

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

1. Description and definition

1.1 API call

Every API is called by `[ToTokGameManager 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: TTGCOrderCompletionHandler
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
```

1.4 Errors

TTGCPlatformErrorType_Unknow	unkown error
TTGCPlatformErrorType_AuthorizeFailed	authorized failed
TTGCPlatformErrorType_ForUserInfoFailed	request user data failed
TTGCPlatformErrorType_LoginFailed	login failed
TTGCPlatformErrorType_FriendsListFailed	get firends 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

2. Setup Initialize (must)

2.1 Launch

Methods in AppDelegate are implement like below:

2.1.1 Setup Configuration:

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

    // set SDK Api Enviroment

    [[ToTokGameManager defaultManager] setServerDomainTest];

    // open log
    [[ToTokGameManager defaultManager] openLogInfo];

    // launch SDK

    NSString *appId = @"xxxxx";
    NSString *appSecret = @"xxxxxxx";
    NSString *gameid = @"xxxxxxx";

    [[ToTokGameManager defaultManager] setupWithAppId:appId Secret:appSecret
GameId:gameid Application:application Options:launchOptions AnimationHandle:^(BOOL
isFinish) {

        //launch animation finished and load your UI

    }];

    return YES;
}
```

2.1.2 External Callback:

```
- (BOOL)application:(UIApplication *)app openURL:(NSURL *)url
options:(NSDictionary<UIApplicationOpenURLOptionsKey,id> *)options {
    return [[ToTokGameManager defaultManager] application:app openURL:url
options:options];
}
```

2.1.3 App Events:

```
- (void)applicationDidEnterBackground:(UIApplication *)application {
    [[ToTokGameManager defaultManager] applicationDidEnterBackground:application];
}

- (void)applicationWillEnterForeground:(UIApplication *)application {
    [[ToTokGameManager defaultManager] applicationWillEnterForeground:application];
}

- (void)applicationDidBecomeActive:(UIApplication *)application {
    [[ToTokGameManager defaultManager] applicationDidBecomeActive:application];
}

- (void)applicationWillTerminate:(UIApplication *)application {
    [[ToTokGameManager defaultManager] applicationWillTerminate:application];
}
```

2.1.4 Push Register:

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

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

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 {  
    [[ToTokGameManager defaultManager] checkAppVersionCompletion:^(BOOL hasNewVersion,  
TTGCAppVersionModel * _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  
                [[ToTokGameManager defaultManager]  
openAppStoreWithStoreIdentifier:@"xxx"];  
            } else {  
                // If update is not required, you can optionally prompt for an upgrade.  
            }  
        }  
    }  
};  
}
```

2.2.1 Check Version

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

2.2.2 Open AppStore

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

3. API: Configuration

3.1 Enbale Log Output

```
[[ToTokGameManager defaultManager] openLogInfo];
```

3.2 Disable Log Output(default)

```
[[ToTokGameManager defaultManager] closeLogInfo];
```

3.3 Set Test Environment

```
[[ToTokGameManager defaultManager] setServerDomainTest];
```

3.4 Set Production Environment(default)

```
[[ToTokGameManager defaultManager] setServerDomainProduction];
```

3.5 Set Sandbox Payment

```
[[ToTokGameManager defaultManager] setPayEnvironmentTest];
```

3.6 Set Production Payment(default)

```
[[ToTokGameManager defaultManager] setPayEnvironmentTest];
```

4. API: Login&User Info

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

4.1 User Agreement Url

```
NSString *urlString = [[ToTokGameManager defaultManager] getAgreementUrlString];
```

4.2 Privacy Url

```
NSString *urlString = [[ToTokGameManager defaultManager] getPrivacyUrlString];
```

4.3 Login with GameCenter

Method	loginWithGameCenterCompletion
Callback	TTGCUUserCompletionHandler

example:

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

    __weak __typeof(self) weakSelf = self;

    [[ToTokGameManager 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
Callback	TTGCUUserCompletionHandler

example:

```

- (void)facebookLogin {
    TTGCHUD_NO_Stop(@"login...")

