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[Negative bet](#)

Negative bet should be always added to the balance this is only happening on Craps – when a player can take back some of the bets from the previous round (when bets did not lose or win on the end of the round)
Double negative bet it is a test for negative bets (you should pass OK but do not add to balance as transaction ID is the same as previous)ok
token

The BSG server sends negative bets as a separate parameter in Bet/Result API calls with a win transaction.
Negative bets are not included in the win amount.

First negative bet is coming with a new transactionID you add 1 to win 3 = 4 add 4 to balance
Second negative bet is a test this one comes with the same transaction ID as first one
SEND_DETAILS_ON_REFUND

- > "Could you please confirm following below?token
- > 1. negative bet comes with win type only

Confirmed;

- > 2. negative bet always comes with win=0"

Not confirmed;

It can also come with positive win amount.

Besides "Negative bet"
It shouldn't be returned bet from the same round:

Q: "this request has negative bet 15, however, the round 1850360308 has bet 10 only."

what you are seeing as Negative Bets it is not coming from actual round - but from some previous round - to understand this I am explaining how the game Craps works - in a given round in game there could be the situation when "point is made" some of the bets laid on the Craps table in game are not winning or losing (they are like dormant bets) beginning of the next round player might want to retire those bets from the table - therefore we are sending what we call negative bets - those are money that belongs to the player and we return them when the request is made - this number (15 for our case) should be added to player balance - let me know if all clear now

getBalance:

Why don't you provide hash during getBalance request? Without hash it will be public for all

- This call is used when you use our lobby. If you've got your own lobby you don't need to use it.

It's not protected by hash only in old versions of API our new versions CWv3 have hash protection in this method.

win without bet

We send **win without bet** only in one game

Craps:

- 1) player made some bets in craps - won or not, but if it was a bet on Hard Bets - money will still be placed on the table
- 2) player rolls a new round without new bet - but old bets are still on the table - he won - as a result we send win without bet

How to trigger Win without Bet:

- 1. Put chips on the table on Buy4, Buy5, Buy6, Buy8, Buy9, Buy10
 - 2. Roll the dice
 - 3. Do not remove and or add chips to the table.
 - 4. Make the next roll with the dice until you receive win.
 - 5. If you haven't got enough chips on the table and you still haven't won, repeat from item one.
-

How bonus works:

The player is able to play BSG games on bonus money if they have an active bonus. BSG provides special

mode for such playing: BONUS mode. To play the BONUS mode, the player needs to choose any of their active bonus and select a game to play from a list of available games for the selected bonus. Balance of the selected bonus is used to play the game. The balance of the bonus is affected by game play. The bonus is released when the player collects the rollover amount. The current balance of the bonus is released to the player balance.

Notes about releasing:

- Bonus is released in the currency of player.
- The game will be automatically closed when the rollover amount for the current bonus is collected.
- If rollover is collected during a round at a multi-step game, the player will be able to finish their current round at the current game session. If the round was not finished and the game was closed, the player will not be able to resume the round.
- After the game session is closed, the current balance of the bonus is released to cash, all lasthands for this bonus are removed and the bonus is marked as released.

> *How do I test bonusRelease?*

1. you need to award bonus to the player first
2. you need to start the game in the bonus mode and provide this bonus id (bsstartgame.do....)
3. do couple spins to meet the defined 'trigger' to release the rest of the bonus money

do they have to use award bonus in order to get bonus release result?

yes cause you need to first create a bonus so we can call the bonus release. If you are interested how such call looks here is an example:

Cash bonus release
params to the <http://api.clientsystem.com/bonusrelease.do> is
userId:4923;
bonusId:518372417;
amount:1
hash:75a3bc4557455aaed206e4ae64edaeeb

response:

response body:
<EXTSYSTEM><REQUEST><USERID>4923</USERID><BONUSID>518372417</BONUSID><AMOUNT>1</AMOUNT><HASH>75a3bc4557455aaed206e4ae64edaeeb</HASH></REQUEST><TIME>10 Dec 2015 05:57:59</TIME><RESPONSE><RESULT>OK</RESULT></RESPONSE></EXTSYSTEM>
requestTime: 183ms.

for the hash check is this the correct format 'parameters,tfhguyfg29F3qA8'?

- We use MD5((parameters + pass key) in HEX)

MD5 hash (hex representation) of the string build based on parameters and PASS_KEY. Should not be separated by coma.

What do we need to do to test the new released games?

- All you have to do is :
connect this game to their LIVE system and provide a way of testing it. It can be done with:

- hidden lobby page
 - direct link
 - if there is no other way they can put the game in their production lobby. When the game is in testing mode (which means it hasn't been tested yet) all the players except testers defined by Betsoft will see the following message:
Once the game is tested on LIVE by Betsoft devs and RemoteQA the testing mode flag can be switched to OFF and the game becomes available in real mode for everyone.
-

"Should be idempotent" double win

from our perspective it's about processing our requests
in case there is a problem with connection and we won't get a response we send the same request again
we expect from you to process this request only once
and return to us proper response
so in case that was a WIN call, if it was processed during the first request you shouldn't increase the player's balance
once again but return proper WIN call response without increasing the balance

if player is awarded with FRB.... when he opens the game and that game qualifies for this FRB (I mean you selected this game while awarding FRB) then the game automatically starts in FRB mode. After all the FRBs are played out the game turns into real mode
all the winnings from FRB are sent to separate API endpoint called bonusWin. They should be accounted as regular wins but we send it to separate API so you can count them on your side

Q. Is it possible to play one game with 2 free rounds bonuses?
A. you need to finish the first one, then if there is another FRB the game should switch to it

Hash generation:
Order: userId, bet, win, isRoundFinished, roundId, gameId

Kindly note isRoundFinished is a optional parameter. If not implemented do not include in hash. Passkey is tfhguyfg29F3qA8 and should be concatenated to end of hash order. Example using the following:

```
<USERID>1284</USERID>
<BET>300|2402663939</BET>
<WIN />
<ROUNDID>7866300259</ROUNDID>
<GAMEID>30227</GAMEID>
<HASH>c6bf8e8d8206faf6b745e5a17c9f4761</HASH>
```

Lets get our order right-
userid bet (there was bet and no win, so it is not included) roundId gameId Passkey
1284 300|2402663939 7866300259 30227 tfhguyfg29F3qA8

Do not include spaces! It was included to clearly show the different strings included in the hash order.

Now lets try it:

Example testing in a linux term-
:~\$ echo -n "1284300|2402663939786630025930227tfhguyfg29F3qA8" | md5sum
output: c6bf8e8d8206faf6b745e5a17c9f4761 -

Please do not forget to NOT INCLUDE new line characters as it will change the hash value the server expects.

what about the roundIds, does the free spins have a roundId on your side, is there a way for us to have the round Id? also is it possible to send us the free spin 'bet'

- 1)We can enable a "SEND_DETAILS_ON_FRBWIN" features for the Client's bank; From now gameId, roundId, isRoundFinished and gameSessionId values will always be sent for OFRB-Win operations;
 - 2) We can enable a "SEND_ZEROFRBWIN" features for the bank; From now OFRB-Win operations will always be sent on ending rounds regardless of win actual amount;
 - 3)the rounds left now can be calculated by wins with "isRoundFinished=true" number;
-

Token Mode

Token Mode - Token Mode feature to send to the client their token during each call of their methods.+

("The NG-side "token mode" assumes transactions (that are on a Fail-Safety tracking) are always sent with their original token value, not current;

So token isn't a current session's identifier from our point of view (but an original one's)")

Additional

>> 2. With "Token Mode" in each request will be added token.
> To be honest that is not the answer I expected to get. Could you please describe it in details?
>
> As an example, a player launch our game and send to us a token (ttl = 60 seconds). We should send to the client token in each call but after one minute the token is not valid and player is still playing.
>
> Could yo please explain this situation or get some more information?
>

We send an original token value for all Bet/Win operations in game session (as well as for other CWv3 API calls except AccountInfo that can be called outside of any active session); The situation is exactly as was explained above: even after ttl has gone we have nothing to send except the original token received on launching;

API test tool doesn't work with token mode!!!!

Ok, we've found that "token mode" with external api test tool works with SAVE_AND_SEND_TOKEN_IN_GAME_WALLET_MODE per-bank option enabled only; The game should also be pre-launched though; Fixed (6019-vertbet.com);

THE PROCEDURE TO USE API TEST SCRIPT WITH TOKEN MODE:

Ok, the main idea is to rewrite token in user's account persisted on server-side (remaining from the last real-mode session); And it is always/normally done by real-mode regular launches and placing a first bet; We didn't mention about placing bet in previous answer as we did it our-self (assuming there won't be any launches with other tokens, and that is why we asked to "forget"); So once the "incorrect token" issue is faced please do the following simple steps before proceeding any further tests:

1. Launch with target token:

<https://vipclub-gp3.discreetgaming.com/cwstartgamev2.do?bankId=6650&gameId=835&mode=real&token=c593055d8ae7aaedb1bd9db4935592b5&lang=en> [^]

2. Place a minimal possible bet (just not to affect test balance significantly);

3. Close the game;

4. Launch with target token again, do not place wages and keep the session opened:

<https://vipclub-gp3.discreetgaming.com/cwstartgamev2.do?bankId=6650&gameId=835&mode=real&token=c593055d8ae7aaedb1bd9db4935592b5&lang=en> [^]

5. Process API tests with target token:

<https://gs1-gp3.discreetgaming.com/tools/test/api/commonWallet.do?gameId=835&bankId=6650&clientType=1&scenario=Standard&page=parameters&token=c593055d8ae7aaedb1bd9db4935592b5> [^]

6. Ensure there are no simultaneous launching attempts for the same player with other tokens at the same time (e.g. by the Client from their Dev Environment).

Some additional features for API script/Token mode:

>The force-kick API URL for player with ID "2" (was mentioned in results

> >above) is:

>

><https://vegassoftware-ng-copy.nucleusgaming.com/kickByPlayer.do?bankId=7152&action=kickWithoutLock&userId=2&time=1714145388243&hash=33a2712a4bf1ffaf04fc dab630ab88d1>

>

> Could you please send me the order of hash generation for the call above?

hash calculation schema is

md5(action+userId+bankId+time+integration_pass_key);this particular case it is
md5(kickWithoutLock+2+7152+1714145388243+uiv6rsJzD3fMGi2K) =
33a2712a4bf1ffaf04fc dab630ab88d1

The "time" parameter is intended to be a current time (for automatic cross-server API calls) so our side could check the call was made not

**earlier than a minute ago;
But for manual calls there is a kind of a hack with using a value that
refers to a future (the "1714145388243" from the example is an Apr 26 2024).**

<https://betsoftgaming.com/mantis/view.php?id=18304#c259881>

- "Refund" returns error "301 - Operation failed";
>
> The client is asking if you can send in this request the amount of the
> bet to be canceled

Yes, we can. The option "SEND_DETAILS_ON_REFUND" has been enabled.
(3411-EagleBet.com Copy/Live

1. From the client: "now, you send me a bonusWin request in each spin
> of the FS round with winnings, but our clients want the accumulated
> winnings at the end of the FS round.

The option "Send summarized OFRB notification" has been enabled (3908-www.casinogramadridonline.es
Copy)

Note: The "summarized OFRB notifications" assumes sending a cumulative win amount for certain bonus (instead of
sending separate OFRB-Win calls for each round within this bonus) at the end;

The "token mode" does not affect the hash calculation!!

Single game ID solution

guys, the client asked to enable the single ID solution. (tag one gameid)

Single game id has been enabled for all banks (Copy);

>
> (btw:
> 1. Is there any reason to not use it?

For example if you want use different coins for different platforms; And some games had different localization set
within platform in past;

> 2. Why you by default don't enable it?

We actually do it for most cases nowadays but some Clients still aren't interested in;

> 3. Will the client be able to sort games by the platform in CM later?) >

Yes, they will able to sort games by the platform in CM later.

FORCE_TOGO

Client wants only HTML games on their game list and for the flash games that have Mobile corespondent enable
FORCE_TOGO_INSTEAD_FLASH

...

Wflash games. you guys are deprecating them. have you replaced them and if so, what do we need to do on our side?

Answer:

We have three types of games. 1. Pure flash. 2. Flash for desktops and H5 for mobile. 3. Pure H5

At the moment we are in progress of decommissioning or converting most popular games to h5 with regards to "Flash for desktops and H5 for mobile." we use a special option that launch H5 versions of games on desktops

touch session

Request:

Because in poker tournirs potentially can continue for many hours, players wants to take a rest and they leave the game opened more than 10 min (session time out limit) and when they try to continue the game they get message "network error"

Is there any way for the client maybe ping some host on our end showing that the player is still alive shifting timeout of session. Could you please share your ideas?

Solution:

We have a "touch session" functionality that keeps a session alive while the game window is opened.

It has been enabled for banks 5333-5335 on Staging; Please confirm.

BEtsoft teams

DT is desktop team (web version of client)

UE: is mobile version

Server side is java side for both versions

Additionally:

Desktop team: HTML5 PC games

UE team: toGo games, UE games

Is it possible to change Clients configuration to CW v3? (The client wants a seamless API protocol)

Yes, you can change integration type to CW v3. With full tests on Staging and Production. Just provide CW v3 API URLs and specify the bank to change. On Staging first.

"SEND_DETAILS_ON_FRB_INFO".

> "a question about the free rounds- /bonuswin endpoint. i see these
> parameters
> /bonuswin?userId=222462&bonusId=1&amount=1&transactionId=1&hash=XXXXXX
> XXX
>
> do you send something more like roundID
>

We've enabled the option "SEND_DETAILS_ON_FRB_INFO". Which adds follow parameters to BonusWin request:
gameId, roundId, isRoundFinished, gameSessionId.

SEND_ZEROFRBWIN

also is it related to a bet with amount zero or not?"

By default we do not send BonusWin with zero amount, but we can enable option SEND_ZEROFRBWIN. Should we enable this option?

Unique transaction

1. The transactionId field in the Bonus Win method is pass-through with bet / win operations, i.e. unique? Or could there be a match between the bonus id and the bet / win id?

The transactionId field in the BonusWin method is unique for OFRB functionality scope only; So it isn't correct to rely on the global uniqueness for also BetResult (bet / win operations) API calls;

Bonus id

> 2. And second, there is no transaction ID at all in the Bonus Release method. Am I not tracking callbacks? Or do you need to track by bonusId?"

The Bonus Release API call is uniquely identified by bonusId value; No additional transaction IDs are required for it as single Cash Bonus is only released at once.

Iframe

> but there are Mobile Games

But 'Integrating Mobile Games has only one major restriction: Mobile Games cannot be opened in an iframe/div/span container. They should only be opened in their own window.'
we can't start them in our branded page?

Mobile games provide base support for iframe-based integration, if operators wish to integrate in such way providing user-friendly experience of such integration on their side (the game loses a number of UX-specific capabilities when nested in iframe, e.g. full screen triggering on at least iOS, may work with artifacts on at least some outdated web-platforms and less stably in general on at least older devices due to some amount of resources/performance is in a need to be allocated for iframe parent window)

"NEED_WINDOW_PARENT_PARENT_LOCATION" function

Case sensitive

- > The client is asking if our URLs and parameters' names are case insensitive
- >

URLs and parameters names are case sensitive.

Lobby for LQA confirmation

- > Can you confirm the bank on Staging using the token above? (Or you need
- > Staging lobby URL and test user)

Local QA:

The bank 5503-MatreshkaCasino has been tested/confirmed on MATRESHKA CASINO (GP3 COPY).

Note: in LQA point of view, if we have long term token, staging lobby isn't required at all.

exceeding player limit?

311, "Per transaction limit reached"
312, "Week limit reached"
313, "Responsible gaming limit reached"
314, "Day limit reached"
315, "Month limit reached"
317, "Session wager limit reached"
322, "Bonus bet limit reached"
325, "One of play limits reached"
330, "Session loss limit reached"
331, "Daily loss limit reached"
332, "Weekly loss limit reached"
333, "Monthly loss limit reached"
334, "Withdraw limit reached"
2010, "Mandatory limit missing"

Max quest win

> May I confirm realWin? does it include compensation for unused special
> weapons? I think <WIN>=RealWin + compensation for unused amount?
> so realWin only contains all wins from shots and all wins from weapon unused ?
> See attached
>
> Thank you !

Yes, real win contains all real wins from shots and unused special weapons.

Homeurl, iframe home button

We can activate NEED_WINDOW_PARENT_LOCATION option for your bank Staging; Please see how it works from now

it is suitable for iframe embedding only. It wont work on a pop-up window.

synthetic currencies

Asian currency

<https://podio.com/betsoftgamingcom/knowledge-base/apps/faq/items/116>

Jackpot notification

From a client:

"When a jackpot is won, is there transmitted some marker that this was a jackpot win?"

>We can enable SEND_JACKPOT_INFO_FOR_CW option for the Client.

The "SEND_JACKPOT_INFO_FOR_CW" doesn't affect secure hash generation; After enabling there will be an additional outgoing params:

"jpContribution" (or "unjContribution") for Debit operations and "jpWin" (or "unjWin") for Credit operations;

Values are double, in cents.

Additional:

i would like to ask you 2 question regarding progressive Jackpot win :

1. do your side have a separate API for Progressive JP win transaction with normal bet win or not?
2. If not, are you able to develop it and how long it will take?

we can enable SEND_JACKPOT_INFO_FOR_CW, so a per-bank option "SEND_JACKPOT_INFO_FOR_CW" enables sending an extra parameters: "jpContribution" (or "unjContribution") for Debit operations and "jpWin" (or "unjWin") for Credit operations; All values are double, in cents;

below is one example

27.11.2019 04:11:52,607 INFO [RESTCWClient qtp1451043227-1208] RESTCWClient::request, request to [url:https://your](https://your) URL.com/BetSoft/BetResult.aspx [^] bankId:76 is:
request parameters:bet : 205.013719434757746;gameId : 449;jpContribution : 0;gameSessionId : 31684331114383;clientType : ANDROID;userId : B141991129;roundId : 1592441341375;

27.11.2019 04:11:52,773 INFO [RESTCWClient qtp1451043227-1208] request, response from url:<https://casixxxe.com/BetSoft/BetResult.aspx> [^]
bankId:76
is:<EXTSYSTEM><REQUEST><USERID>B14111119929</USERID><BET>205|37944757746</BET><WIN>0|0</WIN><ROUNDID>15924111441375</ROUNDID><GAMEID>449</GAMEID></REQUEST><TIME>26 Nov-19
23:11:53</TIME><RESPONSE><RESULT>OK</RESULT><EXTSYSTEMTRANSACTIONID>1951411013920</EXTSYSTEMTRANSACTIONID><BALANCE>566.191828944703</BALANCE></RESPONSE></EXTSYSTEM>
time: 166

27.11.2019 04:11:52,779 INFO [RESTCWClient qtp145104113227-1208] RESTCWClient::request, request to url:<https://casixxxe.com/BetSoft/BetResult.aspx> [^] bankId:1276 is:
request parameters:gameId : 449;gameSessionId : 3168414383;clientType : ANDROID;userId : B1491111929;win : 512.5|3794475711757;roundId : 15192444111375;jpWin : 0;

Some additional info: <https://helpdesk.nucleusgaming.com/otrs/index.pl?Action=AgentTicketZoom;TicketID=2230>

Jackpot format

From a client (POP): Can you confirm that you are sending the jackpot wins as an integer (in minor units)?

The jackpot wins must be reported as an integer and unless explicitly stated otherwise, any values sent to POP must be in ISO-4217 minor units, including jackpot wins.

“We send wins, including JP wins, using int format, both in general and with POP.

