candy 3D	c3d
Halloween Groove Bingo	hgb
Jogo dos Bichos Praia	jbp
Crystal Monster	cm
Cucas Swamp	csw
Melcochita	mc

Note:

The list of third-party game code is sent by Salsa Technology according to which provider is required to add to the publisher

Some parameters are needed while make the request

Name	Required	Description
token	true	This token is created BY THE PUBLISHER and is required when the game requests player data. It is a UUID, representing the Player x Game session. If the player changes the game, the token must be different.
pn	true	This value must be assigned previously to a Publisher and is the same for all games. Identify which Publisher is making the request and which Publisher we must communicate the player actions.
lang	true	This is the language of the player (en, pt, es, etc)
type	true	The parameter type is the way that a Publisher has to inform that the rounds played are for free or charged . The possible values are FREE or CHARGED . Default: CHARGED .
game	true	This is the identifier of the game.
currency	false	This value identifies the player currency currently used for the game.

SAMPLES

Starting the game “**Super hot bingo**” from Publisher “**superGames**”, with token “**xxx-yyyzzz**” and language “**english**”

```
https://api.salsagator.com/game?token=xxx-yyy-zzz&pn=superGames&lang=en&game=superHotBingo
```

Starting the game “**Super Pachinko**” from Publisher “**gamesPublisher**”, with token “**xxx-yyyzzz**” and language “**portuguese**”

```
https://api.salsagator.com/game?token=xxx-yyy-zzz&pn=superGames&lang=en&game=superPachinko
```

Starting the game “**Super Hot Bingo**” from Publisher “**megaGames**”, with token “**xxx-yyyzzz**” and language “**portuguese**” and type “**FREE**”

```
https://api.salsagator.com/game?token=xxx-yyy-zzz&pn=megaGames&lang=pt&game=superHotBingo&type=FREE
```

Starting the 3rd party game “**game1**” from Publisher “**gamesPublisher**”, with token “**xxx-yyyzzz**” and language “**portuguese**”

```
https://api.salsagator.com/game?token=xxx-yyyzzz&pn=gamesPublisher&lang=pt&game=game1
```

2.1. TOKEN

Some game providers need to send wins or refunds hours or days after the intended bet done by the player. For this, reason tokens do not have to be validated in the processing of these methods

2.2. GAME TYPES

Our games support two game types: "CHARGED" and "FREE". If the Publisher doesn't specify any type, then the default value is "CHARGED" meaning that all player actions are communicated to the Publisher as real actions (the player uses real credits).

If the type "FREE" is specified, then the player will play in a demo mode. The player will have 500\$ to play and all actions will be registered in the back office but won't be communicated to the Publisher.

3. SECURITY

3.1. REQUEST VALIDATE HASH

Each request is accompanied by a hash that must be validated by the publisher. The following example shows how this hash is generated. This hash is generated with a 64-character hexadecimal string.

Example: $\text{sha256Hex}(\text{ParamsValue} + \text{Key}) = \text{Hash}$ (Send by Salsa)

Key: An individual secret key provided by Patagonia will be generated.

ParamsValue: The values of the parameters are concatenated, for each method there is a pattern of parameters that are used to form a string, you can find the example of each method in section 5.

If the key is invalid, the following error must be returned.

```
<PKT>
  <Result Name="MethodName" Sucess="0">
    <Returnset>
      <Error Value="Invalid Hash." />
      <ErrorCode Value="7000" />
    </Returnset>
  </Result>
</PKT>
```

3.2. BASIC AUTHENTICATION

All requests sent from the provider will be authenticated by means of a username and password, which is attached to the packet as follows. This method is **not mandatory** to implement and is **deprecated**; the credentials will be provided by the salsa team during the start of the integration.

```
<PKT>
  <Method Name="GetAccountDetails">
    <Auth Login="loginName" Password="somePassword" />      . . . .
  </Method>
</PKT>
```

4. GAME-PUBLISHER COMMUNICATION

4.1. METHOD INVOCATION VIA GENERIC API

Every Publisher could implement its own API but this document explains how the game use the Generic API. The service uses XML to communicate with the provider via a `HttpRequest`. All the methods of the API are invoked through HTTP POST, the structure of this XML is defined in this document. The XML differs based on the method the service wishes to invoke.

