Azure Tech
Transfer Wallet API
documentation
v. 1.4.6 (23rd of July 2019)

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1. Login Game(Prod env, request no limit) 登录游戏(正式环境, 调用无限制)

LoginGame method allows player to launch Yggdrasil Gaming content with using transfer wallet rules. As a response for this request operator will receive game launch url used to start the particular game.

uri: /yggGame/loginGame
POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
gameId	true	String (digit number, for example 7331)
currency	true	String (only one currency is supported per player so, please make sure no change will be made)
language	false	String (by default en is used)
channel	true	pc or mobile
returnUrl	false	String(must use in mobile channel, but not need in pc channel)
countryCode	true	String(2 places, can be changed only on operator request once it's set)
sign	true	String(Player Sign)

return json:

{"code": 0,"data": "https://xxxxxxxxxx"}

2. Try Game(Free Game, request no limit) 登录游戏(试玩游戏, 调用无限制)

TryGame method allows to launch Demo version of the requested game without using real money. Player will launch the game with base amount of 11.000 EUR or its equivalent in requested currency. Similar as in loginGame method operator as a response will receive game launch url.

uri: /yggGame/tryGame

POST application/x-www-form-urlencoded

parameters:

name	required	type
gameId	true	String
channel	true	pc or mobile
currency	true	String
language	false	String (by default en is used)
org	true	String

return json:

{"code": 0,"data": "https://xxxxxxxxxx"}

3. Get Balance(request no limit) 获取余额(调用无限制)

This method allows to check current player balance in transfer system without triggering withdraw.

uri: /yggGame/getBalance
POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
currency	true	String
sign	true	String(Player Sign)

return json:

{"code": 0,"data": 0}

4. Credit(request no limit) 充值(调用无限制)

Credit method allows to fill player transfer system account with playable amount of money. It has to be triggered before starting the game otherwise game will show empty balance.

uri: /yggGame/credit

POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
amount	true	Double(2 decimal places for ex. 1000.00)
billno	true	String(unique id in merchant system for particular org, max 64)
currency	true	String
sign	true	String(Player Sign)

return json:

{"code": 0,"data": "success"}

5. Withdraw(request no limit) 提款(调用无限制)

Allows to withdraw money from transfer system database. After calling this method player balance will be deducted with the requested amount.

uri: /yggGame/withdraw
POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
amount	true	Double(2 decimal places for ex. 1000.00)
billno	true	String(unique id in merchant system, max 64)
currency	true	String
sign	true	String(Player Sign)

return json:

{"code": 0,"data": "success"}

6. Reporting 报告

Presented methods: getUsersBetData (6.1) and getUsersBetDataV2 (6.2) allow to pull gameplay data for particular organization. Using getUsersBetDataV2 Operator can receive more then 5k results from the same period of time changing only lastId parameter.

Please make sure your system is not overusing it so, transfer wallet could operate without any delays. We suggest to pull reporting data out of the rush hours.

6.1 Get users bet data (max 5k once, request rate 30s/per) 获取玩家投注数据(一次最多 5k 条, 频率需要少于 30s/次)

uri: /yggGame/getUsersBetData
POST application/x-www-form-urlencoded

parameters:

name	required	type
topOrg	true	String
org	true	String
currency	true	String
startTime	true	String(yyyy-MM-dd HH:mm:ss), such as 2019-01-01 00:00:00 (must be in UTC)
endTime	true	String(yyyy-MM-dd HH:mm:ss), such as 2019-01-01 23:59:59 (must be in UTC)
sign	true	String(Merchant Sign)
loginname	false	String(max 20)

return json:

{"code":0,"data": [{"topOrg":"TestGroup","org":"testorg","loginname":"TestUser","currency":"CNY","type":"endWager","amount":10000.0,"beforeAmount":806585.0,"afterAmount":816585.0,"gameName":"Sonya lackjack","reference":"1905291058028500001","createTime":"2019-05-29 10:58:24"}

6.2 Get users bet data version2 (request rate 30s/per) 获取玩家投注数据 版本 2 (频率需要少于 30s/次)

uri: /yggGame/getUsersBetDataV2
POST application/x-www-form-urlencoded

parameters:

name	required	type
topOrg	true	String
org	true	String
lastId	true	Integer(send 0 when null)
loginname	false	String(max 20)
currency	true	String
startTime	true	String(yyyy-MM-dd HH:mm:ss), such as 2019-01-01 00:00:00 (must be in UTC)
endTime	true	String(yyyy-MM-dd HH:mm:ss), such as 2019-01-01 23:59:59 (must be in UTC)
sign	true	String(Merchant Sign)

return json:

{"code":0, "data" : [{"id" : 1, "topOrg" : "topOrg", "org" : "org", "loginname" : "user4test", "currency" : CNY", "type" : "endWager", "amount" : 0.0, "beforeAmount" : 980.0, "afterAmount" : 980.0, "gameName" : "GemRocks", "reference" : "181214012933010001", "createTime" : "2019-05-30 1:52:22"}, {"id" : 2, "topOrg" : "topOrg", "org" : "org", "loginname" : "user4test", "currency" : "CNY", "type" : "wager", "amount" : 20.0, "beforeAmount" : 1000.0, "afterAmount" : 980.0, "gameName" : GemRocks", "reference" : "181214012933010001", "createTime":"2019-05-30 01:48:37"}]}

7. Kick Player (踢玩家下线)

This method allows to invalidate player session and not allow to place any further bets (for this particular session)

uri: /yggGame/kickPlayer
POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
currency	true	String
sign	true	String(Player Sign)

return json:

{"code":0,"msg":"success"}

8. Check Player Last Wager (查询玩家最后一次投注)

This method allows to check when player placed his last bet.

uri: /yggGame/checkPlayerLastWager

POST application/x-www-form-urlencoded

parameters:

name	required	type
loginname	true	String(max 20)
topOrg	true	String
org	true	String
currency	true	String
sign	true	String(Player Sign)

return json:

**{"code":0,"data":
{"topOrg":"AdapterTestGroup","org":"adaptertest","loginname":"Marstest
","currency":"CNY","type":"wager","amount":2.5,"beforeAmount":816562.
5,"afterAmount":816560.0,"gameName":"Vikings go
Berzerk","reference":"1905301537040100001","createTime":"2019-05-30
15:37:05"}}**

9. Check Transfer Status (查询玩家转账)

Allows to confirm if system recorded credit/withdraw request.

uri: /yggGame/checkTransferStatus
POST application/x-www-form-urlencoded

parameters:

name	required	type
topOrg	true	String
org	true	String
billno	false	String
loginname	false	String(max 20)
currency	false	String
startTime	false	String (yyyy-MM-dd HH:mm:ss) (required when billno is blank)
endTime	false	String (yyyy-MM-dd HH:mm:ss) (required when billno is blank)
sign	true	String(Merchant Sign)

return json:

{"code":0,"data":
[{"topOrg":"TestGroup","org":"testorg","loginname":"TestUser","currency":"CNY","amount":1000,"type":"in","transferTime":"2019-05-28 09:26:18","billno":"55"}]}

10.   Player 'sign' parameter to authenticate player gameplay

This parameter should be used to authenticate player gameplay. Transfer system is storing 'key' parameter and crosschecking 'sign' string with used player name (loginname). In case of any wrong combination system will respond with error code 4.

Note. 'key' will be provided by AzureTech team and should be unique on org level.

Example:

loginname = playerTestName (in your system)
key = kjan*$kajwn)1

sign = MD5(loginname + key) = MD5(playerTestNamekjan*$kajwn)1)

11.   Merchant 'sign' parameter

Sign parameter used in getUserBetData method should be created with using three values:

- topOrg name

- org name

- key

All of the above are going to be provided during integration process.

Example:

topOrg = TOP01
org = org03
key = kjan*$kajwn)1

sign = MD5(topOrg + org + key) = MD5(TOP01org03kjan*$kajwn)1)

12. Response Code List

Transfer system response codes:

code	remark
0	success
1	system error
2	account frozen
3	balance insufficient
4	sign error
5	amount can't less than 0
6	merchant not exist
7	request param error
8	billno already exist
9	channel param error
10	currency not support
11	countryCode error
12	player not exist
13	player no wager data
14	startTime and endTime are required when billno is blank

13.   Currency Code List

We can support most of the currencies, in case you would like to use any not listed bellow please let us know so we could add it for you.

code	remark
CNY	Chinese Yuan
KRW	South Korean Won
USD	United States Dollar
HKD	Hong Kong Dollar
EUR	Euro
GBP	Great Britain Pound
JPY	Japanese Yen
TWD	New Taiwan dollar
THB	Thai Baht
INR	Indian Rupee
MYR	Malaysian Ringgit
SGD	Singapore Dollar
IDR	Indonesian Rupiah
MKK	Burmese Kyat
AMD	Armenian Dram
ARS	Argentine Peso
AUD	Australian Dollar
BGN	Bulgarian Lev
BRL	Brazilian Real
CAD	Canadian Dollar
CHF	Swiss Franc
CLP	Chilean Peso
CZK	Czech Republic Koruna
DKK	Danish Krone
HKR	Croatian Kuna
HUF	Croatian Kuna
ILS	Israeli New Sheqel
ISK	Icelandic Króna
KZT	Kazakhstani Tenge
MXN	Mexican Peso

NOK	Norwegian Krone
NZD	New Zealand Dollar
PEN	Peruvian Nuevo Sol
PLN	Polish Zloty
RON	Romanian Leu
RUB	Russian Ruble
SEK	Swedish Krona
UAH	Ukrainian Hryvnia
VND	Vietnamese Dong
ZAR	South African Rand

14.   Language Code List

System is supporting most of the languages, please let us know if required one is not listed bellow:

code	language
zh_hans	Simplified Chinese
zh_hant	Traditional Chinese
ko or kr	Korean
en	English
th	Thai
vi	Vietnamese
id	Indonesian
ja	Japanese
bg	Bulgarian
cz	Czech
de	German
el	Greek
tr	Turkish
es	Spanish
fi	Finnish
fr	French
hu	Hungarian
it	Italian
nl	Dutch
no	Norwegian

pl	Polish
pt	Portuguese
pt-BR	Brazilian-Portuguese
ro	Romanian
ru	Russian
sk	Slovak
sv	Swedish
da	Danish
ka	Georgian
lv	Latvian
uk	Ukrainian
et	Estonian

15. Country Code List

We are supporting all ISO 3166-1 Alpha 2 values as country codes. Bellow you can find some examples.

code	remark
CN	China
HK	Hong Kong
TW	Taiwan
KR	South Korea
JP	Japan
TH	Thailand
PH	Philippines
ID	Indonesia
IN	India
VN	Vietnam
MY	Malaysia
SG	Singapore

16. Bet type in Get users bet data

type	remark
wager	bet
endWager	end bet
cancelWager	canceled bet due to internal error (bet amount returned to the player)
appendWagerResult	appeared in jackpot and prize drop rewards