”

Besides info:

1.) What is BCR, Seed Value and PCR. How are they contributing to the JP win amount.
BCR - bank of jackpot collected for next jackpot, collected with BCR percent contribution (this functionality currently is NOT used by any of clients).
Seed Value - jackpot start amount.
PCR - bank of current jackpot.
Jackpot win amount equals seed value plus PCR bank.
Each player bet contribute to PCR bank, amount of contribution depends on PCR percent (=contribution %):

*PCR bank = PCR bank + bet amount contribution percent.**

When player win jackpot, win amount equal to Seed + PCR bank:

JP Win = Seed Value + PCR Bank.

After win, PCR bank is reset to zero.

PS. In this algorithm I didn't mentioned logic around BCR Bank because it is not enabled for any of our clients.

2.) Who sets the seed value? And, how BCR is related with it and how it is progressing?
Seed Value, contribution % is specified by Math, and with Math values RTP and grow rate will be close to Math with more rounds. It's possible change these values by operator, in that case RTP will deviate from Math RTP. Saying again, BCR is not enabled for any of our clients, so it won't at all relate to win amount. If you meant PCR bank, it is progressive part of pot, it with seed value (=start amount) forms JP win amount.

3.) As given in the stats sheet sent by you few days back in that how the total win is being calculated? Can you share the formula/procedures used?

The XLS describes results of game simulation, and "Total Win" is a summary of all JP wins during 1 billion rounds simulation. So formula is available by link:

https://www.dropbox.com/s/vlw0kg0kwpla0xd/jp_award1.png?dl=0

4.) What do we mean by 15%, 20%, 25% etc of average value?

The Math document is formed more than 5 years ago, and game implementation was developed by the previous developer. For this reason I can't say what exactly were these numbers calculated and under what conditions.

I suppose the numbers define percent of start amount in context of average win, i.e. start amount divided by average win for corresponding jackpot. Translating this logic to simulation results, we have next numbers for bet=5 EUR:

Megastar Jackpot 8.44%
Legend Jackpot 11.22%
Star Jackpot 17.32%
Hero Jackpot 18.35%

5.) We have a doubt regarding the threshold JP limit for as to manage the RTP that could be in place as we are not able to find it in the math model but if its in place then in that case, JPs, can get triggered without reel strips as well? Therefore is there any threshold JP limit?

No, Math and our implementation have no restriction of maximal JP award. If we would automatically trigger JP win if threshold reached, this will increase hit frequency, hence RTP, so have to perform simulation for any possible threshold value before applying this feature.

Information on Progressive Jackpots

Also, how do these contributions affect the Gross Gaming Revenue (GGR) for the invoicing process, and is the Jackpot feature billed separately?

for Betanysports on NG, they manage their own JPs, therefore, we do not bill for their contributions/jackpots. Jackpots are not billed at all since they manage their own, therefore, all contributions are kept on their system and are not included on the invoice.

If your platform has any of these features, we are particularly interested in learning which games are enrolled in the Jackpot participation as well as what are the percentage towards the prize pool and chance of winning. Finally, whether jackpot winnings are included in the Return to Player (RTP) calculations for the games that have this feature.

Please let us know if this information is available and if you require any additional details from us. We appreciate your cooperation and look forward to hearing from you."

Jackpot awards are included to RTP of games. We have two generations of jackpots - local (non-networking) jackpots and networking jackpots (JP4). First have separate bank for each bank, site, currency and bet amount. Stats for local jackpots:

<https://www.dropbox.com/s/81iwgtj0u5mt7bc/Jackpot> settings and stats.xlsx?dl=0

The second, JP4, multiple games and sites may have common jackpot bank. For such games RTP and hit frequency depend on player bet amount, the higher bet - the higher frequency. For both of the types there's non zero start amount (seed), and contribution percentage from each bet. Stats for one JP4 model, binded with two games Faerie Spell/Reels of Wealth:

<https://www.dropbox.com/s/hxslgpkm8rqrly5/Faerie> Spell JP stats.xlsx?dl=0

If you need stats for all JP4, we need first collect them. Please advise

•••
The file you attached includes a list of games with local jackpots that we don't have in our integration. In the admin I see other games with jackpots, like Rollin Trolls, Super Crystals and Lucky Clovers. Are these local jackpots and work the same way described in the email?

Yes, the games you listed are local jackpots, and their JP stats are available by the link:

<https://www.dropbox.com/s/4of8yn50gdfeh2y/NG%20Jackpot%20settings%20and%20stats.xlsx?dl=0>

For networking jackpots (JP4), the email mentions Faerie Spell/Reels of Wealth but we don't have those games either. Again in the admin page I see we have Sherlock and the Mystic Compass, The Quest of Azteca, Cardinal Dragons, Reels Of Treasure and Sands Of Egypt. Do these work in the same way?

Yes, the games you listed are JP4 networking jackpot games. The game "Reels of Wealth" has same JP stats as "Reels of Treasure".

And if these are networked jackpots, is the contribution not billed at the end of the month either?

Contributions are collected from each bet at the time of placing bet, and total amount of contributions are saved on our side until winning a jackpot.

••
Thank you for your answers. We just want to make sure we fully understand how it works, could you please explain in more detail how you collect the funds for those networked jackpots? If you could break it down with an example it would be great.

"For network jackpots, you can see the following file as an example on pages 2-3:

<https://www.dropbox.com/s/85b24zuz81ohz9i/UNJackpotSpec.pdf?dl=0>

Of the general points for network jackpots, we can distinguish:

1. Player can win the jackpot from each bet (main game)
2. The probability of winning will increase depending on the size of the bet.
3. The accumulation of the jackpot is also carried out from any bet, depending on the settings of the jackpot bank of the group of games and is converted into base currency of jackpot .

Let us know if you have any further questions."

thank you for all the information provided in the documents and previous emails, however my questions are still on how these networked jackpot contributions and winning the networked jackpot would affect the invoice.

For example, let's say we have these figures by the end of the month:

Total player winnings: \$180,000

Total player losses: \$195,000

Gross Gaming Revenue: \$15,000

Jackpot contribution: \$2,000

Will our fee be calculated based on \$13000, \$15000 or \$17000?

Also, what happens if one of our players wins the jackpot at \$50,000? Would that amount be deducted from the GGR before calculating the fee?

From my colleague:

"BAS-NG manage their own jackpots per their contract so, based on the above data, we would bill on the GGR only, so \$15k in this case.

then because they handle their own jackpots, they will pay this to the player with the accumulated contributions.

We don't charge for contribution handling/storage

AAMS style history

In order the history to work in "AAMS-style" the Client should use a dedicated launching action:

<https://novibetadm-aams.discreetgaming.com/aamscwstartgame.do> [^] (with the same parameters as for original "/cwstartgamev2.do").

"in-game history"

"Client wants to know if we have an in-game Game History or any type of functionality that will allow a player to see his Game History ."

From devs: "We've enabled "in-game history" feature for 6048-dclub.bet on Staging."

JP jackpot

Why do you have three jackpot feeds?

because our games have different jackpots /

VBA

Virtual Bet Archive?

Screenshots of each spin

VBA for AAMS players

By round:

<https://novibetadm-aams.discreetgaming.com/vabs/historyByRound.do?ROUNDID=1494084609>

or by session:

"https://novibetadm-aams.discreetgaming.com/gamehistoryAams.do?sessionId=2_6e1b3293fb1d1c5e3b1f0000017585c8_AgdYAAMCXA&bankId=5061&gameId=800&lang=it"

Additional option:

we aren't sure the "by round" method could cover all the Client's cases/intentions; And since direct AAMS ticket/session IDs are in use, the following API could also be helpful for NOVIBET:

[https://novibetadm-aams.discreetgaming.com/vabs/historyByAamsValues.do?AAMS_SESSION_ID=\[SESSION_ID\]&TICKET_ID=\[AAMS_TICKET_ID\]&LANG=\[LANG\]&BANK_ID=\[BANK_ID\]&USER_ID=\[USER_ID\]](https://novibetadm-aams.discreetgaming.com/vabs/historyByAamsValues.do?AAMS_SESSION_ID=[SESSION_ID]&TICKET_ID=[AAMS_TICKET_ID]&LANG=[LANG]&BANK_ID=[BANK_ID]&USER_ID=[USER_ID])

Real example:

https://novibetadm-aams.discreetgaming.com/vabs/historyByAamsValues.do?AAMS_SESSION_ID=M4F40201523D28HZ&TICKET_ID=N4F40201061D07VK&USER_ID=13&LANG=it&BANK_ID=5061 [^]

The method is e.g. suitable for cases when the Client intends to have their own sessions list relying on IDs mentioned above (in Back-Ends or Player's profile).

Not aams history check

Hello Gents,

The client wants to use next history checks

<https://afb-gp3.discreetgaming.com/vabs/historyByRound.do?ROUNDID=1834298370&GAMEID=835>

<https://afb-gp3.discreetgaming.com/vabs/show.jsp?VIEWSESSID=1121026765&STARTDATE=2020-11-27&ENDDATE=2020-11-27&GAMEID=819>

Please enable:

SAVE_GAMESID_BY_ROUND and anything else is needed.

Thanks.

Type of games

GL - **Game Level** the new games - Monster Pop moving forward

See document: "Requesting Game Rollouts GL Games levels" in betsoft folder on PC

UE - Unified engine

Definition - Game level

Explanation:

The "GL" is a reference to functionality "Games Levels" which means it dynamically sets bet/coins instead of certain coins sets. The game sets the bet amount based on min and max bet set by us.

Max exposure max bet

Max Exposure limiting is based on MaxWin game's attribute (max practical win in credits for bet value 1)

> Please advise, Max Exposure=Max Bet x Multiplier

No, The Max Exposure = Max Win (not Max Bet) x Multiplier;

.....
I have spoken to Simona Head of Account Management and she informed:

~~~~~  
Max Exposure, this must be calculated as max bet x max win factor.  
max win and max exposure are the same  
in the latest product sheet they call max win factor the multiplier  
so if max bet is 10 eur and max win factor 4000 the max win/max exposure will be 40.000

Example of Spring Tails Product Sheet.

<https://www.dropbox.com/s/6l7rfnpz28dkpjn/Screenshot%202020-08-03%2013.03.14.png?dl=0> [^]

Example of The Hive Product Sheet.

<https://www.dropbox.com/s/sksu7y9v0n5e0f/Screenshot%202020-08-03%2013.07.58.png?dl=0> [^]

.....  
Confirmed. If while dealing with "Multiplier" we refer to the "Max win factor" (but not a bet value) then the formula is correct.

---

*BSG CW v3.07b vs BSG CW v3.07d*

---

> Could you please describe the main difference between BSG CW v3.07b vs BSG CW v3.07d versions of our API protocols?

>

> There is a client that was already integrated with us using BSG CW  
> v3.07b (Online Casino Deutschland)

>

> Will the latest API protocol v3.07d work with their current version?

>

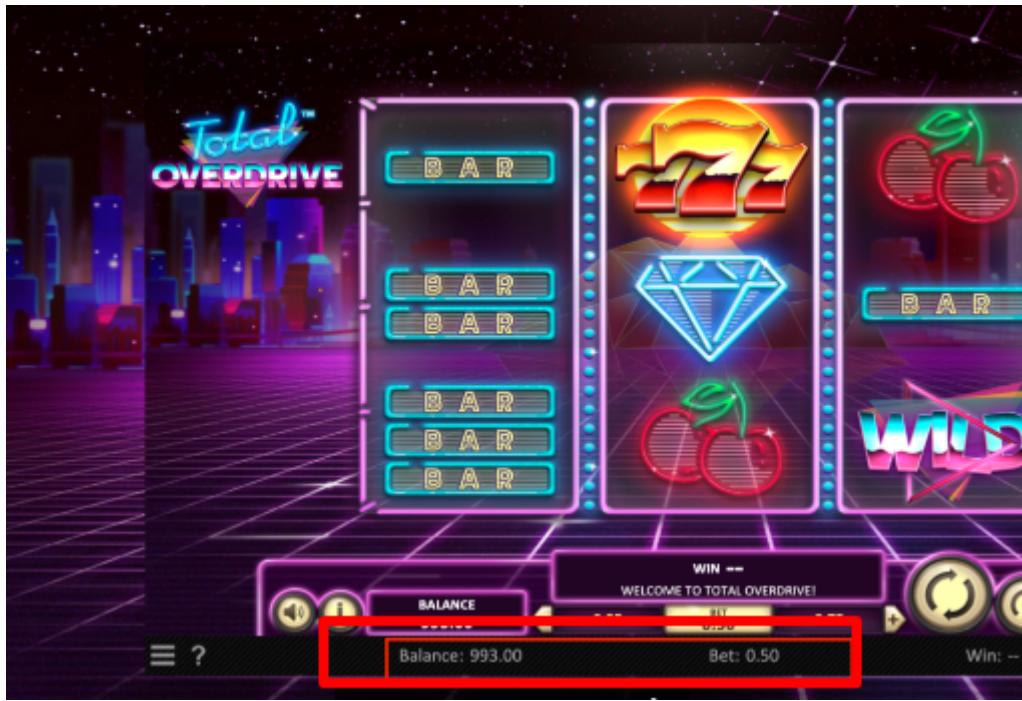
> Thanks.

Yes, it will, as the difference is only in the specification's formalization (assuming the "d" version is more accurate);  
There are no technical differences in the integration schema itself.

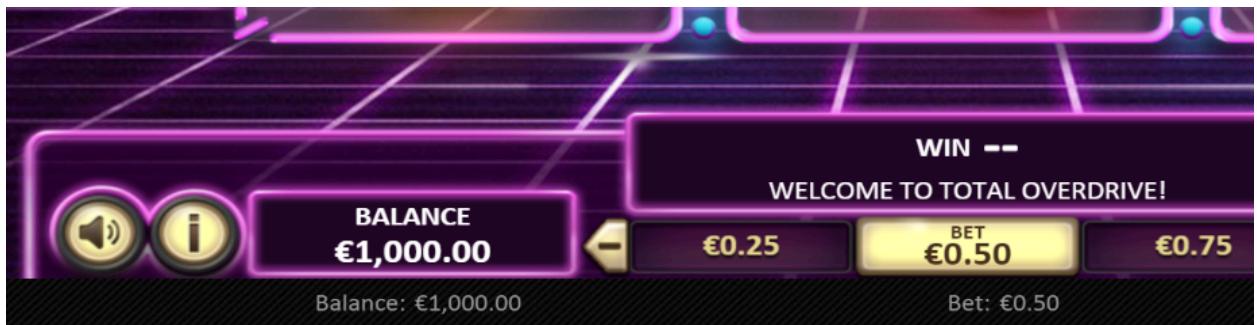
---

*CURRENCY SYMBOL*

---



option SEND\_CURRENCY\_SYMBOL has been enabled



---

*Registering new player in our DB*

---

From devs: Unlike to a first version of CW (where players were registered via a dedicated API call) all further CW/CBT integration models assume registration within a token-based Authenticated context (on launching) and after getAccountInfo call (on awarding); Is there a lack of the registration ways for them? Could we please get more info on the Client's intentions?

=====

Above is from devs team

---

*How to link pairs bet and win*

---

I can ask our devs to disable all games where could be a few bet transactions in the same round and we can enable summarized win call at the end of the round (isroundFinished=true). So you can link (associate) one bet and one (summarized) win under the same round ID. Please let me know if it is clear to you.

The following games have been disabled for the bank "5611-AFB1188" on GP3 Copy:

64 21 Burn Blackjack  
195 American Blackjack  
272 American Blackjack Android  
191 European Blackjack  
12 Caribbean Poker  
203 Oasis Poker  
82 Pirate 21  
81 Pontoon  
94 Red Dog  
44 Super 7 Blackjack  
244 Three Card Rummy  
105 Triple Edge Poker

<https://betsoftgaming.com/mantis/view.php?id=14391>

---

*to remove the home button. Is that possible or will that affect all their clients since Softswiss is an aggregator. Can we do this on bank level*

---

UE side: we can configure the button hiding for UE/ToGo if no URL is available - by default it stays just disabled (not hidden) as a legacy behavior but may be reconfigured for particular client by request

Also:

This setting (hiding disabled home button) can be applied only for the whole system DIGITIAN\_NG COPY/LIVE. If banks have no homeUrl sending to the game clients, then home button will be hide.  
If homeUrl is exists, then home button will be enabled.

---

*send window.close(); command when pressing the Home button.*

---

No, it is not possible for the moment;

The site "<https://r0.betus.com.pa/online-casino/slots/>" [^] opens BSG games in new tab/window so the only option for players here is to close the tab/window manually or through Reality Check dialog (that isn't being used for the Client).

---

*Error Codes messages.*

---

> According to the information I dispose of, our side supports next error codes and should be able to show messages accordingly:  
>  
> <https://www.dropbox.com/s/tl2cn1tzhjp01u0/Error%20Codes.pdf?dl=0> [^] [^]  
>  
> The client is asking: Why we show "Network error .." when they send to us error code 300 and we should show the message "You have insufficient funds and cannot place this bet."  
> Please lower your bet or make a deposit to keep playing."  
>  
> Please advise.  
> Thanks.

>

We've enabled ERROR\_CODES\_XML\_URL option for bank 5724-BingoVega  
(Copy/Live) that forces to display an appropriate messages; Please confirm if it works now as expected.

(Well, the most of Clients prefer not to return us reasonable/suitable codes; For overwhelming majority of cases we just receive common/general answers like 399 or 301; There are no clear reasons not to enable the option for pattern banks that are used for new integrations though.

)

---

*I would like to ask which time zone is the default time zone of your back office? Is the same default time zone for API ?*

---

CM3 uses GMT as default but everyone can change it

Besides:

<https://podio.com/betsoftgamingcom/knowledge-base/apps/faq/items/18>

---

*Strong currency check option*

---

BANK\_CURRENCIES\_STRONG\_CHECK it allows customers use only currencies that are in the list.

---

*Languages supported*

---

Slots release during 2020 and moving forward:

English; Swedish; Finnish; Norwegian; German; French; Greek; Portuguese (Brasil); Japanese; Chinese (Traditional); Chinese (Simplified); Thai; Vietnamese; Italian; Spanish; Russian; Turkish; Polish; Slovakian; Czech; Hungarian; Danish; Romanian; Korean; Indonesian

Slots and tables released till end 2019:

English; Swedish; Finnish; Norwegian; German; French; Dutch; Greek; Portuguese; Japanese; Chinese (Traditional); Chinese (Simplified); Thai; Vietnamese; Italian; Spanish; Russian; Turkish; Polish; Slovakian; Czech; Hungarian; Bulgarian; Danish; Romanian; Korean; Indonesian

---

*RefundBet method*

---

So do you need us to send additional parameter Round id here along with casinoTransactionId

The option SEND\_DETAILS\_ON\_REFUND has been enabled  
It includes roundId, amount and gameId.

It doesn't affect hash calculation;

---

*To avoid loops of refund bets*

---

~~To stop refunding please return us an explicit code 301 ("Operation failed"); This way we will know the transaction was failed on external side for sure~~

Hello

It seems that the explanation in the mantisa was not entirely clear to you. Code 301 in response to a BET request allows to our system not to call a refundBet request at all. But this is the code for responding to a BET request. In your case, the bet request did not come to you, which means that you could not give an response.

But to a refundBet request, if there is no such operation in your system, you need to respond with a 302 code. The error codes are described in the documentation for the CW.

Thanks.

---

*Get Balance: <http://www.YourDomain.com/balance> - (optional)*

---

The method isn't only intended for lobby but also is used for "Async Balance Refresh" functionality e.g and some other (disabled by default though), and as you know now opens an easiest way to check/re-check API remotely; Ok, please remove "if lobby is on BSG side" note from the required list and replace by "optional".

This particular option allows to refresh in-game balance without re-launching game for cases when e.g. balance was updated/funded on casino side (with default period of 10secs that can be overridden by another option ASYNC\_REFRESH\_BALANCE\_INTERVAL);

As for "own API method" - no, it uses the same GetBalance API URL (if provided) that was discussed in API testing tool development thread.

Additional info:

We always have an actual balance value in Authentication and BetResult API responses;  
It is usually enough for basic operation of CW schema;  
That is why GetBalance API was described as Optional;

But for "Async Balance Refresh" the client must have integrated GetBalance endpoint!

---

*Maintenance mode mm=on*

---

When we deliver new games, we deliver them with a special configuration Maintain Mode MM=on. It is done for test purposes. Our clients should test and check the game before we switch it in MM=off. Only test users (that marked as tester in our BO) can play real game.

Maintenance mode to check ex:

<https://groovegaming-ng.nucleusgaming.com/gamelist.do?bankId=7781&test=1>

Dobovleatsea dopolnitelinii parametr &test=1

---

*Time out*

---

From a client: "What is your request timeout on stage and prod?

On our prod, this limit is 14 seconds, after which we retry request. Will you cut off this request on your side?"

From devs: "There are no cross-server requests that we could receive from the Client within regular CW schema; As for outgoing API calls to Endpoint "<https://gs.playgames.casino/api/betsoft>" [^] the timeout is 1m."

---

*CBT delay wallet update (Logoutproxy.do)*

---

We know about this issue for a long time.

To call logoutproxy.do we attach event handler to events which are fired on page close (unload, beforeunload, pagehide).

It worked perfectly in the past, but few years ago browser vendors have started to disable XHR requests at this phase.