4.2. PUBLISHER ENDPOINT

The publisher that implements the integration through this API, must have only **ONE** endpoint per environment to be configured.

4.3. XML PACKET SPECIFICATIONS

All packets to and from the Publisher must be wrapped in a PKT Envelope as follows:

<PKT></PKT>

4.4. REQUEST HEADERS

Content-Type: text/xml; charset: UTF-8

4.5. METHOD PARAMETERS

A method may require parameters to execute. The parameters are specified as follows:

```
<PKT>
  <Method Name="GetAccountDetails">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4dsalr1..." />
    </Params>
  </Method>
</PKT>
```

All parameters are wrapped in a Params node. See the example above. The parameter names are specified in the method definitions contained in this document.

4.6. RETURN XML PACKET

Every method call will return a result XML packet that will always contain a Success attribute that will indicate whether the method was successfully executed or not. The packet will contain the result of the method if it has successfully executed.

This information is always wrapped in a Return set node. For example:

```
<PKT>
  <Result Name="GetAccountDetails" Success="1">
    <Returnset>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <LoginName Type="string" Value="user7894" />
      <Currency Type="string" Value="BRL" />
      <Country Type="string" Value="BR" />
      <Birthdate Type="date" Value="1988-08-02" />
      <Registration Type="date" Value="2010-05-05" />
      <Gender Type="string" Value="m" />
    </Returnset>
  </Result>
</PKT>
```

This success return packet contains the result of the GetAccountDetails method. The Success attribute is set to 1. This means it was successfully executed. If a method has failed to execute, the Success attribute will contain a 0. The Returnset will contain a description of the error and an error code as shown:

```
<PKT>
  <Result Name="GetAccountDetails" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
    </Returnset>
  </Result>
</PKT>
```

The Error node contains a string with the error message. The ErrorCode node contains a code associated with the error and is of type int.

5. COMMUNICATION API

5.1. GET ACCOUNT DETAILS

The GetAccountDetails method is called when the player login. The method passes a token, generated by the Publisher for authentication. The method will return the player's details if the player is authenticated and logged in to the Publisher system.

5.1.1. REQUEST SENT FROM PROVIDER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Hash	string(64)	Hash generated by Salsa Technology.	Yes

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**= Token

```
<PKT>
  <Method Name="GetAccountDetails">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>
```

5.1.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
LoginName	string (32)	Unique username. This must always be the same for the same user.	Yes

Currency	string(3)	Currency ISO-4217	Yes
Country	string(2)	Country code ISO Alpha-2	Yes
Birthdate	date(8)	Date of birth of the user. Format yyyy-mm-dd	Yes
Registration	date (8)	Date when the user was originally registered. Format yyyy-mm-dd	Yes

```

<PKT>
  <Result Name="GetAccountDetails" Success="1">
    <Returnset>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <LoginName Type="string" Value="user7894" />
      <Currency Type="string" Value="BRL" />
      <Country Type="string" Value="BR" />
      <Birthdate Type="date" Value="1988-08-02" />
      <Registration Type="date" Value="2010-05-05" />
      <Gender Type="string" Value="m" />
    </Returnset>
  </Result>
</PKT>

```

5.1.3. FAILURE RESPONSE FROM PUBLISHER

```

<PKT>
  <Result Name="GetAccountDetails" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
    </Returnset>
  </Result>
</PKT>

```

5.2. GETBALANCE

This packet should be sent to the Publisher to retrieve a player's balance. All amounts are in cents, i.e. 100.00 (USD) will be sent as 10000.

The GetBalance method should be called whenever needed to update the player's balance in the game interface.

5.2.1. REQUEST SENT FROM PROVIDER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Hash	string(64)	Hash generated by Salsa Technology.	Yes

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**= Token

```
<PKT>
  <Method Name="GetBalance">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Hash Type="string"
Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>
```

5.2.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Balance	Int	Balance in the player's wallet	Yes
Currency	string(3)	Currency ISO-4217	Yes

```
<PKT>
  <Result Name="GetBalance" Success="1">
    <Returnset>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
    </Returnset>
  </Result>
</PKT>
```

5.2.3. FAILURE RESPONSE FROM PUBLISHER

```
<PKT>
  <Result Name="GetBalance" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
    </Returnset>
  </Result>
</PKT>
```

5.3. PLACEBET

This packet is sent to the Publisher for each bet placed in a game. All amounts are in cents, i.e. 100.00 (USD) will be sent as 10000.

