

# ToTokGameSDK API Document

## (iOS)

Name	Date	version	remark
Yuanjun	2020.3.18	1.0.0	created
Yuanjun	2020.3.27	1.0.1	improvements
Yuanjun	2020.3.31	1.0.2	add game invite
Yuanjun	2020.4.07	1.0.3	add single sign-on
Yuanjun	2020.4.12	1.0.4	improvements
Yuanjun	2020.4.17	1.0.5	1.launch animation deleted (2.1.1) 2.add agreement view (4.1) & delete 4.2 of last version 3.Domain Changed 4.add login with apple (4.2)
Yuanjun	2020.4.27	1.0.6	improvements
Yuanjun	2020.5.13	1.0.7	improvements
Yuanjun	2020.5.27	1.0.8	SDK rename 1.Replace ToTokGameManager class name with TTKGameManager 2.Replace TTGCLoginType_ToTok with TTGCLoginType_TTk
Yuanjun	2020.5.29	1.1.0	improvements
Yuanjun	2020.6.24	1.1.1	1. add totok login (4.6) 2. add twitter login (4.5) 3. add totok friends and share (7.2 & 7.3 & 7.4)
Yuanjun	2020.7.06	1.1.2	add notification of account banned (1.3.11 & 4.12)

Yuanjun	2020.7.10	1.1.3	1. fix AppsFlyer 2. get available token (4.13)
Yuanjun	2020.7.14	1.1.4	bug fix
Yuanjun	2020.7.15	1.1.5	add thirdUid in TTGCUserModel (4.9)
Yuanjun	2020.7.20	1.1.6	1. get product detail (6.3)
Yuanjun	2020.7.22	1.1.7	fix bug of SDK codeSign
Yuanjun	2020.7.27	1.1.8	improvements
Yuanjun	2020.8.03	1.1.9	1. login with Botim (4.7) 2. botim friends and share (7.6)

# 1. Description and definition

## 1.1 API call

`Import <TTkGameSDK/TTkGameSDK.h>`

Every API is called by `[TTkGameManager defaultManager]` instance

## 1.2 Callback

`error` is a common field for every callback class. if `error` equals to `nil`, it means the api call is success.

## 1.3 Callback classes:

### 1.3.1 Login Callback

```
class: TTGCUserCompletionHandler
fields:
userInfo //the user information
error
```

## 1.3.2 Receive Notification Callback

```
class: TTGCNotificationCompletionHandler  
fields:  
result      //the notification message  
error
```

## 1.3.3 Logout Callback

```
class: TTGCLogoutCompleteHandler  
fields:  
success      // BOOL type, indicate operation result  
error
```

## 1.3.4 Get Friends Callback

```
class: TTGCFriendsCompletionHandler  
fields:  
list          //fields list, contains from 0 -> N friend object  
error
```

## 1.3.5 Share Callback

```
class: TTGCShareCompleteHandler  
fields:  
success      // BOOL type, indicate operation result  
error
```

## 1.3.6 Payment Callback

```
class: TTGCOrderProgressHandler  
fields:  
TTGCOderStatus //Payment order status
```

## 1.3.7 Payment Result Callback

```
class: TTGCOderCompletionHandler
fields:
orderInfo //the payment order object
error
```

## 1.3.8 AppVersion Info Callback

```
class: TTGCVersionCompletionHandler
fields:
hasNewVersion //has new version
versionInfo //the version detail information. class model <TTGCApVersion>
error
```

## 1.3.9 Common Callback

```
class: TTGCCompletionHandler
fields:
result //operation result
error
```

## 1.3.10 Account Kicked Callback

```
class: TTGCAccountKickedHandler
fields:
information //information of notification
```

## 1.3.11 Account Banned Callback

```
class: TTGCAccountBannedHandler
fields:
information //the reason of banned
time
```

## 1.4 Errors

TTGCPlatformErrorType_Unknown	unknown error
TTGCPlatformErrorType_AuthorizeFailed	authorized failed
TTGCPlatformErrorType_ForUserInfoFailed	request user data failed
TTGCPlatformErrorType_LoginFailed	login failed
TTGCPlatformErrorType_FriendsListFailed	get friends failed
TTGCPlatformErrorType_MessageSendFailed	send message failed
TTGCPlatformErrorType_PayFailed	payment failed
TTGCPlatformErrorType_ShareFailed	share failed
TTGCPlatformErrorType_NotInstall	app is not installed
TTGCPlatformErrorType_NotNetwork	network exception
TTGCPlatformErrorType_SourceError	third error
TTGCPlatformErrorType_NoPermission	no permissions
TTGCPlatformErrorType_UnauthorizedRequest	unauthorized request, need login.