```
> >From the client:  
>  
> "Alexandr hello &65292;  
> error:  
> https://xinji-gp3.discreetgaming.com/kickByPlayer.do?bankId=6048&action=kickWithoutLock&externalId=19791&time=1613837934833&hash=f902d8dae6b6a68c180079c5a21e2b7a [^]  
> n=kickWithoutLock&externalId=19791&time=1613837934833&hash=f902d8dae6b  
> 6a68c180079c5a21e2b7a [^]  
>  
> result :  
> {"message":"Unknown userId", "result":"error"}  
>  
> The user Exists in my database and I Can play the game normally  
>  
> "  
>  
> Please advice  
> Thanks.
```

Sorry, we must admit that the method's specification was provided incorrectly, using an incorrect source;

1. **The real working example is ("userId" instead of "externalId"):**

<https://xinji-gp3.discreetgaming.com/kickByPlayer.do?bankId=6048&action=kickWithoutLock&userId=19791&time=1714145388243&hash=a4c9fdbf660c9d4f10e90fea9a124a5a> [^]  
{"message": "player successfully kickWithoutLock", "result": "ok"}

2. And the correct hash validation schema is:

md5(action+userId+bankId+time+COMMON\_WALLET\_AUTH\_PASS);

So for the example above it is:

md5(kickWithoutLock1979160481714145388243ZLfrQBJqMFra8kfu) = a4c9fdbf660c9d4f10e90fea9a124a5a

We assume the same API could be use for all further CBT integrations until have a stable solution for "XHR requests" issue.

---

*RTP*

---

Is it possible to set a different RTP for a bank if it is under a Master Bank?

So Master Bank:

slave A, slave B

A and B will have different RTPS?

....

No, it isn't possible within MBS.

---

*Token mode API script fails*

---

> To be honest I did not get the idea.  
>  
> I am trying to start API script and it again sends different tokens.  
>  
> <https://www.dropbox.com/s/5dpe0pfa3aj44ho/vert1.png?dl=0> [^]  
>  
> Could you please elaborate in details on the algorithm of testing?  
> Why does the script send another Token in the following requests?  
>  
>  
> Thanks.

Ok, the thing is token is saved within AccountInfo that isn't being changed during existing session-info on BSG side; And wallet operations obtain this token from AccountInfo directly, not from the launching itself; It is working normally during a regular process as Clients usually do not accept tokens that were already ever used before if there is an issued new one; But as far as we can see VERTBET considers \_all\_ existing tokens as long-term simultaneously (e.g. "b8ea8f6d42d8b10e14406f3c7", "7da7bea62cb14f5322aea84b9" or any other that was ever issued for test user 1287) so we should apply the following testing algorithm using for external tool:

1. Start game using a valid token:

<https://vertbet-gp3.betsoftgaming.com/cwstartgamev2.do?bankId=6019&gamelId=835&mode=real&token=7da7bea62cb14f5322aea84b9> [^]

Place no bets as the Client won't accept them anyway due to the issue "invalid\_jwt" mentioned above; This will guarantee there won't be any pending operations that will prevent further launchings;

2. Force the user 1287 to be logged out (a long-term API URL):

<https://vertbet-gp3.betsoftgaming.com/kickByPlayer.do?bankId=6019&action=kickWithoutLock&userId=1287&time=1714145388243&hash=f798c0f655971180d89e3870f3dc7b25> [^]

The hash calculation schema is  
md5(action+userId+bankId+time+integration\_pass\_key);

For this particular case it is

md5(kickWithoutLock+2+7152+1714145388243+uiv6rsJzD3fMGi2K) =  
33a2712a4bf1ffaf04fcda630ab88d1

3. Try to re-test via the same token value "7da7bea62cb14f5322aea84b9":

<http://gs1-gp3.betsoftgaming.com/tools/test/api/commonWallet.do?gamelId=835&bankId=6019&clientType=1&scenario=Minimal&page=parameters&token=7da7bea62cb14f5322aea84b9> [^]

So the step 2 will guarantee the same token value will be used across all the test routine calls.

---

*CUSTOMIZED HEADER*

---

> The client is asking us to add into our header calls the next code:  
>  
> {  
> "Content-Type" : "application/xml"  
> "Accept": "text/html"  
> }  
>

> from the client: "It should return the data as you need it!"  
>  
> Could you please let me know if we can do it?  
>  
> Thanks.

1. We've applied the requested special headers to be used with 6114-l99.ag:

CW\_SPECIAL\_REQUEST\_HEADERS changed =>  
Content-Type=application/xml;Accept=text/html

---

*Demo lobby standalone*

---

We have a request from our Asian Account Manager for the demo lobby :

<http://lobby-democluster.betsoftgaming.com/demolobby.do?lang=zh-cn>

Ex of full lobby URLs:

Guest Mode:

<https://l99-qp3.discreetgaming.com/demolobby.do?bankId=6114>

Real Mode:

[https://l99-qp3.discreetgaming.com/cwstartstlobby.do?bankId=6114&mode=real&lang=en&token=\[VALID\\_CW\\_TOKEN\]](https://l99-qp3.discreetgaming.com/cwstartstlobby.do?bankId=6114&mode=real&lang=en&token=[VALID_CW_TOKEN])

New lobby demo:

<http://games.betsoft.com>

---

*Bet value is not an integer*

---

> It looks like we have the wrong configuration on our side.  
> We send: bet=0.05  
>  
> We called:  
> <https://1vivo.com/IntegrationBetSoft/betwin.aspx?bet=0.05%7C3830543551> [^]  
> &gameId=30414&gameSessionId=1354989544&bankId=DA&isRoundFinished=false  
> &userId=11548358&roundId=8715838521&hash=75691f35beb0ffb225d19b3e822fc  
> abb [^]  
>  
> Client's side replied:  
> <EXTSYSTEM>  
> <REQUEST>  
> <USERID>11548358</USERID>  
> <BET>0.05|3830543551</BET>  
> <ROUNDID>8715838521</ROUNDID>  
> <GAMEID>30414</GAMEID>  
> <ISROUNDFINISHED>false</ISROUNDFINISHED>  
> <HASH>75691f35beb0ffb225d19b3e822fcabb</HASH>  
> </REQUEST>  
> <TIME>21 May 2021 08:15:14</TIME>  
> <RESPONSE>  
> <RESULT>FAILED</RESULT>  
> <CODE>399</CODE>  
> </RESPONSE>  
> </EXTSYSTEM>  
>

> Could you please fix it?  
>  
> Thanks.

It isn't an issue;  
We have an option CW\_SEND\_AMOUNT\_IN\_DOLLARS enabled across all the Clients BSG/NG banks and it works from the very beginning (CWv2-based integration); The Client should investigate "399 - Internal Error" on their side.

---

*UPDATED PROTOCOL on clients going live notification to finance*

---

Just a quick note to brief on our UPDATED PROTOCOL on clients going live notification to finance as there has been some slight changes:

Step 1:

Mihai/Myself will let you both know as a new client is signed on whether it will be a Digitus or DSL client and who the AM is.

Step 2:

**For Digitus clients:**

please once the system is live to players notify the following people via :

1) Podio notification

Hello, @Matt Avison @Vanessa Davis @Julian Camilleri @Ruben Arias @Fernando

The Client has informed us that they are going live today on 20.06.2022

This integration is now complete

Cluster: C2SS

Sub casino: 555

Banks: 7993, 8013

Billing: DIG

Podio Link: .....

2) Email notification

Fernando Van Velzen [fernando.vanvelzen@betsoft.com](mailto:fernando.vanvelzen@betsoft.com)

Matt Avison [matt.avison@betsoft.com](mailto:matt.avison@betsoft.com)

Vanessa Davis [vanessa.davis@betsoft.com](mailto:vanessa.davis@betsoft.com)[vanessa.davis@betsoft.com](mailto:vanessa.davis@betsoft.com)

Julian Camilleri [julian.camilleri@betsoft.com](mailto:julian.camilleri@betsoft.com)[julian.camilleri@betsoft.com](mailto:julian.camilleri@betsoft.com)

Michael [mb@betsoft.com](mailto:mb@betsoft.com)[mb@betsoft.com](mailto:mb@betsoft.com)

Please state cluster/subcasino/bankID and which date the activity started from

**For DSL clients:**

please once the system is live to players notify the following people via :

1) Podio notification

Hello, @Anastasia Bauer @Matt Avison @Vanessa Davis @Julian Camilleri @Ruben Arias

The Client has informed us that they are going live today on 20.06.2022

This integration is now complete

Cluster: C2SS

Sub casino: 555

Banks: 7993, 8013

Billing: DSL

2) Email notification

Matt Avison [matt.avison@betsoft.com](mailto:matt.avison@betsoft.com)[matt.avison@betsoft.com](mailto:matt.avison@betsoft.com)

Vanessa Davis [vanessa.davis@betsoft.com](mailto:vanessa.davis@betsoft.com)  
Julian Camilleri [julian.camilleri@betsoft.com](mailto:julian.camilleri@betsoft.com)  
Michaela Spiteri [spiterim@ae.com.mt](mailto:spiterim@ae.com.mt) (delete)  
Mariana Vieyra [mvieyra@ae.com.mt](mailto:mvieyra@ae.com.mt) (delete)  
Michael Spiteri Bailey [mbailey@ae.com.mt](mailto:mbailey@ae.com.mt) (delete)  
Fernando Van Velzen [fernando.vanelzen@betsoft.com](mailto:fernando.vanelzen@betsoft.com)  
Christian Sammut [csammut@ae.com.mt](mailto:csammut@ae.com.mt)  
**Michael** [mb@betsoft.com](mailto:mb@betsoft.com)  
[accounts@dslmalta.com](mailto:accounts@dslmalta.com)

From Julian:

Please remove the following contacts from future correspondence. Thanks.

[mvieyra@ae.com.mt](mailto:mvieyra@ae.com.mt)  
[spiterim@ae.com.mt](mailto:spiterim@ae.com.mt)

Please state cluster/subcasino/bankID and which date the activity started from and if you could add in Ruben Jimenez to the same request that will make sure that the system/bankID in question are instantly added to Michela's Back office access.

Any questions/issues on the protocol please let me know.

Please state cluster/subcasino/bankID and which date the activity started from

---

*Cheat tool*

---

> From lab : [https://holland-aams.discreetgaming.com/default\\_index.jsp](https://holland-aams.discreetgaming.com/default_index.jsp) [^] [^]  
>  
> Regarding 2100009\_20GamesForNL,  
> Could you please confirm that the cheat tool is enabled in the testing link

Yes, the cheat tool is available by the link [https://holland-aams.discreetgaming.com/default\\_index.jsp](https://holland-aams.discreetgaming.com/default_index.jsp) [^] when the "Adv mode" checkbox is checked.

Cheat tool is available for all games, except 50000, 50196, 50195, 50193, 50194. These are old games, there is no way to make a cheat tool for old games.

---

*DIRECTING PLAYERS TO CASHIER FROM GAMES*

---

Please advise regarding the option to redirect players to the casino cashier from your games.  
We would like to know if you have a configurable deposit button in your games.

If it is a yes, is it possible to add this parameter as an optional one?

It means when the relevant parameter is sent the deposit button will be displayed and clickable for the player, and when it isn't sent the deposit button won't be displayed.

The feature is already available by passing an extra "&cashierUrl=" parameter on launching;  
This URL can also be statically configured on a per-bank layer.

---

*If a player can play the same FRB in different games*

---

Yes, you can specify all games (From the list of available FRBs) in which the bonus will be available when you award the bonus. For example, you will specify 5 games and 50 free spins. Then the player can play 50 rounds in one game, or 10 in one, 5 in another, etc

additionally:

- > I am just trying to understand how the last hand works for FRB games.
- >
- > You are saying if a player got 50 FRB for example in two games. The player can play 1 round in one game and then jump to the second game and continue playing 49 rounds?
- >
- > Or even a second example:
  - > if a player got 50 FRB the player can play 1 round in the first game then play 9 rounds in the second game and then come back to the first game and play 10 rounds and then jump to the second and play all the rest of the rounds?
  - >
  - > Please advise.

Hello

Yes, you understood correctly. Both options that you described are correct.  
Thanks.

---

*volatility*

---

а по волатильности подобное есть?

Nemnogo stidno... no sproshu 4to eto takoe? :)

Насколько крупные выплаты вообще в игре предусмотрены, относительный показатель :)

например, РТП высокий, но волатильность низкая, то есть, выигрыши могут быть частотно маленькие

---

*Stucked Last hands.*

---

We can automatically delete saved game states and send you a request with isRoundFinished = true a certain amount of time after the last activity. But we need to know how long after the last activity in the round to do it. Also, as we understand it, this should not contradict the Swedish certification.  
Please tell me how long after the last activity in the round to do it?

---

*network delays*

---

> "I gave an example, if you initialized bet and then win, but due to network delays, win came to us first and then bet. how do we take win and how do we take bet?"

Ok, it isn't possible in practice as those pairs are strictly synchronized meaning we would never send win (Credits) until there is clear/positive answer for bet (Debit).

---

*List of questions*

---

>>> 1. AccountID - What format do you support? If it is String - are special characters allowed?

It should be letters and digits from an ASCII table, without special chars;

>> 2. SessionID - Is it generated on your side or using the one provided by Groove?

The SessionID is being generated on our side; While the ID generated on the Clients side is usually called "token";

The token isn't clearly saved in our DB (has footprints in GS logs though) and is usually used for authentication purposes on launching only;

>

>  
>> What is the length limitation?

>> 3. Retry Policy - Is it exist? Relevant for both Bet and Win? What Intervals?

> Described in our Integration doc (p24)  
>

>  
>> 4. Rollback - Is it exist? For which scenarios? Which error codes trigger Rollback?

> Yes. We call it "Refund" (Please search our Int doc for word "Refund")  
>

>  
>> 5. Crypto Currency - Do you support Crypto derivatives?

> Yes

An actual list of supported cryptos with available fractions:

[https://www.dropbox.com/s/x6cmt9o0tmr95sf/supported\\_cryptos\\_20210830.xlsx?dl=0](https://www.dropbox.com/s/x6cmt9o0tmr95sf/supported_cryptos_20210830.xlsx?dl=0)

>

[https://www.dropbox.com/s/x6cmt9o0tmr95sf/supported\\_cryptos\\_20210830.xlsx?dl=0](https://www.dropbox.com/s/x6cmt9o0tmr95sf/supported_cryptos_20210830.xlsx?dl=0)

>

>> If yes, should it be managed on the Groove side and sent with the relevant currency code, or will you use the original currency code and convert it to the derivative?

> We support all ISO currency codes and some of their fractions: <https://www.dropbox.com/s/l15xescho5jfv2b/Currency%20Exchange%20Rates%20%283%29.xlsx?dl=0>  
<https://www.dropbox.com/s/l15xescho5jfv2b/Currency%20Exchange%20Rates%20%283%29.xlsx?dl=0>

> Some of the currencies should be enabled manually.

>

>

>> 6. Bet=0 - WAGER request case: Is it possible the initial bet for a specific round will be bet=0?  
>> WAGER&RESULT request case: Is it possible the bet amount for a specific round will be bet=0?  
>> If yes, in which cases?

The case (aka "Win without Bet") It is only possible for Craps games;

It can be disabled upon request on integration phase.."

---

*Take the Prize Promo tool*

---

The Promo Payout Feature uses the same BetResult CWv3 API endpoint intentionally  
(just adding extra promo-related values to request: promoCampaignType, promold,  
promoWinAmount);

Tech doc:

[https://www.dropbox.com/s/uorzz1fu4xozs6j/Betsoft%20Drive\\_Take%20the%20Prize%20Promo%20tool\\_autopayouts%20params.pdf?dl=0](https://www.dropbox.com/s/uorzz1fu4xozs6j/Betsoft%20Drive_Take%20the%20Prize%20Promo%20tool_autopayouts%20params.pdf?dl=0)

Presentation: [https://www.dropbox.com/s/9j8ywzi6x1kizfs/BSG%20DRIVE\\_PRESENTATION%20%281%29.pdf?dl=0](https://www.dropbox.com/s/9j8ywzi6x1kizfs/BSG%20DRIVE_PRESENTATION%20%281%29.pdf?dl=0)

Additional information:

<https://betsoft.com/drive-promotional-tools/>

---

*SUPPORT\_PROMO\_BALANCE\_TRANSFER*

---

I asked devs to adjust our API test script.

From devs:

"The adjustment has been delivered to Staging (GP3 Copy);  
An appropriate test case is auto-included for banks with  
SUPPORT\_PROMO\_BALANCE\_TRANSFER option enabled."

---

*TAKE the Prize (Lucky wheel)*

---

can i receive the promo parameters just in "win" case ? or also in "bet"?

You can get take prize parameters only in parallel with win call, not in bet call.

---

*TAKE the Prize (Lucky wheel) autopayout realbet realwin system info*

---

To check if this function is enable go to systeminfo click on bank and search for  
CW\_SEND\_REAL\_BET\_WIN and SUPPORT\_PROMO\_BALANCE\_TRANSFER options

synchronous AccountInfo API calling to the Client's side for unknown players on awarding they asked if they want to award some FRB to their users during registration in their system. (we don't know anything about this player yet.)

I know there is a mass frb award for new players option in our CM. How does it work?

1. Are you automatically award FRB for all newly registered players?
- 2.

---

*Bonus release conditions*

---

> Here is a question from the Client:"I have a question regarding cash bonuses, If I award a cash bonus to a player for example 100\$ for games 1 and 2 and I spend 20\$ of that bonus in game 1, and I want to play game 2 do I have 80\$ remaining of that cash bonus?.

For second game there will be 80\$ of remaining bonus balance plus winnings from previous 20\$ (if any);

> In that case when bonusRelease is called should the remaining 80\$ be added to the player's balance?"

The

We've applied synchronous AccountInfo API calling to the Client's side for unknown players on awarding (7152-VegasSoftware, NG Copy):

Bonus Release event (and API call) is engaged when rollover condition is satisfied with any positive remaining balance.

---

*Adjusting balance*

---

Stuck operations

Credit=Win=increase wallet amount in cents  
Debit=bet=deduct the amount in cents

1 - Request to BSG side for Award:

<https://vegassoftware-ng-copy.nucleusgaming.com/frbaward.do?userId=207&bankId=7152&rounds=10&games=30227&extBonusId=9213af6d-86fb-4b31-a417-0ba164ffb6c4&startTime=17.08.2022+05:18:00&expirationTime=30.08.2022+05:18:00&hash=09442184c1ce36ddf0abe28ba0123272>

8.08.2022 11:11:36,281 DEBUG [FRBRESTClient qtp834133664-28] request, request to url:<https://staging-ag-api.vegassoftware.com/provider/nucleus/accountinfo> bankId:7152 isPost: false, is: request parameters:userId : 207;hash : e906e0f757decb3b97cb5ab71e5f35d5;

18.08.2022 11:11:36,893 DEBUG [FRBRESTClient qtp834133664-28] request, response from url:<https://staging-ag-api.vegassoftware.com/provider/nucleus/accountinfo> bankId:7152 is:

<REQUEST>

<HASH>e906e0f757decb3b97cb5ab71e5f35d5</HASH>  
</REQUEST>  
<TIME>2022-08-18 11:11:36</TIME>