When the publisher successfully processes the bet it must send the answer parameter `AlreadyProcessed = false`. In this way, Salsa identifies that the bet was processed successfully in its first request sent to the publisher.

If Salsa sends again the same bet to control the status of a transaction already sent and has already been successfully processed by the publisher, then Salsa must receive the parameter `AlreadyProcessed = true`.

It is the responsibility of the casino to control the existence of a transaction already sent and not to process it again if it is already processed successfully. The transaction is identified by the parameters `TransactionID`, `BetReferenceNum`.

5.3.1. REQUEST SENT FROM PROVIDER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
TransactionID	long	An identifier in the Game This value represents the game round being played.	Yes
BetReferenceNum	long	A unique identifier which references each individual bet in the Game.	Yes
BetAmount	int	Bet amount in cents	Yes
GameReference	string(128)	Game code defined by Salsa Technology.	Yes
Hash	string(64)	Hash generated by Salsa Technology.	Yes

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**= TransactionID + BetReferenceNum+Token

```
<PKT>
  <Method Name="PlaceBet">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <TransactionID Type="long" Value="43211234" />
      <BetReferenceNum Type="long" Value="1234" />
      <BetAmount Type="int" Value="10000" />
      <GameReference Type="string" Value="1221_124" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>
```

5.3.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Balance	Int	Balance in the player's wallet	Yes
Currency	string(3)	Currency ISO-4217	Yes

ExtTransactionID	long	Unique identifier of bet in the publisher	Yes
AlreadyProcessed	Boolean	The value is "false" when the casino processes the bet the first time. When Salsa Technology re send a bet and the casino has already processed it correctly then this value must be "true"	Yes

```
<PKT>
  <Result Name="PlaceBet" Success="1">
    <Returnset>
      <Token Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
      <ExtTransactionID Type="long" Value="22334" />
      <AlreadyProcessed Type="bool" Value="false" />
    </Returnset>
  </Result>
</PKT>
```

5.3.3. FAILURE RESPONSE FROM PUBLISHER

```
<PKT>
  <Result Name="PlaceBet" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
    </Returnset>
  </Result>
</PKT>
```

5.4. AWARDWINNINGS

This packet should be sent to the Publisher for each win which occurs in a game. All amounts are in cents, i.e. 100.00 (USD) will be sent as 10000.

5.4.1. REQUEST SENT FROM PROVIDER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
TransactionID	long	An identifier in the Game This value represents the game round being played.	Yes
WinReferenceNum	long	A unique identifier which references each individual win in the Game.	Yes
WinAmount	int	Win amount in cents	Yes
GameStatus	string(128)	For the last win associated with the round this value is equal to "Complete". Otherwise the value "Pending" is sent	Yes
GameReference	string(128)	Game code defined by Salsa Technology.	Yes
Hash	string(64)	Hash generated by Salsa Technology.	Yes

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**= TransactionID + WinReferenceNum+Token

```
<PKT>
  <Method Name="AwardWinnings">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <TransactionID Type="long" Value="43211234" />
      <WinReferenceNum Type="long" Value="1234" />
      <WinAmount Type="int" Value="10000" />
      <GameStatus Type="string" Value="Complete|Pending"/>
      <GameReference Type="string" Value="1221_124" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>
```

5.4.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Balance	Int	Balance in the player's wallet	Yes
Currency	string(3)	Currency ISO Code	Yes
ExtTransactionID	long	Unique identifier of bet in the publisher	Yes
AlreadyProcessed	Boolean	The value is "false" when the casino processes the win the first time. When Salsa Technology re send a win and the casino has already processed it correctly then this value must be "true"	Yes

```
<PKT>
  <Result Name="AwardWinnings" Success="1">
    <Returnset>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
      <ExtTransactionID Type="long" Value="22334" />
      <AlreadyProcessed Type="bool" Value="false" />
    </Returnset>
  </Result>
</PKT>
```

5.4.3. FAILURE RESPONSE FROM PUBLISHER

```
<PKT>
  <Result Name="AwardWinnings" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
    </Returnset>
  </Result>
</PKT>
```

5.5. REFUNDBET

This packet should be sent to the Publisher when a refund is required. All amounts are in cents, i.e. 100.00 (USD) will be sent as 10000. The refund bet method is part of the rollback bet process. It is the responsibility of the publisher to accept the refund only in case the bet is approved successfully in the publisher.