## 2. Setup Initialize (must)

### 2.1 Launch

Methods in AppDelegate are implemented like below:

#### 2.1.1 Setup Configuration:

The launch animation for SDK-1.0.5 has been removed and the specific launch animation needs to be implemented by the game developers.

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {

    // set SDK Api Environment

    [[TTKGameManager defaultManager] setServerDomainTest];
}
```

```

// set Pay Enviroment

[[TTkGameManager defaultManager] setPayEnvironmentTest];

// open log

[[TTkGameManager defaultManager] openLogInfo];


// launch SDK

NSString *appId = @"xxxxx";

NSString *appSecret = @"xxxxxx";

NSString *gameid = @"xxxxxxx";

[[TTkGameManager defaultManager] setupWithAppId:appId Secret:appSecret
GameId:gameid Application:application Options:launchOptions];

return YES;
}

```

### 2.1.2 External Callback:

```

- (BOOL)application:(UIApplication *)app openURL:(NSURL *)url
options:(NSDictionary<UIApplicationOpenURLOptionsKey,id> *)options {

    return [[TTkGameManager defaultManager] application:app openURL:url
options:options];
}

```

### 2.1.3 App Events:

```

- (void)applicationDidEnterBackground:(UIApplication *)application {

    [[TTkGameManager defaultManager] applicationDidEnterBackground:application];
}

- (void)applicationWillEnterForeground:(UIApplication *)application {

    [[TTkGameManager defaultManager] applicationWillEnterForeground:application];
}

- (void)applicationDidBecomeActive:(UIApplication *)application {

    [[TTkGameManager defaultManager] applicationDidBecomeActive:application];
}

- (void)applicationWillTerminate:(UIApplication *)application {

    [[TTkGameManager defaultManager] applicationWillTerminate:application];
}

```

### 2.1.4 Push Register:

```

- (void)application:(UIApplication *)application
didRegisterForRemoteNotificationsWithDeviceToken:(NSData *)deviceToken {
    [[TTkGameManager defaultManager] registerDeviceToken:deviceToken];
}

- (void)application:(UIApplication *)application
didReceiveRemoteNotification:(NSDictionary *)userInfo fetchCompletionHandler:(void
(^)(UIBackgroundFetchResult))completionHandler {
    [[TTkGameManager defaultManager] application:application
didReceiveRemoteNotification:userInfo];
}

```

### 2.1.5 Universal Link:

```

- (BOOL)application:(UIApplication *)application continueUserActivity:(NSUserActivity
*)userActivity restorationHandler:(void (^)(NSArray<id<UIUserActivityRestoring>> *
_Nullable))restorationHandler {
    return [[TTkGameManager defaultManager] application:application
continueUserActivity:userActivity restorationHandler:restorationHandler];
}

```

## 2.2 Check App Version

After SDK is launched, be sure to check the version to ensure that the current version is available. If you need to force upgrade, you can go to the appstore to download the latest version, otherwise the SDK function may not be available.

### example

```

- (void)checkVersion {
    [[TTkGameManager defaultManager] checkAppVersionCompletion:^(BOOL hasNewVersion,
TTGCApVersionModel * _Nullable versionInfo, NSError * _Nullable error) {
        if (hasNewVersion) {
            BOOL forceUpdate = versionInfo.forceUpdate;

            if (forceUpdate) {
                // If you need to force update, you cannot continue to use it, and you need
                to jump to the appstore to update.

                // Open appstore
            }
        }
    }
}

```

```

        [[TTkGameManager defaultManager]
openAppStoreWithStoreIdentifier:@"xxx"];

        } else {

            // If update is not required, you can optionally prompt for an upgrade.

