LIVE DEALER HD

SOFTWARE INTEGRATION GUIDE

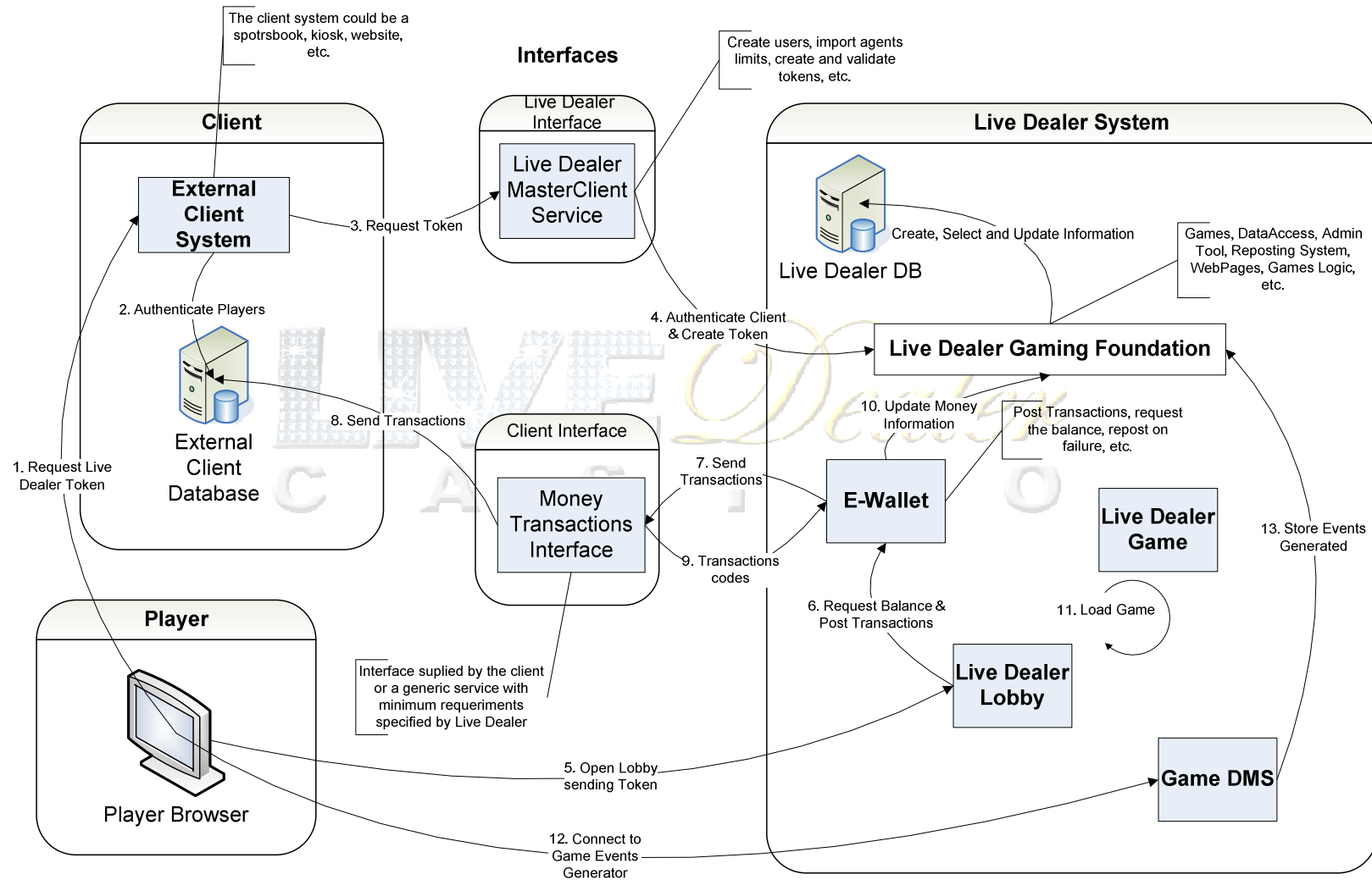### DOCUMENT VERSION 3.3

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1. LIVE DEALER. GENERAL INFORMATION

The Live Dealer software is a unique and revolutionary application that allows clients to play casino games online in real time. By using our software, your clients will have the opportunity to interact during game time with the dealers via chat and stream video. In addition to the added entertainment of using our true-to-life casino, our product will make your clients feel more comfortable due to the fact that games are not controlled by a random number generator as in regular "digital" casinos.

The Live Dealer architecture requires a set of programs in order to function correctly. Some of the applications reside in the client machines, while others are located in the server and the casino machines. The following diagram explains the different components of the architecture and the location from where they will be executed.

Live Dealer Interaction Diagram

The client system could be a spotrsbook, kiosk, website, etc.

Interfaces

Create users, import agents limits, create and validate tokens, etc.

Client

Live Dealer Interface

Live Dealer MasterClient Service

Live Dealer System

Live Dealer DB

Create, Select and Update Information

Games, DataAccess, Admin Tool, Reposting System, WebPages, Games Logic, etc.