The game sends a **refundBet** when the communication fails and there is no knowledge of the status on the Publisher.

If the **BetReferenceNum** does not exist in the Publisher, then it should respond with a **success**.

Obs:

5.5.1. REQUEST SENT FROM PROVIDER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
TransactionID	long	An in-game identifier. This value represents the round of the game being played. This identifier is exactly the same as the one sent to identify the bet to be refunded.	Yes
BetReferenceNum	long	A unique identifier that refers to each individual bet in the game. This identifier is exactly the same as the	Yes

		one sent to identify the bet to be refunded.	
RefundAmount	int	Refund amount in cents	Yes
GameReference	string(128)	Game code defined by Salsa Technology.	Yes
Hash	string(64)	Hash generated by Salsa Technology.	Yes

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**= TransactionID + BetReferenceNum+Token

```

<PKT>
  <Method Name="RefundBet">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <TransactionID Type="long" Value="43211234" />
      <BetReferenceNum Type="long" Value="1234" />
      <RefundAmount Type="int" Value="10000" />
      <GameReference Type="string" Value="1221_124" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>

```

5.5.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
Balance	Int	Balance in the player's wallet	Yes
Currency	string(3)	Currency ISO Code	Yes
ExtTransactionID	long	Unique identifier of bet in the publisher	Yes
AlreadyProcessed	Boolean	The value is "false" when the casino processes the win the first time. When Salsa	Yes

		Technology re send a win and the casino has already processed it correctly then this value must be "true"	
--	--	---	--

```
<PKT>
  <Result Name="RefundBet" Success="1">
    <Returnset>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
      <ExtTransactionID Type="long" Value="22334" />
      <AlreadyProcessed Type="bool" Value="false" />
    </Returnset>
  </Result>
</PKT>
```

5.5.3. FAILURE RESPONSE FROM PUBLISHER

```
<PKT>
  <Result Name="RefundBet" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
      <Balance Type="int" Value="10000" />
      <Currency Type="string" Value="BRL" />
    </Returnset>
  </Result>
</PKT>
```

5.6. CHANGE GAME TOKEN

This packet should be sent to the Publisher when the player wants to change the game inside the game provider lobby. In these cases, it is communicated to the publisher to generate a new token to play the game.

5.6.1. REQUEST SENT FROM PROVIDER

Hash = sha256Hex(**ParamsValue** + **Key**); **ParamsValue**=NewGameReference + Token

Parameter	Type	Description	Required
Token	string(256)	Token generated by the Publisher.	Yes
NewGameReference	string(128)	Game code defined by Salsa. This is the same game name used in the game opening URL provided by Salsa Technology.	Yes

```
<PKT>
  <Method Name="ChangeGameToken">
    <Params>
      <Token Type="string" Value="AAD8EE30-8C43-11DC-9755-668156D89593" />
      <NewGameReference Type="string" Value="1221_124" />
      <Hash Type="string" Value="48sf4daf4av44b1f4w941f984we9ef4ds..." />
    </Params>
  </Method>
</PKT>
```

5.6.2. SUCCESS RESPONSE FROM PUBLISHER

Parameter	Type	Description	Required
NewToken	string(256)	Token generated by the Publisher.	Yes

```
<PKT>
  <Result Name="ChangeGameToken" Success="1">
    <Returnset>
      <NewToken Type="string" Value="11DCA320-8C43-11DC-B737-668156D89593" />
    </Returnset>
  </Result>
</PKT>
```

5.6.3. FAILURE RESPONSE FROM PUBLISHER

```
<PKT>
  <Result Name="ChangeGameToken" Success="0">
    <Returnset>
      <Error Type="string" Value="xxxxxxx" />
      <ErrorCode Type="string" Value="#" />
    </Returnset>
  </Result>
</PKT>
```