```
<RESPONSE>
<RESULT>OK</RESULT>
<USERNAME>pfstest4</USERNAME>
<CURRENCY>USD</CURRENCY>
</RESPONSE>
```

```
<USERID>207</USERID>
```

<https://gs1-nq-copy.nucleusgaming.com:1443/tools/bankProperties.jsp?bankId=7152><https://staging-ag-api.vegassoftware.com/provider/nucleus/accountinfo>

---

*Last hand explanation*

---

IBETVALUES - possible coins;  
FREESPIN\_WILDS - positions of wild symbols in the current state;  
CURRENTBOMBPOSITIONS - delayed wild positions(Compass symbols. Main state only);  
COMPLEXWIN - total winning during the round;  
LASTBET - last bet made;  
FREESPIN\_ROUNDWIN - winning in the current spin;  
NEWBOMBPOSITIONS - new delayed wild positions(Main state only);  
STATE - state of the game(Main, freespin, buyfeature\_freespin);  
FSPAYOUT - winning during freespins;  
LASTSTOPREEL - the values of the reels in the current state;  
GAMECOUNTER - number of played rounds(refresh over 10 rounds);  
RANDOM\_OPTION - FS mode type(5,7 or 10 wilds);  
CURRENT\_RANDOMWILDS\_COUNT - count of the wild symbols on the reels;  
FREESPINS\_COUNT - number of remaining free spins;  
BUYFEATURE\_TYPE - buyfeature\_FS type(5,7 or 10 wilds);

---

*Fail safety protocol internal rules*

---

here is a response from our devs:

- "1. The Fail-Safety routine works differently for Bet and Win requests: for Bet we call Refund, while Wins are being repeated until we get an OK status; Both Refund and Win are repeated every 30 seconds;
2. We are sending requests in Fail-Safety context for 48h, then they become available to be pushed manually via CM (Pending Send Alert functionality);

For more info please refer to a Fail-Safety chapter in CWv3 specification."

---

*MQ API tests specifics (authentication one time using token)*

---

I tried casino game ID for QC bank 6275 and still got errors: <https://www.dropbox.com/s/572flonwj7pejsu/mqerror.jpg?dl=0>

API test failed:

Test bet failed on OVER BET with message "Response doesn't contains ext system transaction id"

Test refund bet failed with message "Repeated refund changed balance (expected 9000033 but returned 7000000)"

Test cash bonus release failed on RELEASE BONUS with message "Unknown error code"

Test FR bonus win failed with message "Incorrect balance increase after first bonus win (expected 9000046 [9000033 + 13] but returned 9000033)"

[https://www.dropbox.com/s/p53ruwsqaadn0he/MQTECNOLOGIA\\_6275\\_130922\\_0924\\_Live\\_Failed.txt?dl=0](https://www.dropbox.com/s/p53ruwsqaadn0he/MQTECNOLOGIA_6275_130922_0924_Live_Failed.txt?dl=0)

Judging by your results, it seems to us that you are using our tool in an unusual way. Can you describe exactly how you are testing? You can see that the userId is changing in your results... Where exactly are you getting the token to test from?

We also want to describe how it would be right to do it (and how we do it):

1. We go to the site, log in and go to the casino page: <https://maxquest.com/casino/>
2. You need to intercept the link with the token when starting the game. **That is, you need to get a token that is not yet authorized and still not start the game.** To do this, you can use any redirector using the "cwstartgamev2.do" mask.  
For example. **We use the Chrome browser and the "Requestly" extension.** In this extension, we have created a redirect rule: [https://www.dropbox.com/s/0kags7oazghlyr/requestly\\_rule.JPG](https://www.dropbox.com/s/0kags7oazghlyr/requestly_rule.JPG)  
Next, you activate this rule, go to the site page from point 1, click on the selected game (the Dev Console should be open with the network tab). There you will see an unsuccessful cwstartgame request from which you need to copy the token and gameId and paste it into the tool.  
<https://www.dropbox.com/s/8t5gni249950944/devConsole.JPG>  
<https://www.dropbox.com/s/d3rmqrk99giw5ax/APITestForm.JPG>
3. After you have pasted the copied data, you need to select the type of testing (We chose the standard one). And run the test.  
<https://www.dropbox.com/s/nhsd8xzgmbt8klg/result.JPG>

This is the most correct way to using this tool for an existing and configured bank.

How did you get OK for CB and FRB? Did you initiate a CB and FRB on Omega core and used its bonus IDs?

---

*Since you selected the "StandardANDBonus" mode in the tool, the tool tried to test requests specific to our FRB and CashBonuses. Also, at the very beginning of integration with Omega, these modes were discussed and we were even given endpoints (this is for our bonus modes), but in fact there will be no support for these modes on the Omega side. And since we have a URL for the bank to which we can send a request, the tool sends these requests during testing. This doesn't affect anything, since we agreed that there won't be any of these modes, just use the "Standard" mode to test.*

*Singe use Token interception instructions*

---

Installing and configuring the Chrome extension for intercepting tokens:

1. Open Google Chrome and download and install the "Requestly" extension (we recommend it as the most functional and stable).
2. Go to the "Requestly" extension settings.
3. Open the settings section "My rules".
4. Click "Create your first rule".
5. Select the "Redirect Request" type and click "Create Rule".
6. Enter a name for the rule (any). For example "Cwstart redirect".
7. Select the URL match type "Wildcard".
8. In the "URL" field, enter the mask for the cwstartgame\* action (or other): e.x. "\*/cwstartgame\*".
9. In the "Redirect To" field, enter any URL to which the request will be redirected. For example "google.com".
10. Click "Create Rule".

11. This completes the installation and configuration.

Please note that the rule will be automatically activated. If you are not going to use it right now, please deactivate it.

Working with the created rule.

If you need to intercept the token:

1. Go to the casino website.
2. Open the developer console (in Google Chrome "F12").
3. Go to the "Network" tab.
4. IMPORTANT: the "Preserve log" checkbox must be active!
5. Turn on the rule we created.
6. Press the start of the game and see the redirect to the URL specified in the rule.
7. Find the required package in the console and copy the token.
8. Do not forget to deactivate the rule after the work is completed.

. Best regards.

---

*Min bet for table games is 1:*

---

For Slots, yes, minimum possible bet is 0.01 but for Tables it is 1.

The bank "8485-nitrobetting.eu" has MBC currency only. 1 MBS = 19.9 EUR. For table games Min Bet can't be less than 1.

I thought we can do 0,01 of any currency that will be "1" in cents during our bet calls.

Please clarify

The bank "8485-nitrobetting.eu" has MBC currency only. 1 MBS = 19.9 EUR. For table games Min Bet can't be less than 1.

---

*Games feed versions*

---

With regard to legacy clients, I offered to use version=3 (future improvements) to not get them confused about changing the current version=2 and default games feed.

Ok, we were seem confused by the mention of "version=3" as options up to v4 are already taken; Please compare:

<http://default-ng-copy.nucleusgaming.com/gamelist.do?bankId=833>

<http://default-ng-copy.nucleusgaming.com/gamelist.do?bankId=833&version=2>

<http://default-ng-copy.nucleusgaming.com/gamelist.do?bankId=833&version=3>

<http://default-ng-copy.nucleusgaming.com/gamelist.do?bankId=833&version=4>

---

*SEND\_JACKPOT\_INFO\_FOR\_CW*

---

A per-bank option "SEND\_JACKPOT\_INFO\_FOR\_CW" enables sending an extra parameters: "jpContribution" (or "unjContribution") for Debit operations and "jpWin" (or "unjWin") for Credit operations

---

*Can be delivered both JP and nonJP versions at the same time?*

---

From client: "can be both with and without a jackpot"

Answer: Just to confirm yes Both means that the game comes with and without the jackpot.

the list of games with Both available is in the screenshot below. (at NG)

Sherlock and the Mystic Compass

Jingle Slots

Reels of Treasure

Sands of Egypt

Cardinal Dragons

Lucky Covers

Super Crystals

The Moguls

Rollin' Trolls

---

*Access to logs*

---

<https://betsoftgaming.com/mantis/view.php?id=22387#c289650>

No matter which GS you run logviewer in, the result will be the same.  
You can verify this by clicking on the link below:

<https://www.dropbox.com/s/bxmxwyrt034pi5/example.png?dl=0>

In the additional info you can find on which GS the error occurred.

<https://www.dropbox.com/s/o5tsk2zgbxwnqmu/gs.png?dl=0>

If the error occurred within two weeks, then your attempt to find the logs of the day of it would be successful, but if the player had a lot of errors, the logviewer may give out a lot of logs.

In order to find logs for a specific case, you need to do the following steps:

1. First, find a player:  
<https://cm.betsoftgaming.com/reports/playerSearch/complete?clusterId=1&subcasinoList=408&extId=442&category=1&fuzzySearch=false&mainPerPage=50&mainSorting=externalId:asc>  
Here you can see basic information about player, for example, the registration date (Regime).  
<https://www.dropbox.com/s/eslae51v0pwp01d/example2.png?dl=0>  
In this case it is 28/10/2022, 10:55:47.
2. Since the player was registered relatively recently, we can view all sessions from the beginning of registration to today and find the session we need.  
To do this, you need to right-click on the player's extId and select "View game info".  
<https://www.dropbox.com/s/15mp6nvgsdxnijn/example3.png?dl=0>
3. Now all you have to do is set the "Start Date" and "End Date" to search for all sessions during this period. After that, click on the "Search" button.  
<https://www.dropbox.com/s/ddrmn3g25gjzynk/example4.png?dl=0>

- Because the game "Craps" refers to Table games, therefore it is necessary to search for it in the "Table" line. It remains only to right-click on the label "Craps" and select "View details".  
<https://www.dropbox.com/s/s6mmjkjw17zgxw/example5.png?dl=0>

If you did everything right, then you should be here:

<https://cm.betsoftgaming.com/reports/playerSingleGameInfoDetail/complete?bankId=4655&accountId=28563865288&accountName=442&dateFrom=2022-10-28T00:00:00.00&dateTo=2022-11-24T23:59:59.999&playerMode=0&gameId=10&gameTitle=Craps>

Here you can see all the sessions for this game for the period that you selected earlier. In our case, the player has only one session. As we can see, this session was not completed.

In order to view all the rounds, you need to right-click on the "Game Session ID" and select "View bets".

Link to the

VBA: <https://stats-gp3.betsoftgaming.com/vabs/show.jsp?VIEWSESSID=3017153965&GAMEID=10&LANG=en&TIMEZONE=GMT&hideClose=true>

Since the session was already more than two weeks ago, the logviewer will not show any logs on it. Therefore, you need to contact us so that we can directly look at the logs on the servers. That's what we're doing now.

---

*Realbet realwin*

---

As I understood the debitType=TRANSFER is used only when bet speed (shots) is high, which is only in case of Max Quest Dragonstone and Max Quest Mission Amazon.

In case of Max Quest Battleground games and Triple Max Blast we dont have large amount of bets , so we can use debitType=BET.

Can you tell me why do you send debitType= TRANSFER for Battleground and Triple Max Blast games?

Quick shooting is not the only condition to send realBet/realWin parameters. There also could case when placed bet should be returned to player (see below). In this case we send cancelled bet as part of win transaction, thus realBet/realWin indicates factual wager and payout.

For Battleground this case occurs, when there are no opponents to current player to start the round ('Not enough players' message).

For TMB there is functionality of change/cancel bet during the waiting round state. Although we have version that supports CW protocol without realBet/realWin (as known as 'nonAPI version', thread 20796), for MQB we use version with extened CW protocol.

---

*Currency API platform rate*

---

Q:

From the client: "Croatian Kuna was replaced by the EURO since 1.1.2023, so can you please tell me if you switch off Croatian Kuna (HRK) from your side?

Will you switch on for operators with such currency EURO instead?"

We have a record "74 HRK 0.13269621 Croatian kuna"

As far as I know, we use some API platform getting the actual currency rates.

Please let me know what platform we use and what should we do in that kind of situation.

A:

First of all, we should inform the Client we will never be able to change currencies for existing players;

So, players with EUR currency should be registered on our side with different/new External IDs;

The HRK is a standard fiat currency so rate for it is being updated on a regular basis the same ways it is done for other currencies - from openexchangerates.org and 150currency.com (in descending order of priority);

As for the situation itself we don't have a stable protocol for the currency retirement, but previous cases with currencies denominations (due to inflation) were processed by registering new players for newly introduced currencies as well.

---

*FRB logic ingame FRB during Free spin*

---

<https://www.dropbox.com/s/ciollr4nxoc62ly/FRBsy.jpg?dl=0>  
<https://betsoftgaming.com/mantis/view.php?id=0024135>

---

*CWv1 integration model*

---

BOL still uses legacy CWv1 integration model: without tokens, but with sessionId value pre-obtaining from BSG side before launching process:

"/cwlogin.do?userId=..." - logins player on BSG side by userId, returns sessionId  
"/cwstartgame.do?sessionId=..." launches game with pre-obtained sessionId value  
<https://betsoftgaming.com/mantis/view.php?id=24328>

---

*JSON support*

---

We still don't support JSON for for CW and CBT.  
But it is doable and we can offer you two options:

1. Custom implementation for this clients.
2. Add JSON support to our standard CW and CBT protocols.

All this will take time, we can provide rough EST for both options.

EST for the first option is 40 h, for the second 90 h, but it does not include FRB and Cash bonus modes.

---

*GL\_OFRB\_BET*

---

**GL\_OFRB\_BET**

It is set on per-bank layer in EUR (or default in bank's currency) and converts all OFRB Bet values for all currencies to nearest possible values for all games;

**GL\_OFRB\_OVERRIDE\_PREDEFINED\_COINS**

<https://podio.com/betsoftgamingcom/knowledge-base/apps/faq/items/119>

<https://betsoftgaming.com/mantis/view.php?id=24595>

Q:

Hello guys, it is not clear tbh,

If GL\_OFRB\_BET=50 (0.5 EUR), why should the USD default FRB bet be 0.4 USD? Is that depending on the number of lines? Please provide me with a few examples with different numbers of lines.

Thanks

Devs:

Given to the 20 lines (here defines a fixed OFRB credits amount) the max available FRB-Coin is 2 cents and as a result the max nearest OFRB-Bet amount is 0.4;

The schema is "OFRB-Bet = OFRB-Coin \* OFRB-Credits", where OFRB-Credits is a fixed number conditioned by the game's specific, e.g. lines number for slots;

So if it (FRB-Coin) was 3 cents, the regulation GL\_OFRB\_BET=50 would be exceeded.

Clarification:

Using Merlin's Spheres as an example, since the game has 20 paylines, then by default the FBSV was set to 0.40 because increasing the coin value to 0.03 would mean the FBSV would be 0.60 and so the system doesn't allow it.

But moving forward, I would like to have the option to increase the FBSV higher than 0.50. So when a new game is schedule to be released, I need Adam to inform me on what available FBSV are available based on the coin values (0.01/0.02/0.03) and number of paylines (fixed OFRB-Credits) of the game.

Example:

Hi Fred, GAME X (25 paylines) will be released on DATE. FBSV available are 0.25/0.50/0.75.

Hi Fred, GAME X (30 paylines) will be released on DATE. FBSV available are 0.30/0.60/0.90.

---

*Light versions of our games.*

---

(Optional) Simplified Effects Version (faster loading & less bandwith)

When mini games are presented in a small-size frame (being usually not greater than 640x640 or so on) and the user cannot "expand" the game to a larger size, the simplified ('ultra lite') version of a game might be used to additionally optimize a loading time reducing the network consumption (some visual in-game effects might be simplified in this mode; the mode is originally introduced and designed to provide better loading performance).

To apply this improvement to your mini games, please add the url parameter  
&nngu\_loading\_weight\_profile=ultra\_lite.

\*Important Note: it is recommended to use this parameter if the game is at a small enough fixed size as it might degrade visual quality of a game if it is greater than 640x640 or so on

'[http://examplelink.com/cwguestlogin.do?bankId=\(your bank\)&gameId=882&nngu\\_loading\\_weight\\_profile=ultra\\_lite](http://examplelink.com/cwguestlogin.do?bankId=(your bank)&gameId=882&nngu_loading_weight_profile=ultra_lite)'

---

*Free Spins during an FRB*

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<https://betsoftgaming.com/mantis/view.php?id=24135>

---

*Buy-In feature*

---

<https://betsoftgaming.com/mantis/view.php?id=0018543>  
<https://betsoftgaming.com/mantis/view.php?id=24565#c305120>

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---

*Timeout*

---

Q: What is the timeout duration for outgoing requests on your end? I'm talking about the time that your servers wait to receive a response from us. After some time, your servers are supposed to rise an error and consider the request as a failed one.

A: Default timeout for bet/win requests is 60 seconds.

---

---

*Tournament integration questions*

---

The only question is if the client has only one winner (let's say second place) will they get just Nil or Zerro for the other places?

We will send only one entry in that case. Winners not belonging to the client will not be sent at all. So client will retrieve "sparse" leaderbord.

Please confirm the main difference with version 1.1 As far as I can see:

1. The client has to return an updated balance in response. (I am not sure how can we use it as this call is made outside of any active session and we don't know the initial balance before awarding the prize.)
  2. The main difference is that we call the client side for each place separately.
- 
1. balance is needed only for API test upon integration, this is not needed in production. Please note that this related to "separate request edition" only.

see from spec: "Also, in the response, the EC must indicate the player's balance changed after the request, however, the BSG checks the balance change only at the stage of testing this API."

Test tool API - [https://www.dropbox.com/s/3vo14p3tr79lsh/DriveAutoPayout%28Separate%29\\_API\\_Test\\_Spec.pdf](https://www.dropbox.com/s/3vo14p3tr79lsh/DriveAutoPayout%28Separate%29_API_Test_Spec.pdf)

2. Actually yes, but with some buts.  
The second API(separate) was implemented because we have clients whose platform is based primarily on the player's transaction level.

The first API(single) does not imply autopayment, it is just a notification API.  
We have two options for a client - single request(batch of all winners in one request) or separate request(each winner in separate API call).

Both of the methods have separate documentation versioning.

/tournament/info?bankId=271&tournamentId=45637

1. Will be the endpoint above available by default after enabling Tournament functionality?
2. What will be the path? <https://XXX-XXX.betsoftgaming.com/tournament/info?>

1. yes /tournament/info will be available
2. yes, XXX-XXX is the same as used for game launch,  
e.g. <https://default-c2ss.betsoftgaming.com/tournament/info>

Besides, is it possible to include all the above in one doc V 1.2?  
These are different independent APIs, in our opinion they should not be merged.

---

*Avoiding calling GetAccount info*

---

Q: Hello guys, is it possible to retrieve all necessary information from <https://thirdnew.51cx.info/spplat1/authorize> endpoint to be able to register new player in our DB?

A: We've cleared BONUS\_ACCOUNTINFO\_URL and enabled the option NOT\_USE\_ACCOUNT\_INFO\_URL\_FOR\_AUTH ("9743-okbetcasino.com", Copy).

A: We've cleared BONUS\_ACCOUNTINFO\_URL and enabled the option NOT\_USE\_ACCOUNT\_INFO\_URL\_FOR\_AUTH ("9743-okbetcasino.com", Copy).

---

*POP Playtech stuck transactions*

---

Emails to send during BS stuck  
tech@playtech.com, [pop.product.operations@playtech.com](mailto:pop.product.operations@playtech.com)

All the rest in txt file in BS folder

---

*Parameters in URL or Body POST*

---

Q: Could you please confirm that we send BOL all POST request parameters in HTTP request like in this example: [https://betonline-gp3.discreetgaming.com/cwstartgamev2.do?token=eNfu6-eJPnSXJXq63nA\\_JpZMKnSnRxvvrAir9zq-oBQ!&mode=real&gameId=842&lang=es&bankId=76](https://betonline-gp3.discreetgaming.com/cwstartgamev2.do?token=eNfu6-eJPnSXJXq63nA_JpZMKnSnRxvvrAir9zq-oBQ!&mode=real&gameId=842&lang=es&bankId=76)

They just mentioned that some of them we are sending in a body.

From BOL: "but for some reason we received this parameters in the body .  
We're receiving the parameters in the body and not as query strings

" See attached example

Please elaborate how it is possible.

Thanks