        }

    }

    }];
}
}

```

### 2.2.1 Check Version

Method	checkAppVersionCompletion
<b>Callback</b>	TTGCVersionCompletionHandler hasNewVersion // has new version <BOOL> versionInfo // the version detail information. class model <TTGCApVersion> build // app build code version // app new version versionInfo // the version information forceUpdate // need to force upgrade <BOOL> currentVersionCode // current version code

### 2.2.2 Open AppStore

Method	openAppStoreWithStoreIdentifier
<b>Params</b>	identifier //App Store item identifier (NSNumber) of the product

## 3. API: Configuration

### 3.1 Enbale Log Output

```

[[TTkGameManager defaultManager] openLogInfo];

```



## 3.2 Disable Log Output(default)

```
[[TtkGameManager defaultManager] closeLogInfo];
```

## 3.3 Set Test Environment

```
[[TtkGameManager defaultManager] setServerDomainTest];
```

## 3.4 Set Production Environment(default)

```
[[TtkGameManager defaultManager] setServerDomainProduction];
```

## 3.5 Set Sandbox Payment

```
[[TtkGameManager defaultManager] setPayEnvironmentTest];
```

## 3.6 Set Production Payment(default)

```
[[TtkGameManager defaultManager] setPayEnvironmentProduction];
```

# 4. API: Login&User Info

User must agree the User Agreement & Privacy before do Login action

## 4.1 Show Agreement View

```
- (IBAction)agreement:(id)sender {  
    [[TtkGameManager defaultManager] showAgreementView];  
}
```

## 4.2 Login with Apple

Login with Apple only supports iOS13 and higher.

Method	loginWithAppleCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```
- (IBAction)appleLogin:(id)sender {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self) weakSelf = self;

    [[TTkGameManager defaultManager] loginWithAppleCompletion:^(id _Nonnull userInfo,
NSError * _Nonnull error) {
        if (!error) {
            //login success
            TTGCHUD_SUCCESS(@"success")

            [weakSelf closeLoginView];
        } else {
            //error info
            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
        }
    }];
}
```

## 4.3 Login with GameCenter

Method	loginWithGameCenterCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```
- (void)gamecenterLogin {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self) weakSelf = self;

    [[TTkGameManager defaultManager] loginWithGameCenterCompletion:^(id _Nonnull
userInfo, NSError * _Nonnull error) {
```

```

        if (!error) {

            //login success

            TTGCHUD_HINT(@"success")

            [weakSelf closeLoginView];

        } else {

            //error info

            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

        }

    }

}];
}

```

## 4.4 Login with Facebook

Method	loginWithFacebookCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```

- (void)facebookLogin {

    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self)weakSelf = self;

    [[TTkGameManager defaultManager] loginWithFacebookCompletion:^(id _Nonnull
userInfo, NSError * _Nonnull error) {

        if (!error) {

            //login success

            TTGCHUD_HINT(@"success")

            [weakSelf closeLoginView];

        } else {

            //error info

            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

        }

    }

}];
}

```

## 4.5 Login with Twitter

Method	loginWithTwitterCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```
- (IBAction)twitterLogin:(id)sender {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self) weakSelf = self;

    [[TTkGameManager defaultManager] loginWithTwitterCompletion:^(id _Nonnull userInfo,
    NSError * _Nonnull error) {
        if (!error) {
            //登录成功

            TTGCHUD_SUCCESS(@"success")

            [weakSelf closeLoginView];
        } else {
            //查看 error 信息

            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
        }
    }];
}
```

## 4.6 Login with ToTok

Method	loginWithTTkCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```
- (IBAction)totokLogin:(id)sender {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self) weakSelf = self;

    [[TTkGameManager defaultManager] loginWithTTkCompletion:^(id _Nonnull userInfo,
    NSError * _Nonnull error) {
        if (!error) {
```

```

        //login success
        TTGCHUD_SUCCESS(@"success");

        [weakSelf closeLoginView];
    } else {

        //error info

        TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
    }
}

}];
}