6. ERROR CODES

Error code	Error description
1	Error retrieving Token
2	Invalid request
3	Empty request
4	Unable to process request
5	Wrong data type
6	Insufficient funds
7	Transaction not found
6000	Unspecified Error
7000	Invalid Hash
9000	Mandatory refund
10000	Loss limit

Example of error code for bet with insufficient funds:

```
<PKT>
  <Result Name="PlaceBet" Success="0">
    <Returnset>
      <Error Type="string" Value="Insufficient funds" />
      <ErrorCode Type="string" Value="6" />
    </Returnset>
  </Result>
</PKT>
```

7. RECONCILIATION

If there is a request timeout because of internet connection problems, then game provider should follow a process to reconcile the action. Due to this reconciliation process the publisher must support retries and refundBet operations:

1. PlaceBet transaction

According to the policies of each provider, the game may send a bet one or more times, until the bet is processed.

If the request is not processed successfully or happen timeout then the RefundBet method will be called.

2. PlaceBet transaction

If the publisher responds to the placeBet method with error code 9000 "Mandatory refund" then the game will call the refundBet method (this behavior does not apply to third party games)

3. AwardWinnings transaction

The AwardWinnings request should be retried 2 times by the game with an interval of 25 seconds between each try. After finishing the game with error, when the player opens the game next time the pending win must be sent so that the player can continue playing.

This configuration is optional; each publisher must request their activation.

8. EXAMPLES

8.1. CASE 1

Description: Video Bingo round with 2 bets, both bets in the same round. One of 5 USD and the other of 10 USD and win of 5 USD.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<pre><PKT> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /></pre>

	<pre> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game Server
GetBalance	<pre> <PKT> <Method Name="GetBalance"> </pre>

	<pre> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268175"/> <BetReferenceNum Type="long" Value="111011553"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </pre>

	<pre> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="9500"/> <ExtTransactionID Type="long" Value="209464"/> <AlreadyProcessed Type="bool" Value="false"/> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268175"/> <BetReferenceNum Type="long" Value="111011554"/> <BetAmount Type="int" Value="1000"/> <GameReference Type="string" Value="sp"/> </Params> </Method> </PKT> </pre>

	<pre> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="8500"/> <ExtTransactionID Type="long" Value="209464"/> <AlreadyProcessed Type="bool" Value="false"/> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game Server
Award Winnings	<pre> <PKT> <Method Name="Award Winnings"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268175"/> <WinReferenceNum Type="long" Value="111011555"/> </pre>

	<div><WinAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <GameStatus Type="string" Value="Complete"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="AwardWinnings" Success="1"> <Returnset> <Token Type="string" Value="d5315da1-0802-49d9-8df5-28a5d2d3982c-1558023857965"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="9000"/> <ExtTransactionID Type="long" Value="209466"/> <AlreadyProcessed Type="bool" Value="false"/> </Returnset> </Result> </PKT></div>
--	--

8.2. CASE 2

Description: Slot round with 1 bet of 5 USD and win of 0 USD.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<div><PKT> <Method Name="GetAccountDetails"> <Params></div>

	<pre> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game Server
GetBalance	<pre> <PKT> <Method Name="GetBalance"> </pre>

	<pre> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268176"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> </Params> </Method> </PKT> </pre>

	<pre> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="9500"/> <ExtTransactionID Type="long" Value="2094688"/> <AlreadyProcessed Type="bool" Value="false"/> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game Server
Award Winnings	<pre> <PKT> <Method Name="Award Winnings"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268176"/> <WinReferenceNum Type="long" Value="111011557"/> <WinAmount Type="int" Value="0"/> </Params> </Method Name> </PKT> </pre>

	<div><GameReference Type="string" Value="sp"/></div> <div><GameStatus Type="string" Value="Complete"/></div> <div><Hash Type="string" Value="b96b07376931095c973d64c326f7..."/></div> <div></Params></div> <div></Method></div> <div></PKT></div> <div>Response:</div> <div><PKT></div> <div><Result Name="AwardWinnings" Success="1"></div> <div><Returnset></div> <div><Token Type="string" Value="d5315da1-0802-49d9-8df5-28a5d2d3982c-1558023857965"/></div> <div><Currency Type="string" Value="BRL"/></div> <div><Balance Type="int" Value="9500"/></div> <div><ExtTransactionID Type="long" Value="209489"/></div> <div><AlreadyProcessed Type="bool" Value="false"/></div> <div></Returnset></div> <div></Result></div> <div></PKT></div>
--	---

