Front-End documentation

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1. iframe API events

Yggdrasil Iframe Events Handler 1.3.5 Documentation.pdf

1.1 Bingo

default	description

{
 	
  event : "**bingo/enteringRoom"**,
 	
  data :
 	
  { gameid:39001, roompath: */path* }}
	indicates when a user enters any room.

{
 	
  event : "**bingo/enteringLobby"**,
 	
  data :
 	
  { gameid:39001, roompath: */path* }}
	indicates when a user enters *Lobby*

{
 	
  event : "**bingo/enteringScheduler"**,
 	
  data :
 	
  { gameid:39001, roompath: */path* }}
	indicates when a user enters *Scheduler*

{
 	
  event : "**bingo/enteringHistory"**,
 	
  data :
 	
  { gameid:39001,roompath: */path* }}
	indicates when a user enters transaction *History*

Every bingo section except lobby has restricted access. When player enters restricted section authentication key must be set.

Authentication should be triggered with **gameid = 39001.**

Example launch client request:

https://static-bingoeu.stage-ygg.com/init/launchClient.html?
gameid=39001&currency=EUR&lang=en&org=Demo&skin=default&key=1903190940097000001

Example launch client request with <u>optional</u> roompath redirection:

https://static-bingoeu.stage-ygg.com/init/launchClient.html?
gameid=39001&currency=EUR&lang=en&org=Demo&skin=default&key=1903190940097000001**&roompath=/game/4**

2. In-game deposit

In-game deposit functionality provides seamless money deposit. It is supported only on mobile and for the games starting from Spina Colada.

Configuration

When the player runs out of money a game will present error message with a possibility to open in-game deposit. To enable it following parameters need to be added to launch URL:

name	value
depositType	self
depositURL	URL to deposit page

Deposit page

Deposit page is able to communicate with a game via postMessage.

message	action
{id: "deposit/close"}	Redirects game to given URL
{id: "deposit/redirect", url: "https://google.com"}	URL to deposit page
{id: "deposit/refreshBalance"}	Refreshes balance in the game. Balance is also refreshed every time the iframe is closed.

Example of deposit page:

```html
<!DOCTYPE html>
<html>
<head>
<script type="text/javascript">
  function redirectToFullDepositPage() {
    window.parent.postMessage({id: "deposit/redirect", url: "https://google.com"}, "*");
  }
  function closeWindow() {
    window.parent.postMessage({id: "deposit/close"}, "*");
  }
  function refreshBalance() {
    window.parent.postMessage({id: "deposit/refreshBalance"}, "*");
  }
</script>
</head>
<body>
<a href="#" onclick="redirectToFullDepositPage()">Full Deposit Page</a><br/>
<a href="#" onclick="closeWindow()">Close Window</a>
</body>
</html>
```

3. Client changes for UK/GiB

Please download our quick PowerPoint presentation about client changes for UK/GiB games.

Download

4. License parameters

AGCC License

It will be activated by passing &license=agcc and following changes will be activated:

1. Enable UK version of Reality Check
2. Launching window with AGCC logo and message

Czech License

It will be activated by passing &license=cz and following changes will be activated:

1. Spin will take minimum 2 sec (same mechanism as DK)

UK/Gibraltar License

It will be activated by passing &license=uk and following changes will be activated:

1. Client Reality check

Italy License

It will be activated by passing &license=it and following changes will be activated:

1.Display AAMS Session/Ticket ID

Schleswig-Holstein licence

It will be activated by passing &license=schhol and following changes will be activated:

1. Enable UK version of Reality Check
2. Spin will take minimum 5 sec (same mechanism as DK)

Danish licence

It will be activated by passing &license=dk and following changes will be activated:

1. Spin will take minimum 3 sec