```

## 4.7 Login with Botim

Method	loginWithBotimCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example:

```

- (IBAction)botimLogin:(id)sender {

    if ([[TTkGameManager defaultManager] botimIsInstall]) {

        TTGCHUD_NO_Stop(@"login...")

        __weak __typeof(self)weakSelf = self;

        [[TTkGameManager defaultManager] loginWithBotimCompletion:^(id _Nonnull userInfo,
NSError * _Nonnull error) {

            if (!error) {

                //login success

                TTGCHUD_SUCCESS(@"success");

                [weakSelf closeLoginView];

            } else {

                //error info

                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

            }

        }];

    } else {

        // no app please hide login button

    }

}

```

```
}
```

## 4.8 Login with Guest

Method	guestLoginCompletion
<b>Callback</b>	TTGCUUserCompletionHandler

### example

```
- (void)guestLogin {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self)weakSelf = self;

    [[TTkGameManager defaultManager] guestLoginCompletion:^(id _Nonnull userInfo,
NSError * _Nonnull error) {
        if (!error) {
            //login success

            TTGCHUD_HINT(@"success")

            [weakSelf closeLoginView];
        } else {
            //error info

            TTGCHUD_Stop
        }
    }];
}
```

## 4.9 Get User Info

Method	userInfoCompletion
<b>Callback</b>	TTGCUUserCompletionHandler
<b>Params</b>	TTGCUUserModel  userType                      user type (TTGCLoginType by 3.7)  userId                        user's identifier  thirdUid                      third-party user identifier  nickname                      nickname

	photoUrl	head image url
	pushOff	push switch 0:push switch on 1:push switch off

## example

```
- (void)getUserInfo {
    TTGCHUD_NO_Stop(@"")

    [[TTkGameManager defaultManager] userInfoCompletion:^(id _Nullable userInfo,
    NSError * _Nullable error) {

        if (!error) {

            TTGCHUD_HINT(@"success")

            TTGCUserModel *model = userInfo;

            [self freshUserInfo:model];

        } else {

            //error info

            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

        }

    }];
}
```

## 4.10 Get Login Type

Method	loginType
<b>Return</b>	TTGCLoInType

Definition:

Enum	TTGCLoInType
Description	Enum type for Login
Enum Values	
TTGCLoInType_unloggedIn	not login
TTGCLoInType_TTk	ToTok user
TTGCLoInType_GameCenter	GameCenter player
TTGCLoInType_Facebook	Facebook user
TTGCLoInType_Twitter	Twitter user

TTGCLoginType_Guest	ToTokGame guest
---------------------	-----------------

### example:

```
- (void)showLoginView {
    if ([[TtkGameManager defaultManager] loginType] == TTGCLoginType_unloggedIn) {
        //unlogged in and show login UI
        [self backgroundUI];
        [self loginView];
    } else {
        dispatch_after(dispatch_time(DISPATCH_TIME_NOW, (int64_t)(2.5 * NSEC_PER_SEC)),
dispatch_get_main_queue(), ^{
            [self getUserInfo];
        });
    }
}
```

## 4.11 Notification of offline

Method	accountKickedNotification
<b>Callback</b>	TTGCAccountKickedHandler

### example:

```
[[TtkGameManager defaultManager] accountKickedNotification:^(NSString * _Nullable
information) {
    //Your account has been logged in on another device, please login again.
    TTGCHUD_HINT(information);
    [self showLoginView];
}];
```

## 4.12 Notification of banned

Method	accountBannedNotification
<b>Callback</b>	TTGCAccountBannedHandler



**example:**

```
[[TTkGameManager defaultManager] accountBannedNotification:^(NSString * _Nullable
information, NSString * _Nullable time) {

    //Your account has been banned.

}];
```

## 4.13 Get Available Token

Method	getAvailableAccessToken
<b>Callback</b>	TTGCUserCompletionHandler

**example:**

```
[[TTkGameManager defaultManager] getAvailableAccessToken:^(id _Nullable userInfo,
NSError * _Nullable error) {

    if (userInfo) {

        TTGCUserModel *userModel = userInfo;

        NSLog(@"userid: %@", userModel.userId);

        NSLog(@"token: %@", userModel.accessToken);

    }

}];
```