8.3. CASE 3

Description: Round with 1 bet of 5 USD which ends with timeout.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<PKT>

	<pre> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game Server
GetBalance	<pre> <PKT> <Method Name="GetBalance"> <Params> </pre>

	<pre> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </pre>

	</PKT> Response: Timeout...
--	---

Method	Communication with Salsa Technology Game server
PlaceBet	<PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: Timeout...

Method	Communication with Salsa Technology Game server
PlaceBet	<PKT> <Method Name="PlaceBet">

	<pre> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: Timeout...</pre>
--	---

Method	Communication with Salsa Technology Game Platform Integration
RefundBet	<pre> <PKT> <Method Name="RefundBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /> <TransactionID Type="long" Value="15268177" /> <BetReferenceNum Type="long" Value="111011556" /> <RefundAmount Type="int" Value="500" /> <GameReference Type="string" Value="sp" /> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT></pre>

	<p>Response:</p> <pre><PKT> <Result Name="RefundBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /> <Balance Type="string" Value="10000" /> <ExtTransactionID Type="long" Value="2233454564" /> <AlreadyProcessed Type="bool" Value="false" /> </Returnset> </Result> </PKT></pre>
--	--

8.4. CASE 4

Round with 1 bet of 5 USD which ends with error mandatory refund. This case has to be implemented only if the casino requires a mandatory refund in some scenario.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<pre> <PKT> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>

Method	Communication with Salsa Technology Game Server
GetBalance	<PKT>

	<div><Method Name="GetBalance"></div> <div><Params></div> <div><Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/></div> <div><Hash Type="string" Value="b96b07376931095c973d64c326f7..." /></div> <div></Params></div> <div></Method></div> <div></PKT></div> <div>Response:</div> <div><PKT></div> <div><Result Name="GetBalance" Success="1"></div> <div><Returnset></div> <div><Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /></div> <div><Balance Type="int" Value="10000" /></div> <div></Returnset></div> <div></Result></div> <div></PKT></div>
--	--

Method	Communication with Salsa Technology Game server
PlaceBet	<div><PKT></div> <div><Method Name="PlaceBet"></div> <div><Params></div> <div><Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/></div> <div><TransactionID Type="long" Value="15268177"/></div> <div><BetReferenceNum Type="long" Value="111011556"/></div>

	<pre> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="0"> <Returnset> <Error Type="string" Value="Mandatory refund" /> <ErrorCode Type="string" Value="9000" /> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game Platform Integration
RefundBet	<pre> <PKT> <Method Name="RefundBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /> <TransactionID Type="long" Value="15268177" /> <BetReferenceNum Type="long" Value="111011556" /> <RefundAmount Type="int" Value="500" /> <GameReference Type="string" Value="sp" /> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </pre>

	<pre> </PKT> Response: <PKT> <Result Name="RefundBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /> <Balance Type="string" Value="10000" /> <ExtTransactionID Type="long" Value="2233454564" /> <AlreadyProcessed Type="bool" Value="false" /> </Returnset> </Result> </PKT> </pre>
--	--

8.5. CASE 5

Description: Round with 1 bet of 5 USD which has timeout on the first attempt of the bet. In the second attempt the casino answers with the information that the bet was already processed correctly.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<pre> <PKT> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> </pre>

	<p>Response:</p> <pre> <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game Server
GetBalance	<pre> <PKT> <Method Name="GetBalance"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </pre>

	<pre> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
--	---

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: </pre>

	Timeout...
--	------------

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="9500"/> <ExtTransactionID Type="long" Value="2094688"/> <AlreadyProcessed Type="bool" Value="true"/> </Returnset> </Result> </pre>

	</PKT>
--	--------

8.6. CASE 6

Description: Round with 1 bet of 5 USD and 1 win of 5 USD which has timeout on the first attempt of the win. In the second attempt the casino answers with the information that the win was already processed correctly.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<pre> <PKT> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> </Returnset> </Result> </PKT> </pre>