    __weak __typeof(self) weakSelf = self;

    [[ToTokGameManager 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 Guest

Method	guestLoginCompletion
Callback	TTGCUUserCompletionHandler

example

```

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

    __weak __typeof(self)weakSelf = self;

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

            TTGCHUD_HINT(@"success")

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

            TTGCHUD_Stop
        }
    }];
}

```

4.6 Get User Info

Method	userInfoCompletion
Callback	TTGCUCompletionHandler
Params	TTGCUUserModel userType user type (TTGCLoginType by 3.7) userId user's indentifier nickname nickname photoUrl head image url pushOff push switch 0:push switch on 1:push switch off

example

```

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

    [[ToTokGameManager 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"]);

    }

}];
}

```

4.7 Get Login Type

Method	loginType
Return	TTGCLoginType

Definition:

Enum	TTGCLoginType
Description	Enum type for Login
Enum Values	
TTGCLoginType_unloggedIn	not login
TTGCLoginType_ToTok	ToTok user
TTGCLoginType_GameCenter	GameCenter player
TTGCLoginType_Facebook	Facebook user
TTGCLoginType_Guest	ToTokGame guest

example:

```

- (void)showLoginView {

    if ([[ToTokGameManager 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];
    });
}
}

```

4.8 Notification of offline

Method	accountKickedNotification
Callback	TTGCAccountKickedHandler

example:

```

[[ToTokGameManager defaultManager] accountKickedNotification:^(NSString * _Nullable information) {

    //Your account has been logged in on another device, please login again.

    TTGCHUD_HINT(information);

    [self showLoginView];

}];

```

5. API: Logout

Method	logout
Callback	TTGCLogoutCompleteHandler

example:

```

- (IBAction)logout:(id) sender {

    TTGCHUD_NO_Stop(@"logout...")

    [[ToTokGameManager 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...")

    [[ToTokGameManager defaultManager] buyProductWithSKU:@"LangChaoJD001"]
Progress:^(TTGCOderStatus 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	TTGCOrderCompletionHandler TTGCOrderModel by 5.1

example:

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

7. API: SNS & Share

7.1 ToTok Friends

Not yet open

7.2 Share

Share to Facebook, WhatsApp.

ToTok Sharing is not yet open.

7.2.1 Share To Facebook

Method	facebookShareMessage: completion:
--------	-----------------------------------

Params	
Message	1.TTGCSocialFBInvite quote //message text
	2.TTGCSocialFBImages photos //NSArray image urls
	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";
    [[ToTokGameManager defaultManager] facebookShareMessage:obj completion:^(BOOL success,
NSError * _Nullable error) {
        if (success) {
        } else {
            if (error) {
                TTGCHUD_HINT([error.userInfo objectForKey:@"errorMsg"]);
            }
        }
    }];
}
```

7.2.2 Share To WhatsApp

Method	whatsAppShareMessage: completion:
Params	
Message	1.TTGCSocialWAINvite contentString // whatsApp message text
	2.TTGCSocialWAIImages photos //NSArray image urls
completion	TTGCShareCompleteHandler

example:

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

8. API: Push

8.1 Register

in AppDelegate:

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

8.2 Receive Push Message

Method	getRemoteNotification
Callback	TTGCNotificationCompletionHandler

8.3 Clean Push Message

```
[[ToTokGameManager defaultManager] cleanNotification];
```

8.4 Push Setting

Method1	checkSystemNotificationEnable
Method2	systemNotificationSetting

example:

```
- (IBAction)check:(id)sender {  
  
    [[ToTokGameManager defaultManager] checkSystemNotificationEnable:^(BOOL isOn) {  
  
        //isOn YES:opened notification    NO:closed notification  
  
        if (!isOn) {  
  
            //Jump to page of system notification settings  
  
            [[ToTokGameManager defaultManager] systemNotificationSetting];  
  
        } else {  
  
            TTGCHUD_HINT(@"System notification already opened~")  
  
        }  
  
    }];  
  
}
```

9. Universal Link

Development in progress

10. analytic

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