## 5. API: Logout

Method	logout
<b>Callback</b>	TTGCLogoutCompleteHandler

**example:**

```
- (IBAction)logout:(id) sender {

    TTGCHUD_NO_Stop(@"logout...")

    [[TTkGameManager defaultManager] logout:^(BOOL success, NSError * _Nullable error) {

        if (success) {

            TTGCHUD_HINT(@"success")

            [self showLoginView];

        }

    }];
```

```
        } else {  
            //error info  
            NSLog(@"%@",error.userInfo);  
            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);  
        }  
    }  
};  
}
```

# 6. API: Game Payment

## 6.1 Product Purchase

**Order Status Definition:**

TTGCOderStatus_ProductQuerying	query product
TTGCOderStatus_Generating	order init
TTGCOderStatus_ProductPurchasing	order in trading progress
TTGCOderStatus_ProductPurchased	order purchased
TTGCOderStatus_ReceiptChecking	order verifying

Method	buyProductWithSKU: Progress: Completion:
Params	
sku	String,product id
Progress	TTGCOderProgressHandler
Completion	TTGCOderCompletionHandler  class TTGCOderModel orderId orderRef //transaction_id channel //1

	env //0=sandbox, 1=production  sku //product id  amount //price  createTime  payTime  cancelTime  status //0=order created, 1=order payed, 2=order reset
--	--

### remark:

the Game Server should send the product to user's account after the order be payed, then check the order status by server api, Order status check is necessary for anti-spam

Server API: <ToTokGame Server API Document (to Game Developer)>

### example:

```
- (IBAction)pay:(id)sender {
    TTGCHUD_NO_Stop(@"pay...")

    [[TTkGameManager defaultManager] buyProductWithSKU:@"LangChaoJD001"]
Progress:^(TTGCOrderStatus orderStatus) {
    NSLog(@"order status: %ld", (long)orderStatus);
} Completion:^(id _Nullable orderInfo, NSError * _Nullable error) {
    if (orderInfo) {
        TTGCHUD_HINT(@"success")
    }

    if (error) {
        NSLog(@"%@", error.userInfo);
        TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
    }
    }];
}
```

## 6.2 Query Order

Method	queryOrderWithOrderId: Completion:
--------	------------------------------------

Params	
orderId	the order's id
Completion	TTGCOderCompletionHandler TTGCOderModel by 6.1

### example:

```
- (IBAction)query:(id)sender {
    [[TTkGameManager defaultManager] queryOrderWithOrderId:@"xxx"]
Completion:^(id _Nullable orderInfo, NSError * _Nullable error) {
    if (orderInfo) {
        //get order info
    } else {
        //error message
    }
}
};
```

## 6.3 Get Product Info

Method	getProductDetailWithSKU: Completion:
Params	
sku	String,product id
Completion	TTGCProductCompletionHandler  class TTGCProductModel  sku; //The string that identifies the product to the Apple App Store. price; //The cost of the product in the local currency. localeCurrency; //The currency code associated with the locale. localizedTitle; //The name of the product. localizedDescription; //A description of the product.

### example:

```
- (void)getInfo:(NSString *)sku {
    [[TTkGameManager defaultManager] getProductDetailWithSKU:sku
Completion:^(id _Nullable productInfo, NSError * _Nullable error) {
```

```

        if (productInfo) {
            TTGCProductModel *model = productInfo;

            NSLog(@" sku           : %@", model.sku);

            NSLog(@" price          : %@", model.price);

            NSLog(@" localeCurrency   : %@", model.localeCurrency);

            NSLog(@" localizedTitle    : %@", model.localizedTitle);

            NSLog(@" localizedDescription : %@", model.localizedDescription);

        } else {
            // error info
        }

    }];
}

```

## 7. API: SNS & Share

### 7.1 Field Description

#### TTGCFriendModel

Params	Note
ttkUid	totok user id
name	friend's name
photoUrl	friends' avatars

#### TTGCPlayingFriendModel

Params	Note
ttkUid	totok user id
userId	user id of friend
name	friend's name
photoUrl	friends' avatars

#### TTGCBotimFriendModel

Params	Note
bimUid	botim user id

name	friend's name
photoUrl	friends' avatars

#### TTGCBotimPlayingFriendModel

Params	Note
bimUid	botim user id
userId	user id of friend
name	friend's name
photoUrl	friends' avatars