```
logger
BetSoft.Host.Middlewares.HttpLoggingMiddleware

message
HTTP Request
Path: /authenticate
QueryString:
RequestBody: bankId=76&clientType=FLASH&hash=390ae0493da7f8709bde510674596c00&token=kg_rx14mY8IgU1dlc0x02Lf517AEGjbVj4voaeeeZpM%21

severity
Informational (6) (decorated)
```

A: With POST requests all parameters are sending in a body. It is standard behavior for HTTP.

---

*Token expiration after first use bypass*

---

We have prepared guidelines for you:

Video: <https://www.dropbox.com/scl/fi/e89iut1h4pha3qt29nqy/VideoTutorialForTokenIntercept.wmv?rlkey=ybcqklfud8vnktyo9ijrl6rw1>

Text: <https://www.dropbox.com/scl/fi/auq4930ficyho98j0j09w/TutorialForTokenIntercept.txt?rlkey=txny7jwj35g9skdy6l17q0bu2>

Only for BSG employees eyes

Source: <https://betsoftgaming.com/mantis/view.php?id=24021#c310409>

---

*Send Client Type explained*

---

>Please can you clarify the purpose of the "send client type" for Betresult? The Client has requested. I could not find any further details on the subject.

From devs:

Name: clientType

Type: String

Description: Optional. Specifies the platform from where the call was initiated;

Possible values: FLASH, WIN32, AIR, MOBILE, ANDROID, IOSMOBILE, WINDOWSPHONE, ELECTRON;

The "FLASH" may also be considered as "FLASH/HTML5PC";

On practice nowadays sending values are: FLASH, MOBILE, ANDROID and IOSMOBILE.

---

*Award FRB to unknown or new players, users description*

---

synchronous AccountInfo API calling to the Client's side for unknown players on awarding

Question: The Client asked if they want to award some FRB to their users during registration in their system. (we don't know anything about this player yet.)

Is there a way to do it? We also want to say that in this tutorial the standard case is considered. That is, the game opens on the casino website in the same tab as the site. The developer console acts as a sniffer. But when the game is opened in a new tab or, for example, in a pop-up window, then the redirect (interrupting the cwstart request using a browser extension) will work, but you need to have time to open the developer console to see this request and the token. In such cases, it would be more convenient to use not the developer's console, but third-party software -

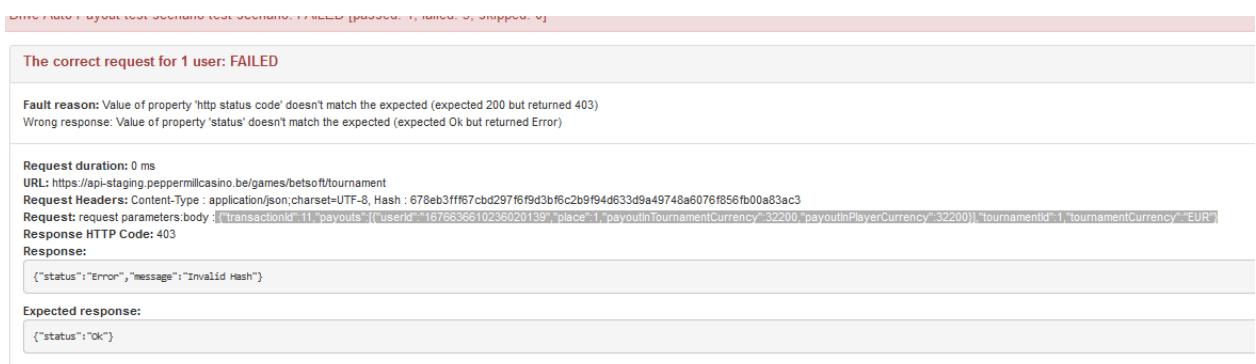
sniffers. For example WireShark or Charles. You can read more about sniffers on the Internet. For most ways, the console is sufficient.

---

### Hash generation Tournament JSON

---

<https://www.devglan.com/online-tools/hmac-sha256-online>



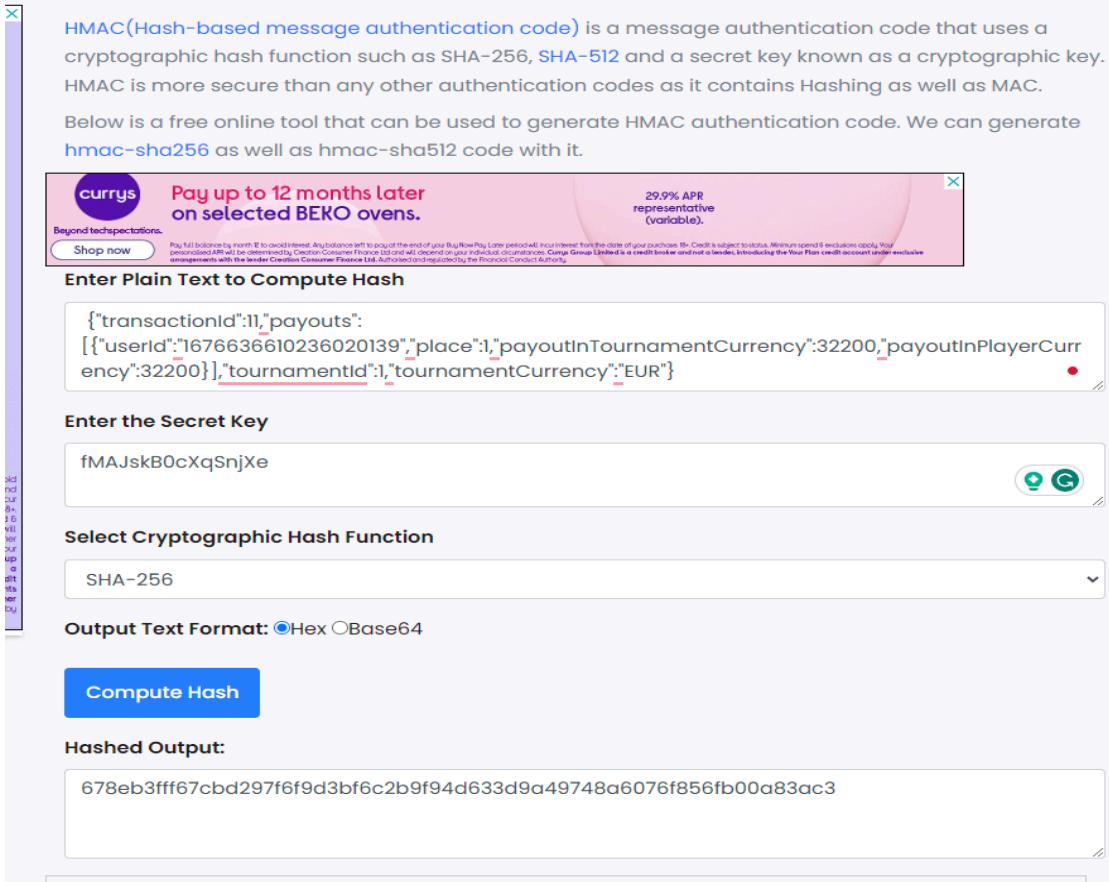
The correct request for 1 user: FAILED

Fault reason: Value of property 'http status code' doesn't match the expected (expected 200 but returned 403)  
Wrong response: Value of property 'status' doesn't match the expected (expected Ok but returned Error)

Request duration: 0 ms  
URL: https://api-staging.peppermillcasino.be/games/betsoft/tournament  
Request Headers: Content-Type : application/json;charset=UTF-8, Hash : 678eb3fff67cbd297f6f9d3bf6c2b9f94d633d9a49748a6076f856fb00a83ac3  
Request: request parameters:body [{"transactionId":11,"payouts":[{"userId":1676636610236020139,"place":1,"payoutInTournamentCurrency":32200,"payoutInPlayerCurrency":32200}],"tournamentId":1,"tournamentCurrency":"EUR"}]  
Response HTTP Code: 403  
Response:  
{"status": "Error", "message": "Invalid Hash"}

Expected response:  
{"status": "Ok"}

## HMAC-SHA256 Online Generator Tool



**HMAC(Hash-based message authentication code)** is a message authentication code that uses a cryptographic hash function such as SHA-256, **SHA-512** and a secret key known as a cryptographic key. HMAC is more secure than any other authentication codes as it contains Hashing as well as MAC.

Below is a free online tool that can be used to generate HMAC authentication code. We can generate **hmac-sha256** as well as **hmac-sha512** code with it.

**Enter Plain Text to Compute Hash**

```
{"transactionId":11,"payouts": [{"userId":1676636610236020139,"place":1,"payoutInTournamentCurrency":32200,"payoutInPlayerCurrency":32200}],"tournamentId":1,"tournamentCurrency":"EUR"}
```

**Enter the Secret Key**

fMAJskB0cXqSnjXe

**Select Cryptographic Hash Function**

SHA-256

**Output Text Format:**  Hex  Base64

**Compute Hash**

**Hashed Output:**

```
678eb3fff67cbd297f6f9d3bf6c2b9f94d633d9a49748a6076f856fb00a83ac3
```

---

*Default Game settings configuration*

---

<https://betsoftgaming.com/mantis/view.php?id=26364#c318218>

The screenshot shows the 'Game Settings' interface with three main sections: Clusters, Subcasinos, and Banks.

**Clusters:** A table with three rows: 'aams' (2), 'beta' (3), and 'gp3' (1). 'gp3' is highlighted with a yellow background.

**Subcasinos:** A table with several entries. The 'Default' entry is highlighted with a yellow background and has a value of 58. Other entries include ADONIO (585), BET588s (217), Carousel.be (358), COMONTEC (584), Default LQA (583), LASATLANTIS GROUP (587), and Olgabet (580).

**Banks:** A table with one entry: 'FullSuite\_without\_legacy\_JPs' (10377) which is highlighted with a yellow background.

**Currency:** A dropdown menu set to 'EUR'.

Q: Hello guys, due to the latest misunderstandings in-game setting configuration.

May I ask you to clarify:

1. What game setting (Min/max bet/ FRB etc.) do you apply for newly delivered banks? (If you don't have any initial instruction about adjusting them) Do you have any default templates?
2. Do we have any sub-casino and bank in CM where we can see those settings and they won't be changed in the future?  
(Maybe this subcasino C2SS default 58)

I want to have an example for this template to understand phrases like "Reset FRB to default" and Max EXP like "Standard, based on the game"

A:

**What game setting (Min/max bet/ FRB etc.) do you apply for newly delivered banks? (If you don't have any initial instruction about adjusting them) Do you have any default templates?**

It depends on certain conditions (considering also the "empty initial instruction"):

- 1 - New integrations are being built relying on Current Full Suite Solution (bank 10377, Default SubCasino 58 on GP3 Copy Cluster);
- 2 - Existing integrations - relying on settings for the latest Client's bank with the same Default Currency;
- 3 - Full/Partial MBS - relying on (inheriting from) Master's settings;

**Do we have any sub-casino and bank in CM where we can see those settings and they won't be changed in the future?**  
(Maybe this subcasino C2SS default 58)

Yes, and they are available via "Games Settings" CM-side report for bank 10377 (Default SubCasino 58) on GP3 Copy Cluster;

**I want to have an example for this template to understand phrases like "Reset FRB to default" and Max EXP like "Standard, based on the game"**

Legacy slots were converted to GL with Default MaxExposure of 100K EUR and MaxBet of 500 EUR conditions;

For all other games conditions are pre-applied relying on Product Sheets;

Also we believe the question about "Standard, based on the game" is related to recent thread for IGAMINGPLATFOM:

<https://betsoftgaming.com/mantis/view.php?id=0018728>

And for that particular case the "Standard, based on the game" term is seem rather referring to their existing bank's 7239 settings.

---

*BankID getaccount*

---

we've enabled SEND\_BANKID\_TO\_EXT\_API for both the Client's Staging banks;  
Now this should work as expected: bankId value is being sent for all outgoing  
API calls (incl. GetAccountInfo).

I know there is a mass frb award for new players option in our CM(our BO). How does it work?

1. Are you automatically award FRB for all newly registered players?
2. What FRB ID is generated in this case, and how will the client know about that FRB ID? (usually they check frb ID on their side during bonusWin call)

Devs Reply:

Yes, there is a better option, no need to involve MassAwards for this case;  
We've applied synchronous AccountInfo API calling to the Client's side for unknown players on awarding (bank ID-bank name, GP3 Copy):This is how the mentioned request had worked right after:

1 - Request to BSG side for Award:

```
https://yourdomain-gp3.betsoftgaming.com/frbaward.do?userId=207&bankId=7152&rounds=10&games=30227&extB  
onusId=9213af6d-86fb-4b31-a417-0ba164ffb6c4&startTime=17.08.2022+05:18:00&expirationTime=30.08.2022+05:1  
8:00&hash=09442184c1ce36ddf0abe28ba0123272
```

2 - Request to the Client's side for Account Info:

```
8.08.2022 11:11:36,281 DEBUG [FRBRESTClient qtp834133664-28] request, request to  
url:https://yourdomain-gp3.betsoftgaming.com/provider/bsg/accountinfo bankId:7152 isPost: false, is: request  
parameters:userId : 207;hash : e906e0f757decb3b97cb5ab71e5f35d5;
```

3 - Correct response from the Client:

```
18.08.2022 11:11:36,893 DEBUG [FRBRESTClient qtp834133664-28] request, response from  
url:https://yourdomain-gp3.betsoftgaming.com/provider/bsg/accountinfo bankId:7152 is:
```

```
<?xml version="1.0"?><EXTSYSTEM>  
<REQUEST>  
    <USERID>207</USERID>  
    <HASH>e906e0f757decb3b97cb5ab71e5f35d5</HASH>  
</REQUEST>  
<TIME>2022-08-18 11:11:36</TIME>  
<RESPONSE>  
    <RESULT>OK</RESULT>  
    <USERNAME>pfstest4</USERNAME>  
    <CURRENCY>USD</CURRENCY>  
</RESPONSE></EXTSYSTEM>
```

4 - Registering player on BSG side and providing a response from BSG:

```
<?xml version="1.0" encoding="iso-8859-1"  
?><NGSYSTEM><REQUEST><USERID>207</USERID><BANKID>7152</BANKID><EXPIRATIONTIME>30.08.20  
22  
05:18:00</EXPIRATIONTIME><GAMES>30227</GAMES><EXTBONUSID>9213af6d-86fb-4b31-a417-0ba164ffb6c4  
</EXTBONUSID><STARTTIME>17.08.2022  
05:18:00</STARTTIME><ROUNDS>10</ROUNDS><HASH>09442184c1ce36ddf0abe28ba0123272</HASH></REQ  
UEST><TIME>2022-08-18  
11:11:36.973</TIME><RESPONSE><BONUSID>592518081</BONUSID><RESULT>OK</RESULT></RESPONSE>  
</NGSYSTEM>
```

https://yourdomain-gp3.betsoftgaming.com:1443/tools/bankProperties.jsp?bankId=7152

BONUS\_ACCOUNTINFO\_URL: <https://yourdomain-gp3.betsoftgaming.com/provider/bsg/accountinfo>

---

*Craps explained*

---

**1 - Please clarify the details regarding the round 9928247921.**

**Am I correct in understanding that a player placed a bet and canceled it within the specified round?**

If the player changes a bet and the changed bet is lower than it was before changing there will be no other bet requests and the changes in the bet will be represented as negativeBet parameter in the win request, as it is in the case with round 9928247921.

However, we see that the round is stuck because you responded with error code 399 to all our multiply attempts resolve the round.

Logs:

```
20.09.2023 16:47:27,344 INFO request to url:https://nucleus.provider.cur.a8r.games/api/nucleus/bet\_win bankId:9723  
is: request parameters:gameId : 30265;gameSessionId : 1466638146;bankId : betsofacom;isRoundFinished :
```

true;negativeBet : 700;userId : 1000841280959:BRL;win : 0|5414574629;roundId : 9928247921;hash : a5958b04267d5b48131c29ac17b8d37a;jpWin : 0;

20.09.2023 16:47:27,715 INFO response from  
url:[https://nucleus.provider.cur.a8r.games/api/nucleus/bet\\_win](https://nucleus.provider.cur.a8r.games/api/nucleus/bet_win) bankId:9723  
is:<EXTSYSTEM><REQUEST><USERID>1000841280959:BRL</USERID><WIN>0|5414574629</WIN><ROUNDID>9928247921</ROUNDID><GAMEID>30265</GAMEID><ISROUNDFINISHED>true</ISROUNDFINISHED><GAMESESSIONID>1466638146</GAMESESSIONID><NEGATIVEBET>700</NEGATIVEBET><JPWIN>0</JPWIN><HASH>a5958b04267d5b48131c29ac17b8d37a</HASH></REQUEST><TIME>20 Sep 2023 16:47:27</TIME><RESPONSE><RESULT>ERROR</RESULT><CODE>399</CODE></RESPONSE></EXTSYSTEM> specialRequestHeaders:null time: 371

Transaction details:

id 5414574629

type CREDIT

amount 0

start Wed Sep 20 16:47:27 GMT 2023

As there is no winnings, we can safely delete it. But we still need your confirmation to do so.

Alternatively, we could try to resend the transaction again, but you should respond with OK response.

## **2 - Also could you please provide your API that could be referred to in case of technical issues?**

Unfortunately, we do not have any API that we could provide to the client. The client can refer to roundId, extId, sessionId or Support Ticket ID when referring to a technical issue.

## **3 - I looked up - all bets other than Pass line and Come - may be removed or reduced any time before the bet loses. This is known as "taking it down" in craps.**

Yes, this is right. However, the player cannot remove all the bets and then continue playing the game round. There should be at least one bet in play.

**4 - From the client: "Could you please clarify how the player's balance should change correctly in this case? For a correct balance change, we expect that there will be an initial request with the amount of the bet, the results will change the balance of the player.**

**And then there will be a request with negative bet, which will result in a refund of the difference of the bet amount.**

**At the moment we have received from you only a request to increase the player's balance, and the bet amount was not deducted from the balance.**

**Could you please check this issue on your side? As far as I know, it was discussed earlier that there should be a separate request for bet in this case."**

**As, far as I understood the client wants to trigger a negative bet. Could you please provide me with instructions how can they reproduce Negative bet call?**

Negative bet is send in the win request as a parameter, as it is stated in the protocol.

From your message we understood that your concern is in the fact that there wasn't any bet request for the round and was only a win request.

We have discussed the same issue in threads 0023659 and 0023591. Check these threads for a more detailed information.

The game of craps is quite complex and the player can add or remove some of the bets during the game round, as such every spin have its own unique roundId. There could be a spin where a player didn't add or remove any of the bets but the round has not yet been finished thus creating a spin with zero bet.

Additionally, some of the bets (Pass Line Odds, Don't Pass Line Odds, Come Odds, Don't Come Odds, Big 6 & 8, Place to Win, Place to Lose Bets, and Hardways) are remain on the table even after the spin is finished.

Players then can remove or adjust some of them and start another spin with lower bet than the previous one. This removing is send as a negative bet.

We hope it clarify the issue.

Unfortunately, the game of craps is quite complex and the player can add or remove some of the bets during the game round, as such every spin have its own unique roundId.

Additionally, some of the bets (Pass Line Odds, Don't Pass Line Odds, Come Odds, Don't Come Odds, Big 6 & 8, Place to Win, Place to Lose Bets, and Hardways) are remain on the table even after the round is finished.

Players then can remove or adjust some of them and start another round with lower bet than the previous one. This removing is send as a negative bet.

---

#### *Custom FRB integration logic*

---

Hello guys,

Please could you advise me on the subject below? The Client is integrating our FRB feature, but is telling us that they want it to work for them in their way:

"@Inessa, this is related to our bonus engine. The win amount becomes bonus and goes to bonus balance, we send you back the cash balance

hi @Inessa, I'm sorry, but this is the way our bonus engine logic works and because of many complex business logic connected to it, it can't be changed.

All the wins are registered on our side, but they are credited to bonus balance (which is also visible to players in their bonus wallets), not the cash balance.

If it's essential for you to have confirmation of a transaction being registered through a balance change, you can request the transaction ID along with the balance and we will provide it to you.

If there is any other reason, please let me know.

Response from me: Hello @Client,

I think you are mixing up two types of our bonuses - FRB (Free round bonus) and CB (Cash bonus).

When we are talking about cash bonuses, you are absolutely right. But If we are talking about FRB functionality you don't award players cash,

you just award players free spins and all win amounts should be added directly to players' balances. The only deference is,

that you can mark those winnings separately as they were won during an FRB game session.

Please see the detailed description in our API documentation.

@Inessa I know what you mean, but our bonus engine gives wider opportunities to operators.

The winnings go to bonus balance first, which can become cash without rollover if wagering requirement is set to 0 from bonus configuration."

Please advise

Please let me know how can we proceed in this situation. Can we accept this logic and skip those tests?

Many thanks

>>>Please let me know how can we proceed in this situation. Can we accept this logic and skip those tests?

We can't unfortunately accept this logic as the Client tries to involve their own bonus system for integration with BSG-side OFRB model that has a "standalone" nature;

If the Client prefers to handle two balances it would be best to use BSG-side Real Mode for both of them (with probably using different External UserIDs for different modes on their side).

>>>More from the Client:

"hi Betsoft team,

During the tests we have identified an inconsistency in the displayed balance during games when players use free spins. The balance initially decreased when winnings were obtained, and then it increased to match the balance we had sent. To avoid bad user experience, we have made some adjustments to our logic. Currently, we send the player's cash balance along with the awarded bonus balance, ensuring it aligns with your balance test requirements. However, to make this work, on authentication and balance calls we kindly request you to provide the 'bonusId.'

Additionally, to synchronize the game balance with our website's balance and accurately mark free spins as spent when the bonus is fully utilized, we require your assistance in enabling the requested 'FRB

notifications' feature and send the lost requests as well, so we can show correct current spin count to players."

>>>During the tests we have identified an inconsistency in the displayed balance during games when players use free spins. The balance initially decreased when winnings were obtained, and then it increased to match the balance we had sent. To avoid bad user experience, we have made some adjustments to our logic. Currently, we send the player's cash balance along with the awarded bonus balance, ensuring it aligns with your balance test requirements.

Ok, this might make a sense, please also see below;

However, to make this work, on authentication and balance calls we kindly request you to provide the 'bonusId.'

It isn't unfortunately possible seamlessly;

However, we didn't mention that there is a dedicated OFRB-related launching actions that could probably help to distinguish/separate OFRB/Real Modes:

Force OFRB with certain BonusID:

/cwstartgameidfrb.do?bankId=[BANK\_ID]&gameId=[GAME\_ID]&mode=real&token=[VALID\_CW\_TOKEN]&bonusId=[VALID\_ACTIVE\_FRB\_ID]&lang=en

Force Real Mode (params are the same as for regular "/cwstartgamev2.do" action):

/cwstartgamenotfrb.do?bankId=[BANK\_ID]&gameId=[GAME\_ID]&mode=real&token=[VALID\_CW\_TOKEN]&lang=en

Additionally, to synchronize the game balance with our website's balance and accurately mark free spins as spent when the bonus is fully utilized, we require your assistance in enabling the requested 'FRB notifications' feature and send the lost requests as well, so we can show correct current spin count to players."

We've enabled both SEND\_ZEROFRBWIN and SEND\_SUMMARIZED\_FRB\_NOTIFICATION options for a single Staging bank 10147-template.dudebet.com;

Please confirm it works as intended for this Staging bank first.

<https://betsoftgaming.com/mantis/view.php?id=25484#c318103>

---

*Hash generation for FRB info calls*

---

Q: I tried to manually get our responses to these two requests:

3 Get OFR Bonus Info:

<https://betonline-ng.nucleusgaming.com/frbinfo.do?bankId=2886&userId=B4674631&hash=aed0702cb19d59fd58b587b2206ad76f>

4 Check OFR Bonus:

<https://betonline-ng.nucleusgaming.com/frbcheck.do?bankId=2886&extBonusId=648797172&hash=48b19a8dc60a75ef756331395a1b6301>

1. As far as I understand the hash generation for those requests should be:

bankID+UserID+Pass = 2886 B4674631 kjG8dPvrlao5 But I am still getting hash error during my call

<https://betonline-ng.nucleusgaming.com/frbinfo.do?bankId=2886&userId=B4674631&hash=aed0702cb19d59fd58b587b2206ad76f>

2. The second call

(<https://betonline-ng.nucleusgaming.com/frbcheck.do?bankId=2886&extBonusId=648797172&hash=48b19a8dc60a75ef756331395a1b6301>) returns: "2886 648797172

48b19a8dc60a75ef756331395a1b6301 2023-11-01 19:58:33.367 630 Bonus not found  
ERROR"

A: Right hash calculation order for frbinfo.do request is:

MD5(userId + ngBonusId + extBankId + BANK\_SECRET\_KEY) =

MD5(B46746312886kjG8dPvrlao5) = c4011ec36b6dc42453b14b541181cc3d

So right request is:

<https://betonline-ng.nucleusgaming.com/frbinfo.do?bankId=2886&userId=B4674631&hash=c4011ec36b6dc42453b14b541181cc3d>

<https://betsoftgaming.com/mantis/view.php?id=26690#c320394>

---

*Data base used for GS and CM*

---

From devs:

“Cassandra is majorly used as persistence layer for Hazelcast on MQ part, and to store players history, game settings and licencees on GS part.

For CM we use Greenplum.

”

---

*New integration suite and default game settings game*

---

Default game settings and game suite:

<https://betsoftgaming.com/mantis/view.php?id=26364>

---

*Autoplay AUTOPLAY\_MODE*

---

<https://betsoftgaming.com/mantis/view.php?id=26977>

21:11:2023:BF:2 [FORTUNEJACK] PAUTOPAY FREE SPINS DISABLED

Hello,

It appears the autopay is not working during free spins as Fortune Jack is looking to run a tournament on our games. Can you review please?

Please advise.

Thank you

This Item is NORMAL Priority

\*\*\*

Devs:

We can confirm it is normal during OFRB Mode sessions.

\*\*\*

Hello,

The client is asking if this can be unblocked/activated.

They could end up offering hundreds of free spins to players and it isn't convenient to have to click to spin through each one.

Please advise.

\*\*\*

Devs:

The AutoPlay and OFRB were two incompatible modes initially;

UE side: there seems to be no objective restrictions to allow accordingly the both at the same; just not supported for a while by the game clients implementation

UE side: it cannot be activated for the client now as it is not supported by the current implementation - it will be necessary to add proper Autoplay <-> Operator FRB integration support to allow the features to work at the same time properly; if the priority is just Normal - we will consider the update in details next year as currently there are other tasks in the queue (spine support, loading performance improvement, flexible currency configuration, turboplay update, preloader bg update etc)

---

*Round finish auto finish*

---

<https://betsoftgaming.com/mantis/view.php?id=27100>

Hello!

Do you save the game state if for some reason it was interrupted without an obvious result?

We save the game state after each round in games with progress or when a player has not finished the current round in any game.

If yes, for how long do you save this state?

We store the saved state for each of the player for an indefinite time.

Do you support the forced round finishing: manually (via BO) or automatic (API request)?

We have an auto-finish round feature. If enabled, the system will send a win request with 0 amount if a player has not launched the game for a set amount of time.

After what time does the forced round finishing occur?

The time after which the auto-finish feature sends the request is configurable.

Is this configurable? For the entire network? For a separate brand?

It is configurable for each individual bank. For example, we can set to send request after 2 weeks on one bank and after 4 weeks on another.

Thank you for your time.

---

#### *Hash generation and calculation rules*

---

Each method supposed to use particular order and different parameters during hash generation:

authentication: \$HASH= MD5(\$token\$passkey);

betresult: \$HASH = MD5(\$userId\$bet\$win\$isRoundFinished\$roundId\$gameId\$passkey)

bonusRelease: \$HASH= MD5(\$userId\$bonusId\$amount\$passkey);

bonusWin: \$HASH= MD5(\$userId\$bonusId\$amount\$passkey);

refund: \$HASH= MD5(\$userId\$casinoTransactionId\$passkey);

Example:

Hash generation:

Order: userId, bet, win, isRoundFinished, roundId, gameId

Kindly note isRoundFinished is a optional parameter. If not implemented

do not include in hash. Passkey is tfhguyfg29F3qA8 and should be concatenated

to end of hash order. Example using the following:

<userid>1284</userid>

<bet>300|2402663939</bet>

<win></win>

<roundid>7866300259</roundid>

<gameid>30227</gameid>

<hash>c6bf8e8d8206faf6b745e5a17c9f4761</hash>

Lets get our order right-

userid bet (there was bet and no win, so it is not included) roundId gameId Passkey

1284 300|2402663939 7866300259 30227 tfhguyfg29F3qA8

Do not include spaces! It was included to clearly show the different strings included in the hash order.

Now lets try it:

Example testing in a linux term-

```
:~$ echo -n "1284300|2402663939786630025930227tfhguyfg29F3qA8" | md5sum  
output: c6bf8e8d8206faf6b745e5a17c9f4761 -
```

Please do not forget to NOT INCLUDE new line characters as it will change the hash value the server expects.

Tournament HASH generation:

The authentication is being performed with a hash which is calculated as

Hash-based message authentication code (HMAC) for request body and secretAPIKey and sent as a request header." (from API spec).

You need to not just calculate sha256hash but to use some HMAC library on your env and the following pseudo code:

EX:

```
String secretAPIKey = "fdfdssssww";  
HmacUtils hashEncoder = new HmacUtils(HMAC_SHA_256, secretAPIKey);  
String hash = hashEncoder.hmacHex(requestBody);  
httpHeaders.set("Hash", hash);
```

frbaward.do hash rules:

Regardless of optional parameters the rule is always the same:

hash = md5(extUserId + extBankId (can be equal to internal bankId) + rounds + games + comment (optional, can be empty) + description (optional, can be empty) + MaxWinLimit (optional, can be empty) + extBonusId + INTEGRATION\_PASS\_KEY)

<https://betsoftgaming.com/mantis/view.php?id=27123#c324958>

---

*Fun currencies logic, purpose, description*

---

Source: <https://podio.com/betsoftgamingcom/account-management-test/apps/pending-items/items/19384>

Your example refers to "Sweepstakes Protocol". However, it seems that there is a misunderstanding regarding the concept of the fun currency.

Let us clarify: fun currencies are classified as fake currencies with an exchange rate fixed at 1 to EUR. To view these specific currencies, you can access the "Currency Exchange Rates" report at

<https://cm.betsoftgaming.com/reports/currencyExchangeRates/complete>. These fake currencies are identified as "Fun" in the report's column.

In your example, banks with VND (as their default currency) are excluded. These banks refer to Social casino. For these banks VND is the default currency, which is not a fake currency. Also, these banks have currencies for entertainment, but these currencies are not typical fake currencies (as described above) because their rate is equal to 1 VND (not 1 EUR). E.g., the bank sweepstastic\_fun (9734) has two currencies - VND (default) and LUK (for entertainment; rate = 1 \* VND). For more details, see the thread 25438.

Taking into account all mentioned above, please confirm: do you want to filter banks that offer fun currencies specifically for Social casinos? In this context, "fun banks" denote banks with a default currency of VND within a Social casino settings.

---

*[Jackpot feeds and details](#)*

---

1.- we will implement this and in case of jackpot feed, the docs refers to a configuration needed to show all jackpot banks or each one for each coin. this means that only one config can be used?

Please see:

[https://neo345-gp3.discreetgaming.com/jackpots/jackpot4\\_10876.xml](https://neo345-gp3.discreetgaming.com/jackpots/jackpot4_10876.xml)

2. in provided URLs there is a general one, an two that specifies JP3 and JP4, how we can know which one we need to hit and in which cases?

Please see:

<https://neo345-gp3.discreetgaming.com/gamelist.do?bankId=10876&version=5>

3. jackpor ticker refers to get the current jackpot data for a particular game, currency and bank, does this granular information differs significatively from the jackpot feed? in your experience, it would be convenient to implement both of them (jackpot ticker & feed)?

Please see:

<https://neo345-gp3.discreetgaming.com/cwguestlogin.do?bankId=10876&gameId=798&lang=en>

This XML file does not appear to have any style information associated with it. The document tree is shown below.

```

<?xml version="1.0" encoding="UTF-8"?>
<gamesuites>
    <suite id="Action Games" name="Action Games">
        <game id="863" name="Triple Cash or Crash" imageurl="" languages="cz,de,dk/el,en,es,fi,fr,hu,id,it,jp,ko,no,pl,pt,ro,ru,se,sk,th,tr,vi,zh,zh-cn" togoforc="NO" jptype="NA" />
    </suite>
    <suite id="Slots" name="Slots">
        <game id="356" name="Black Gold" imageurl="" languages="en,ru,no,se,pl,dk,fi,es,el,fr,de,tr,pt-eu,pt,zh,th,dk-sp" togoforc="YES" jptype="NA" />
        <game id="512" name="Zen" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,co,co,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="2" name="Lucky Seven" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,zh,cn,zh,v1,hu,jp,bg,cs,sk,ko,th,id,dk-sp" togoforc="YES" jptype="NA" />
        <game id="771" name="Stampede" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="259" name="Under the Sea" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="YES" jptype="NA" />
        <game id="770" name="Legend of the Nile" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NP" />
        <game id="775" name="Pinocchio" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="YES" jptype="NA" />
        <game id="266" name="At the Movies" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="YES" jptype="NA" />
        <game id="780" name="Legend of The Nile NP" imageurl="" languages="de,dk/dk-sp,el,en,es,fi,fr,it,jp,ko,no,pt,pt-eu,ru,se,th,tr,vi,zh,zh-cn" togoforc="NO" jptype="NP" />
        <game id="784" name="Sugar Pop" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="788" name="Clown" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,tr,p1,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="277" name="Rook's Revenge" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="792" name="Reel Of Wealth" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NP" />
        <game id="280" name="Safari Sam" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="793" name="Ogre Empire" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="794" name="Golden Fortune" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="795" name="Reels of Wealth NP" imageurl="" languages="bg,cs,de,dk/el,en,es,fi,fr,hu,id,it,jp,ko,no,pt,pt-eu,ro,ru,se,th,tr,vi,zh,zh-cn" togoforc="NO" jptype="NP" />
        <game id="796" name="Dragon Kings NP" imageurl="" languages="bg,cs,de,dk/el,en,es,fi,fr,hu,id,it,jp,ko,no,pt,pt-eu,ro,ru,se,th,tr,vi,zh,zh-cn" togoforc="NO" jptype="NP" />
        <game id="797" name="Dragon Kings NP" imageurl="" languages="bg,cs,de,dk/el,en,es,fi,fr,hu,id,it,jp,ko,no,pt,pt-eu,ro,ru,se,th,tr,vi,zh,zh-cn" togoforc="NO" jptype="NP" />
        <game id="798" name="Faerie Spells" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NP" />
        <game id="800" name="Sushi Bar" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="808" name="Chilli Pop" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="801" name="Yak, Yeti & Roll" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="802" name="Carnaval Fortune" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="804" name="Event Horizon" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="805" name="Mystic Bat Cracy" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="806" name="Viking Voyage" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="807" name="Bamboo Rush" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="809" name="Spinfinity Man" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
        <game id="809" name="Gold Canyon" imageurl="" languages="en,ru,no,se,nl,it,dk,fi,es,el,fr,de,ro,tr,pt-eu,pt,zh,th,dk-sp" togoforc="NO" jptype="NA" />
    </suite>

```

[neo345-gp3.discreetgaming.com/jackpots/jackpot4\\_10876.xml](http://neo345-gp3.discreetgaming.com/jackpots/jackpot4_10876.xml)