External Client System

3. Request Token

2. Authenticate Players

4. Authenticate Client & Create Token

Live Dealer Gaming Foundation

8. Send Transactions

External Client Database

1. Request Live Dealer Token

Client Interface

Money Transactions Interface

7. Send Transactions

9. Transactions codes

10. Update Money Information

Post Transactions, request the balance, repost on failure, etc.

E-Wallet

Live Dealer Game

13. Store Events Generated

Player

Interface suplied by the client or a generic service with minimum requeriments specified by Live Dealer

6. Request Balance & Post Transactions

11. Load Game

Live Dealer Lobby

Player Browser

5. Open Lobby sending Token

Game DMS

12. Connect to Game Events Generator

2. LIVE DEALER WEB SERVICES

MasterClientWebService

This WebService has the following functions:

getEncryptedToken: Returns an encoded string with a valid security token to enter to the Lobby of the Live Dealer interface:

Parameters values:
- **clientUser**: Client ID string provided by The Live Dealer Casino.
- **clientPassword**: Client password string provided by The Live Dealer Casino.
- **customerID:**   Customer ID used to identify the player on the client's database.
- **agentID**:   Customer's Agent provided by the licensed Client.
- **nickname**: Customer's nickname to play in the Live Dealer Casino (This value is optional)

Result:

```xml
<?xml version="1.0" encoding="utf-8"?>
 <string xmlns="http://games.golivedealer.com/">
BECBEFABGBJCAGCBDFCBGCFCCEECFCCACCAEBEJBGHAABCCGDrUr33wVZk7yJiqJpDO9ovwje
8qEaGvctxsyv1RvDez37D0qwNY/ko+Y1b62gX1s
 </string>
</xml>
```

3. LIVE DEALER EWALLET

The Live Dealer eWallet is an application that allows the customers to transfer money between their external balance and the Live Dealer balance.

4. EWALLET INTERFACE

This interface should be designed in order to allow the Live Dealer platform to communicate with the external system and post debit or credit transactions or get player's current balance.

The technology used to expose via web this interface can be chosen by the client.

5. TECHNICAL SUPPORT AND CONTACT INFO

Please feel free to contact our technical support department at **1-866-497-7959**.

General Information
info@ggaminglabs.com

Sales
mark@ggaminglabs.com

Development
jason@ggaminglabs.com

Appendix A:

Client Form

In order to integrate the Live Dealer with your customer's information, please send the following form via email to: jason@ggaminglabs.com

Client Name	
eWallet Interface URL	
eWallet Interface Username	
eWallet Interface Password	
Test account with founds to check the interface.	
IP address that will be accessing the masterClientWebService	
IT Department Contact Email address	
IT Department Contact Phone Number	

Appendix B:

eWallet Interface

In case you don't have an integration interface already designed, this is the minimum functionality we need from that interface.

Method: getCustomerInfo.
Returns: The customer balance.
Return type: Numeric.
Minimum Parameters:
customerID: Customer that is playing the Live Dealer
user: Our user name to authenticate against your interface.
password: Our password to authenticate against your interface.

Method: postTransaction.
Returns: Transaction ID. Empty string if there was an issue.
Return type: String | Numeric.
Minimum Parameters:
customerID: Customer that is playing the Live Dealer.
amount: Amount to be credited or debited from the customer balance.
transactionType: Identifies if it's a credit or a debit transaction.
user: Our user name to authenticate against your interface.
password: Our password to authenticate against your interface.

Additional to the minimum required parameters, you can add as many parameters as needed according to your internal requirements to identify this type of transactions.

Appendix C

Consuming Live Dealer Master Web Service with Microsoft JSCRIPT 6.0

The following example shows how to consume the Live Dealer ClientMaster WebServices through Microsoft Jscript 6.0

```
<%@  Language=JavaScript %>
<% Response.Buffer = true;%>
<% Response.Expires = -1;%>
<%
function RetrieveSecurityToken(site, password, customerID, agentID){
  var oSOAP=Server.CreateObject("MSSOAP.SoapClient30");
  oSOAP.ClientProperty("ServerHTTPRequest") = true;
  oSOAP.mssoapinit("http://games.golivedealer.com/masterclientwebservice/masterclientwebservice.asmx?swsdl");
      data = oSOAP.getEncryptedToken(site, password, customerID, agentID, "");
 }
data=RetrieveSecurityToken("CLIENTUSER","CLIENTPASSWORD", Session("customerID"),Session("agentID"));
%>
```

Additionally, in order to process the data received from the WebService and launch a pop up window with Live Dealer Lobby, call the window using the following JavaScript Function:

```
<script language="JavaScript" type="text/JavaScript">
  function loadLDC(data) {
      window.open("http://games.golivedealer.com/livedealer/livedealerlobby.aspx?data=" + data  ,
      "LiveDealer", "toolbar=no, location=no, directories=no, status=no, menubar=no, scrollbars=no,
      resizable=no, copyhistory=no, width=896, height=504")
      window.location="account_info.asp"
  }
  function MM_openBrWindow(theURL,winName,features) {
      window.open(theURL,winName,features);
  }
</script>
```

Finally, in order to call the the JavaScript using a HTML Hyperlink, use the following code:
```
<a href="#" onClick="loadLDC('<%=data%>');return false;">Launch Live Dealer</a>
```