#### TTGCSocialTTkNotice

Params	Note
ttkUid	totok user id
title	shared title
contentString	shared text content
imageUrl	shared web picture address

#### TTGCSocialTTkInvite

Params	Note
ttkUid	totok user id
contentString	shared text content
imageUrl	shared web picture address
buttonTitle	shared click button name

#### TTGCSocialBimMessage

Params	Note
bimUid	botim user id
contentString	shared text content
imageUrl	shared web picture address
title	shared title

## 7.2 Get ToTok Friends

Method	getFriendsFromServerCompletion
--------	--------------------------------

Callback	TTGCTTkFriendsCompletionHandler
----------	---------------------------------

#### example:

```
- (void)getFriends {
    [[TTkGameManager defaultManager] getFriendsFromServerCompletion:^(NSArray * _Nullable
list, NSError * _Nullable error) {
        // list of ttk friends
        // user model TTGCFriendModel
    }];
}
```

## 7.3 Get Playing Game Friends

Method	getPlayingFriendsFromServerCompletion
Callback	TTGCTTkFriendsCompletionHandler

#### example:

```
- (void)getPlayingFriends {
    [[TTkGameManager defaultManager] getPlayingFriendsFromServerCompletion:^(NSArray *
_Nonnull list, NSError * _Nullable error) {
        // list of playing friends
    }];
}
```

## 7.4 Share (ToTok)

### 7.4.1 Share Invite Message

Method	sendToMessageToTtk:(id)message Completion:
Callback	TTGCShareCompleteHandler

#### example:

```
- (void)inviteFriend {
```

```

TTGCSocialTTkInvite *model = [[TTGCSocialTTkInvite alloc] init];

model.ttkUid = @"xxxxxxx";

model.contentString = @"come and join us";

model.buttonTitle = @"Accept";

model.imageUrl =

@"http://t8.baidu.com/it/u=1484500186,1503043093&fm=79&app=86&f=JPEG?w=1280&h=853";

[[TTkGameManager defaultManager] sendMessageTottk:model Completion:^(BOOL success,
NSError * _Nullable error) {

    }];

}

```

## 7.4.2 Share Notice Message

Method	sendMessageTottk:(id)message Completion:
Callback	TTGCShareCompleteHandler

### example:

```

- (void)sendNoticeToFriend {

    TTGCSocialTTkNotice *model = [[TTGCSocialTTkNotice alloc] init];

    model.ttkUid = @"xxxxxxxxx";

    model.contentString = @"come and join us";

    model.title = @"play game";

    model.imageUrl =

@"http://t8.baidu.com/it/u=1484500186,1503043093&fm=79&app=86&f=JPEG?w=1280&h=853";

    [[TTkGameManager defaultManager] sendMessageTottk:model Completion:^(BOOL success,
NSError * _Nullable error) {

        }];

}

```



## 7.5 Share (Third-Party)

Share to Facebook, WhatsApp.

### 7.5.1 Share To Facebook

Method	facebookShareMessage: completion:
Params	
Message	1.TTGCSocialFBInvite quote //message text
	2.TTGCSocialFBImages photoImage //photo image <UIImage>
	3.TTGCSocialFBFriendsGameInvite inviteString //invite message text
completion	TTGCShareCompleteHandler

#### example:

```
// share invite link to facebook

- (IBAction)fbShare:(id)sender {

    TTGCSocialFBInvite *obj = [[TTGCSocialFBInvite alloc] init];

    obj.quote = @"Join us";

    [[TTkGameManager defaultManager] facebookShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {

        if (success) {

        } else {

            if (error) {

                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

            }

        }

    }];

}

//share image to facebook

- (IBAction)fbpic:(id)sender {
```

```

UIImage *image = [UIImage imageNamed:@"totokgame_logo_1024"];

TTGCSocialFBImages *obj = [[TTGCSocialFBImages alloc] init];

obj.photoImage = image;

[[TTkGameManager defaultManager] facebookShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {

    if (success) {

    } else {

        if (error) {

            TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

        }

    }

}];

}

//send invite to facebook friends(This feature is only available if you are logged in with
Facebook)

- (IBAction)fbGameInviteFriends:(id)sender {

    TTGCSocialFBFriendsGameInvite *obj = [[TTGCSocialFBFriendsGameInvite alloc] init];

    obj.inviteString = @"join us";

    [[TTkGameManager defaultManager] facebookShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {

        if (success) {

            TTGCHUD_SUCCESS(@"sent the message");

        } else {

            if (error) {

                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);

            }

        }

    }];

}