	<pre> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game Server
GetBalance	<pre> <PKT> <Method Name="GetBalance"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> </pre>

	<pre> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
--	--

Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="1"> <Returnset> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="9500"/> <ExtTransactionID Type="long" Value="2094688"/> <AlreadyProcessed Type="bool" Value="false"/> </Returnset> </pre>

Method	Communication with Salsa Technology Game Server
AwardWinnings	<pre> <PKT> <Method Name="AwardWinnings"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <WinReferenceNum Type="long" Value="111011557"/> <WinAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <GameStatus Type="string" Value="Complete"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: Timeout...</pre>

Method	Communication with Salsa Technology Game Server
AwardWinnings	<PKT> <Method Name="AwardWinnings"> <Params>

	<pre> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> <WinReferenceNum Type="long" Value="111011557"/> <WinAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <GameStatus Type="string" Value="Complete"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="AwardWinnings" Success="1"> <Returnset> <Token Type="string" Value="d5315da1-0802-49d9-8df5-28a5d2d3982c-1558023857965"/> <Currency Type="string" Value="BRL"/> <Balance Type="int" Value="10000"/> <ExtTransactionID Type="long" Value="209489"/> <AlreadyProcessed Type="bool" Value="true"/> </Returnset> </Result> </PKT> </pre>
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8.7. CASE 7

Round with 1 bet of 5 USD which ends with error mandatory refund. The game send RefundBet not found in casino. Obs: In this scenario, casino responds success.

User: testPataBRL Initial balance: 100 USD

Method	Communication with Salsa Technology Game Server
GetAccountDetails	<pre><PKT> <Method Name="GetAccountDetails"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..."/> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetAccountDetails" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <LoginName Type="string" Value="testPataBRL"/> <Currency Type="string" Value="BRL"/> <Country Type="string" Value="UY"/> <Birthdate Type="string" Value="1982-09-15"/> <Registration Type="string" Value="2017-07-25"/> <Gender Type="string" Value="m"/> </Returnset> </Result> </PKT></pre>

Method	Communication with Salsa Technology Game Server
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GetBalance	<pre> <PKT> <Method Name="GetBalance"> <Params> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="GetBalance" Success="1"> <Returnset> <Token Type="string" Value="e23ff5cd-d00b-4f8b-933b-0bc6da8257c1-1558021570526" /> <Balance Type="int" Value="10000" /> </Returnset> </Result> </PKT> </pre>
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Method	Communication with Salsa Technology Game server
PlaceBet	<pre> <PKT> <Method Name="PlaceBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377"/> <TransactionID Type="long" Value="15268177"/> </Params> </Method> </PKT> </pre>

	<pre> <BetReferenceNum Type="long" Value="111011556"/> <BetAmount Type="int" Value="500"/> <GameReference Type="string" Value="sp"/> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </Method> </PKT> Response: <PKT> <Result Name="PlaceBet" Success="0"> <Returnset> <Error Type="string" Value="Mandatory refund" /> <ErrorCode Type="string" Value="9000" /> </Returnset> </Result> </PKT> </pre>
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Method	Communication with Salsa Technology Game Platform Integration
RefundBet	<pre> <PKT> <Method Name="RefundBet"> <Params> <Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /> <TransactionID Type="long" Value="15268177" /> <BetReferenceNum Type="long" Value="111011556" /> <RefundAmount Type="int" Value="500" /> <GameReference Type="string" Value="sp" /> <Hash Type="string" Value="b96b07376931095c973d64c326f7..." /> </Params> </pre>

	<div></Method></div> <div></PKT></div> <div>Response:</div> <div><PKT></div> <div><Result Name="RefundBet" Success="1"></div> <div><Returnset></div> <div><Token Type="string" Value="8a4a2a2a-032e-435c-909e-dff5c01cc54d-1558022569377" /></div> <div><Balance Type="string" Value="10000" /></div> <div><ExtTransactionID Type="long" Value="2233454564" /></div> <div><AlreadyProcessed Type="bool" Value="false" /></div> <div></Returnset></div> <div></Result></div> <div></PKT></div>
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