

ToTokGame Server API Document

Name	Date	version	remark
Qingping	2020.3.17	1.0.0	created
Qingping	2020.4.22	1.0.1	remove analytic data api
Qingping	2020.4.23	1.0.2	use new api url
Qingping	2020.7.8	1.0.3	add new api

1、Enviroment

test : <https://t-api.amusgame.net>

production: <https://api.amusgame.net>

Every API must be called in HTTP post method, with Content-Type:
application/x-www-form-urlencoded

2、Signature

Every api request must contains common parameters below:

name	type	description
appId	string	your game app's id,generated by ToTokGame
timestamp	long	request time, milliseconds since 1970-01-01
nonce	int	a random number, be different from nonce in the last request
signature	string	all parameters signature

signature generate method:

first, sorted all parameters by parameter name in asc order.

second, concat the sorted parameters , paramStr = "key1=value1&key2=value2"

last, signature = sha256(paramStr + <server secret>)

sha256: a SHA-256 encrypted hash generator method, it is easy to implement with C#,Java,PHP etc.

<server secret>: generated by ToTokGame

3、APIs

3.1 check order status

request:

```
POST <domain>/gameserver/order.check_status
Content-Type:application/x-www-form-urlencoded
orders=<orderId1>,<orderId2>
```

the <orderId> is callback by the SDK payment method

response:

```
{
  "code":0,
  "msg":"success",
  "data":{
    "144612098616033280":{
      "checked":0,
      "gameId":126847495400849409,
      "orderId":144612098616033280,
      "payTime":0,
      "status":0 // not pay
    },
    "141641699233734684":{
      "checked":1,
      "gameId":126847495400849409,
      "orderId":141641699233734684,
      "payTime":1582019617910,
      "status":1
    }
  }
}
```

```
        }  
    }  
}
```

status=1, order has been payed

status=0, order isn't payed yet

status=2, order has been reset,may be a illegal order

checked=0, order status is not the final status

checked=1, order status is the final status

if status=1 , items of the order should be sent to user's account

if checked=1 and status=0 or status=2 , the order should be forced to cancel

3.2 sync the game player's rank data

request:

POST <domain>/gameserver/sync.rank_data

Content-Type:application/x-www-form-urlencoded

rank_type=<rankType>&rank_data=<rankData>

<rankType>: an identifier for game ranking type.

<i><rankType></i>	comment
0	game level
1	game score
2	game checkpoint

<rankData>: a json string for a pair list,

[[<userId>,<value>],[<userId>,<value>],[<userId>,<value>]]

<userId> is ToTokGame platform user's id, it's callback by ToTokGame SDK auth method

<value> is the value for the ranking type, a number

for example:

[[1232938202023,23],[139328288232212,12322],[12384829399444,1]]

response:

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

limited:

less than 1000 users rank data in one api request .

one user rank data only one submit every day .

user rank data need not submit if it is no changed .

3.3 check user access token

request:

```
POST <domain>/gameserver/auth.check_status  
Content-Type: application/x-www-form-urlencoded  
userId=293838182132212&userToken=213k3j3321k2k32j33k4k4
```

the *userToken* is accessToken in ToTokGame SDK

response:

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

code is 0, check success

code isn't 0, check failed, may be illegal *userToken* or *userId*

3.4 get user friends

request:

```
POST <domain>/gameserver/user.friends
Content-Type:application/x-www-form-urlencoded
userToken=213k3j3321k2k32j33k4k4
```

response:

```
{
  "code":0,
  "msg":"success",
  "data":[
    {
      "photoUrl":"https://totok-app-test.oss-me-east-1.ali
yuncs.co/48c8f8837d2414d8736b479c45a91ebe.jpeg?Expires=1594209
577&OSSAccessKeyId=LTAIJWKkUjWgW8nc&Signature=%2BLc%2FFVogjQQi
RoRps7QPgJzx3OA%3D",
      "ttkUid":86179877528939918,
      "nickname":"师元君"
    }
  ]
}
```

ttkUid is difference from *userId*, *ttkUid* is used to ToTokGameSDK sharing API

3.5 get user friends playing current game

request:

```
POST <domain>/gameserver/user.playing_friends
Content-Type:application/x-www-form-urlencoded
userToken=213k3j3321k2k32j33k4k4
```

response:

```
{
  "code":0,
```

```

    "msg": "success",
    "data": [
        {
            "photoUrl": "https://totok-app-test.oss-me-east-1.ali
yuncs.co/48c8f8837d2414d8736b479c45a91ebe.jpeg?Expires=1594209
577&OSSAccessKeyId=LTAIJWkUjWgW8nc&Signature=%2BLc%2FFVogjQQi
RoRps7QPgJzx3OA%3D",
            "userId": 86179877528939918,
            "thirdUid": 86179877528939918, // totok uid
            "thirdType": 1, // thirdType=1 means totok user
            "nickname": "师元君"
        }
    ]
}

```

4. Error codes

code	msg
0	success
900	internal error
920	unauthorized request, need login.
921	{"reason": "", "expired": milliseconds} this code means user was blocked
922	unauthorized request, invalid access token
923	no permission
924	invalid access token, another client was authorized.
998	duplicate operation
999	invalid parameter