```

## 7.5.2 Share To WhatsApp

Method	whatsAppShareMessage: completion:
--------	-----------------------------------

Params	
Message	1.TTGCSocialWAInvite contentString // whatsApp message text
	2.TTGCSocialWAIImages photos //NSArray image <UIImage>
completion	TTGCShareCompleteHandler

### example:

```
// share invite link to whatsApp
- (IBAction)whatsAppShare:(id)sender {
    TTGCSocialWAInvite *obj = [[TTGCSocialWAInvite alloc] init];
    obj.contentString = @"play games";
    [[TTkGameManager defaultManager] whatsAppShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {
        if (success) {
        } else {
            if (error) {
                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
            }
        }
    }];
}

// share picture to whatsApp
- (IBAction)wapic:(id)sender {
    TTGCSocialWAIImages *obj = [[TTGCSocialWAIImages alloc] init];
    UIImage *image = [UIImage imageNamed:@"totokgame_logo_1024"];
    obj.photos = @[image];
    [[TTkGameManager defaultManager] whatsAppShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {
        if (success) {
        } else {
            if (error) {
                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
            }
        }
    }
}
```

```
    }];  
}
```

## 7.6 Share (Botim)

### 7.6.1 Get Botim Friends

Method	getFriendsFromBotimCompletion
Callback	TTGCBimFriendsCompletionHandler

#### example:

```
- (void)getFriends {  
    [[TTkGameManager defaultManager] getFriendsFromBotimCompletion:^(NSArray * _Nullable  
list, NSError * _Nullable error) {  
        // list of botim friends  
        // user model TTGCBotimFriendModel  
    }];  
}
```

### 7.6.2 Get Botim Playing Game Friends

Method	getPlayingFriendsFromBotimCompletion
Callback	TTGCBimFriendsCompletionHandler

#### example:

```
- (void)getFriends {  
    [[TTkGameManager defaultManager] getPlayingFriendsFromBotimCompletion:^(NSArray *  
_Nullable list, NSError * _Nullable error) {  
        // list of botim friends  
        // user model TTGCBotimPlayingFriendModel  
    }];  
}
```

## 7.6.3 Share Botim Message

Method	sendMessageToBotim:(id)message Completion:
Callback	TTGCShareCompleteHandler

### example:

```
- (void)sendMessageToFriend {  
  
    TTGCSocialBimMessage *model = [[TTGCSocialBimMessage alloc] init];  
  
    model.bimUid = @"xxxxxxxxx";  
  
    model.contentString = @"come and join us";  
  
    model.title = @"play game";  
  
    model.imageUrl =  
  
    @"http://t8.baidu.com/it/u=1484500186,1503043093&fm=79&app=86&f=JPEG?w=1280&h=853";  
  
    [[TTkGameManager defaultManager] sendMessageToBotim:model Completion:^(BOOL success,  
    NSError * _Nullable error) {  
  
        }];  
}
```

## 8. API: Push

### 8.1 Register

in AppDelegate:

```
- (void)application:(UIApplication *)application  
didRegisterForRemoteNotificationsWithDeviceToken:(NSData *)deviceToken {  
  
    [[TTkGameManager defaultManager] registerDeviceToken:deviceToken];  
}
```

## 8.2 Receive Push Message

Method	getRemoteNotification
Callback	TTGCNotificationCompletionHandler

### example:

```
- (void)recieveMessage {  
  
    [[TTkGameManager defaultManager] getRemoteNotification:^(id _Nullable result,  
NSError * _Nullable error) {  
  
        //Receive a push message and can customize the event based on the message.  
  
        //Do something ...  
  
    }];  
  
}
```