```

<?xml version="1.0" encoding="UTF-8"?>
<jackpots>
    <jackpot jackpotId="467891683" jackpotName="2">
        <jackpotAmount currency="USD" amount="57573.11"/>
        <games>
            <game id="792" name="Reels Of Wealth"/>
            <game id="798" name="Faerie Spells"/>
        </games>
    </jackpot>
    <jackpot jackpotId="467891682" jackpotName="1">
        ...
    </jackpot>
    <jackpot jackpotId="467891681" jackpotName="1">
        <jackpotAmount currency="USD" amount="34214.87"/>
        <games>
            <game id="792" name="Reels Of Wealth"/>
            <game id="798" name="Faerie Spells"/>
        </games>
    </jackpot>
    <jackpot jackpotId="467891687" jackpotName="2">
        ...
    </jackpot>
    <jackpot jackpotId="467891686" jackpotName="1">
        ...
    </jackpot>
    <jackpot jackpotId="467891685" jackpotName="1">
        ...
    </jackpot>
    <jackpot jackpotId="467891684" jackpotName="1">
        ...
    </jackpot>
    <jackpot jackpotId="467891691" jackpotName="3">
        ...
    </jackpot>
    <jackpot jackpotId="467891690" jackpotName="2">
        ...
    </jackpot>
    <jackpot jackpotId="467891689" jackpotName="3">
        <jackpotAmount currency="USD" amount="82247.30"/>
        <games>
            <game id="792" name="Reels Of Wealth"/>
            <game id="798" name="Faerie Spells"/>
        </games>
    </jackpot>
    <jackpot jackpotId="467891688" jackpotName="3">
        ...
    </jackpot>
    <jackpot jackpotId="467891695" jackpotName="4">
        ...
    </jackpot>
    <jackpot jackpotId="467891694" jackpotName="3">
        ...
    </jackpot>
    <jackpot jackpotId="467891693" jackpotName="2">
        ...
    </jackpot>
    <jackpot jackpotId="467891692" jackpotName="4">
        ...
    </jackpot>
    <jackpot jackpotId="467891696" jackpotName="4">
        <jackpotAmount currency="USD" amount="10417.99"/>
        <games>
            <game id="792" name="Reels Of Wealth"/>
            <game id="798" name="Faerie Spells"/>
        </games>
    </jackpot>

```



---

*Sweep stakes model protocol*

---

---

*Additional Tournament Information APIs*

---

<https://www.dropbox.com/s/3f3t88xyuk77dzs/AdditionalTournamentInformationAPIs.pdf>  
<https://betsoftgaming.com/mantis/view.php?id=27123>

---

*Access to our doc portal*

---

All published docs are now available at:  
Take The Prize: <https://docs.betsoft.com/take-the-prize>  
Drive Tournament: <https://docs.betsoft.com/drive-tournaments>  
Password: BetSoft2024!

---

*TTP + T implementation thread Tournament and take the prize*

---

<https://betsoftgaming.com/mantis/view.php?id=22623>

<https://betsoftgaming.com/mantis/view.php?id=22624>

---

*UNJP*

---

#### UJP (UNJ): JackpotAward

The main concept of UNJ is a collecting contributions from different sources/locations, so it is critical for these contributions to be converted to UNJ's base currency (EUR);  
And this conversion is not possible for contributions from FUN currencies due to no rate - so UNJ-based games simply fail to start on a rate-checking phase;

---

*TCC Triple cash or crash game settings limitation*

---

From TCC manager:

For this kind of game were implemented special system of game restrictions (related thread 0018550).

Earlier we have discussed them also in thread 0023507, and have written appropriate document - [https://www.dropbox.com/s/24nadjnozu8s16t/Max\\_crash\\_limits\\_prod.pdf](https://www.dropbox.com/s/24nadjnozu8s16t/Max_crash_limits_prod.pdf)

So if the bank has no specifically set limitations, there will be used default values converted to the currency of appropriate bank or player. If the bank has specifically set limitations, there will be used set values in the currency of appropriate bank, or converted to the currency of appropriate player (if he has differ from bank's one).

<https://betsoftgaming.com/mantis/view.php?id=26940>

---

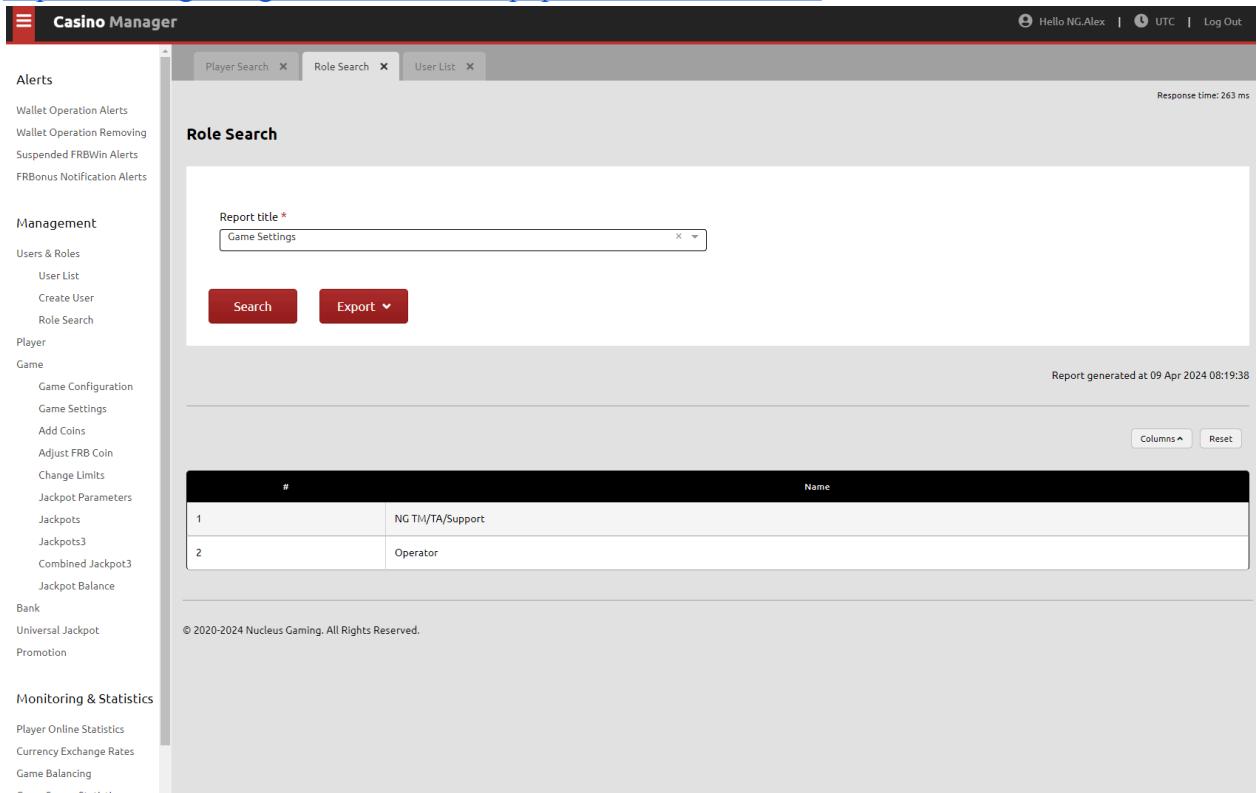
### CM roles

---

As an example, I need to assign rights for a user to be able to see current game settings, and I don't know what role should I use

What can help you here is the "Role Search" feature implemented in CM (Management → Users & Roles → Role Search), allowing users to search for roles by report name.

<https://betsoftgaming.com/mantis/view.php?id=16024#c333521>



The screenshot shows the 'Casino Manager' application interface. The top navigation bar includes tabs for 'Player Search', 'Role Search' (which is active and highlighted in red), and 'User List'. On the far right of the header, there are links for 'Hello NG.Alex', 'UTC', and 'Log Out'. Below the header is a sidebar with a dark grey background containing a list of management categories: 'Alerts', 'Management', 'Player', 'Game', 'Bank', 'Monitoring & Statistics'. Under 'Management', there are sub-links for 'Users & Roles' (which is also highlighted in red) and other options like 'Create User' and 'Role Search'. The main content area has a light grey background. It displays a 'Role Search' form with a 'Report title \*' input field containing 'Game Settings', a 'Search' button, and an 'Export' dropdown menu. Below the form is a table titled 'Role Search' with two rows. The table has columns for '#', 'Name', and 'Actions' (which is partially visible). The first row contains '#1' and 'Name NG TM/TA/Support'. The second row contains '#2' and 'Name Operator'. At the bottom of the page, there is a copyright notice: '© 2020-2024 Nucleus Gaming. All Rights Reserved.' and buttons for 'Columns' and 'Reset'.

---

### Zero BET

---

<https://betsoftgaming.com/mantis/view.php?id=27123#c333528>

Zero bet call. - It looks like they did not expect it. I sent the API test report to you just to show that we don't cover this scenario (with zero bets) in our API test tool, and this was not tested on staging as well.

Actually it was, the Client just didn't mention about it for Staging;  
The explanation: if certain bank uses GetBalance API (optional) URL there are three ways to check if the URL returns a correct balance value (one "official" and two "hidden"):  
1 - Comparing returned balance value with the balance value returned by preceding Authenticate API call; If those values are different the way produces a fail for GetBalance step;  
2 - Comparing returned balance value with the balance value returned by synthetic ZeroBet that is sent right after GetBalance; But since the ZeroBet support is NOT mandatory the way produces a fail for GetBalance step for the only case: if ZeroBet returned OK along with

meaningful balance value that differs from the GetBalance's value;  
3 - The same as 2 but accompanying with ZeroWin instead of ZeroBet;

If ZeroBet are not supported by the Client, no need to request its support explicitly, and this is why this failed step is usually omitted from finally generated report;  
A valid response for GetBalance API call (if supported at all) is very critical so we do as much additional assurance of its value as possible, as there were issues with it in past for real Production;

---

*Simplified logic game launch on BSG game server (steps calls)*

---

<https://betsoftgaming.com/mantis/view.php?id=28506#c332991>

Hello!

We have begun to analyze the possibility of launching games with the Unity client on our platform, but we need your expert opinion on some issues.

First, a little explanation of how running our current games works:

1. From the casino side, a call to start the game with the necessary parameters to the server of our platform is initiated. Example:  
<https://default-beta.discreetgaming.com/cwstartgamev2.do?mode=real&gameId=813&token=exampleOfToken1>
2. The server processes this call: authenticates the player (if necessary according to the mode of the game being launched), creates a game session (ssid) and other internal operations.
3. In response to the request from step 1, the server sends a redirect to another internal resource with certain parameters. Example URL for redirection:

Location:

[https://default-beta.discreetgaming.com/real/en/launch.jsp?gameId=939&GAMESERVERURL=games-beta.discreetgaming.com&gameHistoryUrl=https%3A%2F%2Fdefault-beta.discreetgaming.com%2Fgamehistory.do%3FsessionId%3D2\\_668cafa469ee9d0081960000018eb191\\_dXE5GAEDXA%26bankId%3D271%26gameId%3D939%26lang%3Den&autoplayAllowed=true&ShellPath=%2Freal%2Fmobile%2Ftemplate.jsp&GAMESERVERID=2&LANG=en&BANKID=271&SID=2\\_668cafa469ee9d0081960000018eb191\\_dXE5GAEDXA](https://default-beta.discreetgaming.com/real/en/launch.jsp?gameId=939&GAMESERVERURL=games-beta.discreetgaming.com&gameHistoryUrl=https%3A%2F%2Fdefault-beta.discreetgaming.com%2Fgamehistory.do%3FsessionId%3D2_668cafa469ee9d0081960000018eb191_dXE5GAEDXA%26bankId%3D271%26gameId%3D939%26lang%3Den&autoplayAllowed=true&ShellPath=%2Freal%2Fmobile%2Ftemplate.jsp&GAMESERVERID=2&LANG=en&BANKID=271&SID=2_668cafa469ee9d0081960000018eb191_dXE5GAEDXA)

4. The client makes a call to the URL from step 3, the response to which is an HTML page with the running game client (as the path to the js file on the server) and some other js functions that the client should be able to call in the future. Depending on the server configuration, various js functions, variables, etc. will be defined in the response to this call.

You can see the described process in the developer console or other sniffers by running our game (url to launch in step 1).

An example of a file (template.jsp) from which the launch.jsp(described in p. 3-4) resource is then generated (pass: betSoft2024):

<https://www.dropbox.com/scl/fi/ul103abhimu53nawg59ur/template.zip?rlkey=qvupi9vupipcsntgezruwals&dl=0>

Based on the above, we would like answers to the following questions:

We don't know how your game client works and how it runs. However, to integrate into our platform, theoretically we should create a separate template.jsp on our side with a modified launch string. Can you evaluate if it is possible to do it this way?

The request from step 3, as well as the response (html page with various js functions) from step 4, contains important parameters and data (mainly related to platform configurations). Will your unity-client be able to access and process this data?

Please study the information provided and express your opinion regarding the process of launching games with your Unity game client, as well as transferring our configurations to your client.

---

*Open rounds remains due to the fact pur API tool dosnt send isRoundFinished=true*

---

<https://betsoftgaming.com/mantis/view.php?id=27123#c334000>

We should sorry as our statement below wasn't correct;

But the thing is all outgoing API Tool's OFRB-Win API calls should have "isRoundFinished=true" value hard-coded explicitly;

Our latest attempt to re-check the issue using the provided Production Environment was with "false" value , so the Client's concern has been confirmed:

```
-----FIRST BONUS WIN-----
Request to: https://api-1008.game-flex.eu/betsoft/bonusWin
with headers: null
with parameters: request parameters:gameId : 929;amount : 13;gameSessionId :
2417080732;isRoundFinished : false;bonusId : 1671573050;userId :
L008-1220037-EUR;roundId : 9680298154;transactionId : 1181625377;hash :
b09c58fbf1b61f7579efa36042801a4e;token :
L008-Z05Jbkp5eTJLMi9JRVJ2R2xSNW02Qm5CUU5UcnBwSmtvQ08zNXZUMTZXU0t1djh4Y2R0eFd5ZWNJWWx0
cHB6dG96eXFYaWl0N1RkM1VyMEFqZXkzZ1VCZXg3UHpUU1U1RVNwQnpJdVRqREZXSXBqUVVJcEZUdz09;
response:
<EXTSYSTEM><REQUEST><GAMEID>929</GAMEID><AMOUNT>13</AMOUNT><GAMESESSIONID>2417080732</GAMESESSIONID><ISROUNDFINISHED>false</ISROUNDFINISHED><BONUSID>1671573050</BONUSID><USERID>L008-1220037-EUR</USERID><ROUNDDID>9680298154</ROUNDDID><TRANSACTIONID>1181625377</TRANSACTIONID><HASH>b09c58fbf1b61f7579efa36042801a4e</HASH><TOKEN>L008-Z05Jbkp5eTJLMi9JRVJ2R2xSNW02Qm5CUU5UcnBwSmtvQ08zNXZUMTZXU0t1djh4Y2R0eFd5ZWNJWWx0cHB6dG96eXFYaWl0N1RkM1VyMEFqZXkzZ1VCZXg3UHpUU1U1RVNwQnpJdVRqREZXSXBqUVVJcEZUdz09</TOKEN><TIME>09:58:17</TIME><RESPONSE><RESULT>FAILED</RESULT><CODE>302</CODE></RESPONSE></EXTSYSTEM>
duration: 0 ms
-----FIRST BONUS WIN-----
```

The reason for the sending of incorrect isRoundfinished values during API Test routine is that real (business) OFRB logic was changed after API Test OFRB simulation implemented;  
The fix has already been committed and will be included to the nearest Release;  
May we kindly ask the Client to ignore/purge those synthetic roundId generated by API Test tool?

The Real OFRB Mode will never generate such "orphaned" rounds.

---

*Can we call the clients get balance endpoint let say once per 1 minute or 30 seconds?*

---

<https://betsoftgaming.com/mantis/view.php?id=29179>

It is possible even every 10 seconds, but...

“It is possible but we do not suggest to do this;

On the other hand, since a server-side per-bank ASYNC\_REFRESH\_BALANCE option was enabled the client-side starts listening to the following message:

```
gameFrame.postMessage({ "exi_fMessageType_str": "exi_refreshBalance"}, "*")
```

This event forces a balance update on serve-side (via GetBalance cross-server API call mentioned above) followed by an update on client-side;

Please instruct the Client accordingly and let us know if the solution meets their expectations.”

---

#### *Currency Tag*

---

The problem was related to the absence of the CURRENCY tag in the authorization response. But this is not a required parameter. But if the user was created at the time he was awarded FR bonuses, then the CURRENCY tag is required during the first authorization after that. Therefore, to avoid such problems, it is necessary to add a currency parameter.

---

#### *Single ID solution*

---

USE\_SINGLE\_GAMEID\_FOR\_ALL\_DEVICES means that if enabled, one game ID is used for all devices. But the bank also still includes not ToGo games. Should we disable this games?

<https://betsoftgaming.com/mantis/view.php?id=29454#c339333>

---

---

*Currency UZS / KZT*

---

The "ЖБ" is a valid official symbol. It cannot be changed.

According to the mentioned ISO 421(7) the symbol for both UZS and TZT is the same - "ЖБ":

<https://www.xe.com/symbols/>

---

---

*Zero win win=0 When do we send them except craps*

---

<https://betsoftgaming.com/mantis/view.php?id=29426#c342566>

the CW Type is set to

"SEND\_WIN\_ONLY\_AND\_ISROUNDFINISHED". For this CW Type, WIN is sent if it is not 0 and if WIN is 0, but the round is completed (isRoundFinished=true).

Round=1918103497 which you sent above has been completed. Therefore, Win=0 was sent.

---

---

*MM=On games feed*

---

If a game is in MM=on you will not be able to see this game in general games feed

<https://softswiss-ng.nucleusgaming.com/gamelist.do?bankId=4011>

<https://softswiss-ng.nucleusgaming.com>

you need to add an additional parameter "&test=1"

<https://softswiss-ng.nucleusgaming.com/gamelist.do?bankId=4011&test=1>

<https://softswiss-ng.nucleusgaming.com/gamelist.do?bankId=4011&test=1>

---

*BonusRelease not sending token*

---

TM: Token Mode is enabled for this client, but for some reason is not sent in "bonusRelease". (screenshot attached)

DEVS: The token value sending is not currently supported by OCB Release API calls;

This is a known issue and this will be fixed in next CW version;

Kindly ask the Client to consider the value optional (even with Token Mode enabled for the bank).

---

*idle time*

---

The default idle time is 10 minutes, after which the session will be expired.  
Thank you for your time.

<https://betsoftgaming.com/mantis/view.php?id=25739>

---

*Summarised OFRB*

---

1. Could you pls share some details what endpoint I will get notification, I guess BonusWin will be called ones when all freespins has used.

You will get notification on same OFRB win endpoint:  
["https://product-api.core.inplaysoft.dev/1/api/BetSoft/BonusWin"](https://product-api.core.inplaysoft.dev/1/api/BetSoft/BonusWin).

2. I've checked logs, there was token field on BonusWin request, now it's not set.

Token is connected to game session. The summarized notification is not connected to game session because one OFRB can be played in few session.

---

*Repeated transactions for clients who dont allow transactions outside of active session*

---

If not, can we add it? I am not sure how it worked on your side, but you probably added a new configuration variable.

Please advise

Thanks!

Yes, we added one new parameter, and also redefined two old ones.

See on COPY -

<https://gs1-ng-copy.nucleusgaming.com:1443/tools/bankProperties.jsp?bankId=12104>  
TRACK\_WIN\_IN\_NEW\_GAMESESSION: false -> true  
TRACK\_BET\_IN\_NEW\_GAMESESSION: null -> true  
REPOSITORY\_FILE: common-wallet-1.0.80.jar -> common-wallet-1.0.81.jar  
DEVELOPMENT\_VERSION: false -> true

<https://betsoftgaming.com/mantis/view.php?id=28542#c349022>

---

*Bonus ID for massawards*

---

I thought if we do a mass award, the same bonus ID would be linked to a list of players, not to a single player.

A MassAward is rather a procedure (not a kind of "global" bonus) that creates separate bonuses for each player, relying on rules conditioned by the awarding;

<https://betsoftgaming.com/mantis/view.php?id=29997#c351545>

---

*Default currency platform rate*

---

The default currency rate source in CM is: <http://openexchangerates.org/>

---

*How to start guest mode with different currency code*

---

Here is an example:

<https://1xbet-ng.nucleusgaming.com/cwguestlogin.do?bankId=11870&gameId=30408&lang=en&currencyCode=XOF>

So just use &currencyCode=XOF

---

*Sweepstake Translation lang=sc (is not correct)*

---

The correct one is

[https://wowvegas-gp3.discreetgaming.com/cwguestlogin.do?bankId=6098&lang=en\\_sc&gameId=863](https://wowvegas-gp3.discreetgaming.com/cwguestlogin.do?bankId=6098&lang=en_sc&gameId=863)

Please check and let me know if all fine. After confirmation, we will schedule the delivery to Live

[https://democasino.betsoftgaming.com/cwguestlogin.do?bankId=675&CDN=AUTO&gameId=957&lang=en\\_sc](https://democasino.betsoftgaming.com/cwguestlogin.do?bankId=675&CDN=AUTO&gameId=957&lang=en_sc)

<https://betsoftgaming.com/mantis/view.php?id=30779#c351542>

---

*Fake artificial currency alias on bank level*

---

For this case there is actually an aliasing per-bank functionality on our side:

CURRENCY\_ALIASES:

"Aliases for specific client currency codes: FAKE1=REAL1;FAKE2=REAL2";

We can configure their banks in a usual way with USD/VND then threat received "SS1" and "GLD" codes for their players as USD and VND accordingly;

All the CM-side data will operate with USD and VND though;

Could this be suitable for this potential Client?

<https://betsoftgaming.com/mantis/view.php?id=32710#c357866>

<https://betsoftgaming.com/mantis/view.php?id=0019317>

---

*TOURNAMENT TYPE separate or default*

---

<https://gs1-c2ss.betsoftgaming.com/tools/bankProperties.jsp?bankId=12488>

DRIVE\_TOURNAMENT\_PAYOUTS\_MODE: DEFAULT

or

DRIVE\_TOURNAMENT\_PAYOUTS\_MODE=SEPARATE

<https://betsoftgaming.com/mantis/view.php?id=32354>

---

### *frbTableRoundChips*

---

frbTableRoundChips serves for table games the same way like FRBbet for slots. If you will send an FRB award call where in-game list will present slots and table games with both parameters frbTableRoundChips and FRBbet. FRBbet value will be applied for slots only and frbTableRoundChips to table games only So please reger to FRBbet in documentation. Please let me know if you have further questions. Thanks

<https://betsoftgaming.com/mantis/view.php?id=31470#c358831>

---

### *Endpoints on BSG side apps tools*

---

Hi,

1. Please note that AM provide external IPs to licensees so they can add them to their whitelists.
  2. In the DNS zone settings and Cloudflare exclusion rules;
  3. In the Apache configs on CM Live / CM Mirror: the actual addresses are in the Apache logs here. On April 30th, during the routing change for CM Live, we reconfigured it so that Apache configs no longer use client IP-based authorization. It now happens on Cloudflare's side, and access to CM Live via ports 80/443 is limited by the firewall to Cloudflare subnets only. Our GSs are now sending data to CM through Cloudflare, not directly;
  4. In the stunnel configs on CM Live / CM Mirror;
  5. In the iptables firewall configs on CM-Exchange;
  6. The project's source configuration files.
- Note: For each endpoint you will need the full path (specific data). We can preparing sample links (to the test bank on BETA) for each endpoint.

List:

/api/gamelist/{bankId}  
/api/history?token=  
/api/feed/jackpot/{extBankId}  
/api/feed/winner/{extBankId}  
/api/isoftbet/force\_close\_rounds  
/api/isoftbet/player\_round\_history  
/api/isoftbet/get\_critical\_files  
/api/playtech/getBetValues  
/api/bonus/cash/award  
/api/bonus/cash/cancel  
/api/bonus/cash/cancel  
/api/bonus/check/{bankId}/{extBonusId}  
/api/bonus/list/{bankId}/{userId}  
/api/bonus/info/{bankId}/{bonusId}  
/api/bonus/history/{bankId}/{userId}

/api/isoftbet/frb/freerounds\_create  
/api/isoftbet/frb/freerounds\_cancel  
/api/isoftbet/frb/players\_register  
/api/isoftbet/frb/players\_remove  
/api/bonus/frb/gamelist/{bankId}  
/api/bonus/frb/award  
/api/bonus/frb/check/{bankId}/{extBonusId}  
/api/bonus/frb/cancel  
/api/bonus/frb/list/{bankId}/{userId}  
/api/bonus/frb/info/{bankId}/{bonusId}  
/api/bonus/frb/history/{bankId}/{userId}  
/api/eva/bonus/campaigns/freeSpins/grant  
/api/eva/bonus/campaigns/freeSpins/cancel  
/api/eva/bonus/campaigns/getBetValues  
/gamehistory.do  
/gamehistory7Red.do  
/gamehistory7RedNorg.do  
/gamehistory7RedRoyaal.do  
/gamehistoryVegas.do  
/gamehistoryGeogrand.do  
/gamehistoryXpro.do  
/gamehistoryLazybug.do  
/gamehistoryItg.do  
/gamehistory188bet.do  
/gamehistoryTouTou.do  
/gamehistorySI.do  
/gamehistoryCT.do  
/gamehistoryW88.do  
/gamehistoryHBet63.do  
/gamehistoryPW.do  
/gamehistoryAams.do  
/gamehistoryXML.do  
/gamehistoryXMLV2.do  
/CalculateHistory.do  
/vabs/xproHistory.do  
/vabs/historyByRound.do  
/vabs/historyByAamsValues.do  
/vabs/history.do  
/vabs/pthistory.do  
/vabs/historyByToken.do  
/gsproxy/red7/addPlayer.do  
/dvacrt.do  
/gamelist.do  
/gameSettingsv2.do  
/gamelistExt.do  
/frbgamelist.do  
/cwregisterstub.do  
/cwloginstub.do  
/cwregister.do  
/get\_balance.do  
/cwlogin.do  
/cwstartbonuswheel.do  
/ctstartbonuswheel.do  
/cwstartgamev2.do  
/bmstartgame.do  
/gtstartgame.do  
/cwguestlogin.do  
/cwidemomode.do  
/guestmode.do

/gsnstartgame.do  
/streamtechstartgame.do  
/kbstartgame.do  
/frbaward.do  
/frbawardlite.do  
/frbcheck.do  
/frbcancel.do  
/frbinfo.do  
/frbinfolite.do  
/frbcancellite.do  
/frbhistory.do  
/frbsummaryinfobyextbonusid.do  
/bsstartgame.do  
/bsaward.do  
/bscancel.do  
/bscheck.do  
/bshistory.do  
/bsinfo.do  
/bssummaryinfobyextbonusid.do  
/mbetstartgame.do  
/mbetfrbaward.do  
/mbetfrbinfo.do  
/mbetfrbhistory.do  
/red7AccountDailyData.do  
/restartgame.do  
/sllogin.do  
/login.do  
/logoutproxy.do  
/encoderutil.do  
/ctcenter.do  
/ctstarthistory.do  
/api/pingSession.do  
/teststandgame.do  
/setPlayerGameSettings.do  
/getPlayerGameSettings.do  
/deletePlayerGameSettings.do  
/kickByPlayer.do  
/kickByBank.do  
/getLeaderboardUrls.do  
/m/bsstartgame.do  
/si\_login.do  
/si\_bonusstart.do  
/m/ctcenter.do  
/ctstartstgame.do  
/ctstartgame.do  
/bpenter.do  
/bpstartgame.do  
/bpcwstartgame.do  
/cwguestloginadvv2.do  
/cwguestloginshell.do  
/free/startgameflashvars.do  
/real/startgameflashvars.do  
/startgameswf.do  
/cwstartgamehtml5.do  
/m/cwguestlogin.do  
/cwguesthtml5.do  
/m/guestmode.do  
/cwguestloginswf.do  
/cwstartgame.do

/m/cwlogin.do  
/m/cwregister.do  
/m/cwloginstub.do  
/m/cwregisterstub.do  
/btg.do  
/m/bmstartgame.do  
/cwstartgameidfrb.do  
/cwstartgamenotfrb.do  
/cwstartgamev3swf.do  
/cwstartgamev3.do  
/xprostartgame.do  
/cwstartstgame.do  
/m/cwstartgamev2.do  
/ctstlobby.do  
/ctstartstlobby.do  
/cwgueststlobby.do  
/cwstartstlobby.do  
/stlobby.do  
/tournamentlobby.do  
/demolobby.do  
/touchsession.do  
/cwstarthistory.do  
/cwstarthistoryVB.do  
/cwstarthistoryct.do  
/createHistorySession.do  
/red7guestlogin.do  
/red7startgame.do  
/red7bsstartgame.do  
/red7cbtbsstartgame.do  
/mrGreenAddPlayer.do  
/mrGreenLogin.do  
/mrGreenListWinners.do  
/mrGreenGetJackpot.do  
/vivo\_auth.do  
/vivo\_change.do  
/vivo\_balance.do  
/vivo\_status.do  
/get\_rtp.do  
/launch\_shell.do  
/favoriteGames.do  
/unjFeed.do  
/wt/getBalance.do  
/wt/transfer.do  
/wt/transferStatus.do  
/wtstartgame.do  
/wtstarthistory.do  
/wt/playerHistory.do  
/wt/playersBetHistory.do  
/wt/logoutPlayer.do  
/wt/getShortHistory.do  
/kzing/playersBetHistory.do  
/startgame.do  
/awc/getBalance.do  
/awc/transfer.do  
/awc/transferStatus.do  
/awcstartgame.do  
/awcstartlobby.do  
/awcguestlobby.do  
/awcststartgame.do

/ebet/queryCredit.do  
/ebet/transferOut.do  
/api/getUnfinishedGameByUserId.do  
/ext-support/emulateresponse.do  
/ext-support/rmvemul.do  
/ctbalance.do  
/getvba.do  
/ppstartgame.do  
/ppdemogame.do  
/api/GetReconRoundInfo.do  
/api/CommitReconTransactions.do  
/ganstartgame.do  
/ganstartsliptstream.do  
/vincitubetstartgame.do  
/scommessestartgame.do  
/pwstartgame.do  
/blstartgame.do  
/aamscwstartgame.do  
/pafcwstartgame.do  
/btbstartgame.do  
/tgpstartgame.do  
/promoMemberInfo.do  
/promoCampaigns.do  
/getTournamentPlayerInfo.do  
/tournamentstartgame.do  
/battlegroundstartgamev2.do  
/battlegroundstartprivategame.do  
/finishRound.do  
/get\_version.do  
/refreshbalance.do  
/gettestaccounts.do  
/isbguestlogin.do  
/isbstartgame.do  
/ptstartgame.do  
/ptapifoward.do  
/ptguestlogin.do  
/ptupdatebalance.do  
/psstartgame.do  
/patagoniastartgame.do  
/patagoniaguestlogin.do  
/evastartgame.do  
/pmguestlogin.do  
/egstartgame.do  
/egdemogame.do  
/egfrbaward.do  
/egfrbinfo.do  
/egfrbcancel.do  
/wsstartgame.do  
/wsdemogame.do  
/spinStat.do  
/bankPropertyInfo.do  
/setRealityCheckInterval.do  
/getRealityCheckInterval.do  
/mq/getLeaderboards.do  
/mq/getLeaderboardResults.do  
/rngMonitor.do  
/getCTBalance.do  
/sejgds.do  
/rtpMonitor.do

Examples:

<https://default-beta.discreetgaming.com/api/feed/jackpot/271>  
<https://default-beta.discreetgaming.com/api/gamelist/271>  
<https://default-beta.discreetgaming.com/teststandgame.do>  
<https://default-beta.discreetgaming.com/checksumExtended.servlet>  
[https://default-beta.discreetgaming.com/get\\_rtp.do](https://default-beta.discreetgaming.com/get_rtp.do)

Real examples

Part 2:

<https://default-beta.discreetgaming.com/api/bonus/frb/check/271/1097268161>  
curl -X POST -H "Content-Type: application/json" -H "HASH:  
d880bff6b970353ab1260a3b3e51f67a6fc9a65ee014ad78c24c8dad70ea659" -d  
'{"userId":"test","bankId":"271","type":"Slots","amount":2000,"multiplier":1.4,"gameLimitType  
":"only","gameIds":["813","221","800"],"startTime":"14.05.2025  
10:00:00","expirationTime":"14.05.2025  
20:00:24","timeZone":0,"extBonusId":"1234567","comment":"testpromo","description":"testpro  
mo"}' <https://default-beta.discreetgaming.com/api/bonus/cash/award>  
curl -X POST -H "Content-Type: application/json" -H "HASH:  
cc35e69c7945debaedf11b1e77ecb27799433e007238a718037542613a7ea1af" -d  
'{"bonusId":856906817,"bankId":"271"}'  
<https://default-beta.discreetgaming.com/api/bonus/cash/cancel>  
<https://default-beta.discreetgaming.com/api/bonus/frb/gamelist/271>  
curl -X POST -H "Content-Type: application/json" -H "HASH:  
f6e964d459932acd120c5ae06ff51202ca512faefb8d9e41a6d71fd6580becaf" -d  
'{"userId":"test","bankId":"271","rounds":10,"gameLimitType":"all","extBonusId":"frb\_123456"  
}' <https://default-beta.discreetgaming.com/api/bonus/frb/award>  
curl -X POST -H "Content-Type: application/json" -H "HASH:  
041270867de38c5f30ea68b6aa505ae0cf5d372a4d013830bc81eaadd4b30896" -d  
'{"bonusId":1097268161,"bankId":"271"}'  
<https://default-beta.discreetgaming.com/api/bonus/frb/cancel>  
<https://default-beta.discreetgaming.com/api/bonus/frb/check/271/1097268161>  
curl -X GET -H "Content-Type: application/json" -H "HASH:  
97ecb3b81b90a22219ef42c5751edea57ae44ae8624d7593b65248a374189e54"  
<https://default-beta.discreetgaming.com/api/bonus/frb/history/271/test>  
<https://default-beta.discreetgaming.com/vabs/historyByRound.do?ROUNDID=2288343892>  
curl -X GET -H "Content-Type: application/json" -H "HASH:  
440a64f0ff60ea539ac442077e8110f62fa5ef122a790bd19aefd590eeba1737"  
<https://default-beta.discreetgaming.com/api/bonus/frb/info/271/1097268161>  
curl -X GET -H "Content-Type: application/json" -H "HASH:  
97ecb3b81b90a22219ef42c5751edea57ae44ae8624d7593b65248a374189e54"  
<https://default-beta.discreetgaming.com/api/bonus/frb/list/271/test>  
  
curl -X GET -H "Content-Type: application/json" -H "HASH:  
653e71fab4dab1e20fb6b91b1d63ea0f47d00ba744dbbf51913e17c07ec1a36"  
<https://default-beta.discreetgaming.com/api/bonus/cash/check/271/1234567>  
curl -X GET -H "Content-Type: application/json" -H "HASH:  
97ecb3b81b90a22219ef42c5751edea57ae44ae8624d7593b65248a374189e54"  
<https://default-beta.discreetgaming.com/api/bonus/cash/list/271/test>

```
curl -X GET -H "Content-Type: application/json" -H "HASH: 68105b5e9e7b9934a2d5300b3184d7a5200ca52d94bddf52c72e5ffa0c671582" https://default-beta.discreetgaming.com/api/bonus/cash/info/271/856906817
curl -X GET -H "Content-Type: application/json" -H "HASH: 97ecb3b81b90a22219ef42c5751edea57ae44ae8624d7593b65248a374189e54" https://default-beta.discreetgaming.com/api/bonus/cash/history/271/test
val
```

2025-05-13 10:26

developer ~0370092

I can send it to you in parts, with the first one coming next week.

Part 1:

<https://default-beta.discreetgaming.com/api/gamelist/271>  
<https://default-beta.discreetgaming.com/api/history?token=test>  
<https://default-beta.discreetgaming.com/api/feed/jackpot/271>  
<https://default-beta.discreetgaming.com/api/feed/winner/271>  
<https://default-beta.discreetgaming.com/gamehistory.do?bankId=271&token=ANYLIVETOKEN>  
[https://default-beta.discreetgaming.com/gamehistory188bet.do?sessionId=2\\_b86c1b3bca6bb3681b7200000176bbe7\\_UlgZXHp6P15RS0JcWQ](https://default-beta.discreetgaming.com/gamehistory188bet.do?sessionId=2_b86c1b3bca6bb3681b7200000176bbe7_UlgZXHp6P15RS0JcWQ)  
[https://default-beta.discreetgaming.com/gamehistoryAams.do?sessionId=1\\_38c1d767b5b7aa28bded00000196a7c3\\_R1seUF0ZX1dXVg&bankId=271&gameId=50195&lang=en](https://default-beta.discreetgaming.com/gamehistoryAams.do?sessionId=1_38c1d767b5b7aa28bded00000196a7c3_R1seUF0ZX1dXVg&bankId=271&gameId=50195&lang=en)  
<https://default-beta.discreetgaming.com/gamehistoryXMLV2.do?token=ktetest&gameId=914&bankId=271&page=1&itemsPerPage=50&startDay=01&startMonth=04&startYear=2020&endDay=17&endMonth=04&endYear=2025&mode=0>  
<https://default-beta.discreetgaming.com/gamelist.do?bankId=271>  
<https://default-beta.discreetgaming.com/gameSettingsv2.do?bankId=271>  
<https://default-beta.discreetgaming.com/gamelistExt.do?bankId=271>  
<https://default-beta.discreetgaming.com/frbgamelist.do?bankId=271>  
<https://default-beta.discreetgaming.com/cwstartgamev2.do?token=firekeeper&mode=real&gameId=813&lang=en&bankId=271>  
<https://default-beta.discreetgaming.com/bmstartgame.do?token=firekeeper&mode=real&gameId=813&lang=en&bankId=271>  
<https://default-beta.discreetgaming.com/gtstartgame.do?token=firekeeper&mode=real&gameId=813&lang=en&bankId=271>  
<https://default-beta.discreetgaming.com/cwguestlogin.do?bankId=271&gameId=813&lang=en>  
<https://default-beta.discreetgaming.com/cwdemomode.do?bankId=271&gameId=813&lang=en>  
<https://default-beta.discreetgaming.com/gsnstartgame.do?token=firekeeper&mode=real&gameId=813&lang=en&bankId=271>  
<https://default-beta.discreetgaming.com/guestmode.do?bankId=271&gameId=935&lang=en>  
<https://default-beta.discreetgaming.com/kbstartgame.do?token=firekeeper&mode=real&gameId=813&lang=en&bankId=271>  
<https://default-beta.discreetgaming.com/frbaward.do?bankId=271&userId=test&rounds=5&games=934&extBonusId=anyExtID&expirationTime=23.05.202500:00:00&hash=05ec5ea7asd3fa85bda1b137279e570e4d02>  
<https://default-beta.discreetgaming.com/frbawardlite.do?bankId=271&userId=test&rounds=5&games=934&extBonusId=anyExtID&expirationTime=23.05.202500:00:00&hash=05ec5ea7asd3fa85bda1b137279e570e4d02>

<https://default-beta.discreetgaming.com/frbcheck.do?bankId=271&extBonusId=anyExtID&hash=096880d505a6223e24159574df6dbff1>  
<https://default-beta.discreetgaming.com/frbcancel.do?bonusId=1096203682&hash=550adcbe3a2803b365f642defc1134b9>  
<https://default-beta.discreetgaming.com/frbinfo.do?bankId=271&userId=test&bonusId=1096203682&hash=f289652aceab730167fed84af66c9b23>  
<https://default-beta.discreetgaming.com/frbinfolite.do?bankId=271&userId=test&bonusId=1096203682&hash=f289652aceab730167fed84af66c9b23>  
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<https://default-beta.discreetgaming.com/frbsummaryinfobyextbonusid.do?bankId=271&extBonusId=anyExtID&hash=0e59fefc8844c57afac9d2a1eaba07f2>  
<https://default-beta.discreetgaming.com/bsstartgame.do?token=test&gameId=945&bonusId=856333458&&lang=en&bankId=271>  
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[https://default-beta.discreetgaming.com/restartgame.do?bankId=271&gameId=813&sessionId=2\\_62baca36dfebc2d166e500000196ba83\\_R1EGQR4GWl8&lang=en](https://default-beta.discreetgaming.com/restartgame.do?bankId=271&gameId=813&sessionId=2_62baca36dfebc2d166e500000196ba83_R1EGQR4GWl8&lang=en)  
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<https://default-beta.discreetgaming.com/teststandgame.do>  
<http://default-beta.discreetgaming.com/setPlayerGameSettings.do?userId=test&gameId=813&coins=1000,5000&defCoin=0&bankId=271&token=test>

http://default-beta.discreetgaming.com/getPlayerGameSettings.do?userId=test&gameId=813&bankId=271&token=test  
http://default-beta.discreetgaming.com/deletePlayerGameSettings.do?userId=test&gameId=813&bankId=271&token=test  
http://default-beta.discreetgaming.com/kickByPlayer.do?bankId=271&action=kickWithoutLock&userId=test&time=1748819052760&hash=examplehash123123123  
http://default-beta.discreetgaming.com/kickByBank.do?bankId=271&time=1595328835134&hash=b4c3de2692faba20c788fd62c93635df  
https://default-beta.discreetgaming.com/getLeaderboardUrls.do?bankId=271  
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https://default-beta.discreetgaming.com/m/guestmode.do?bankId=271&gameId=813&lang=en  
https://default-beta.discreetgaming.com/get\_rtp.do  
https://default-beta.discreetgaming.com/cwstartgameidfrb.do?token=test&gameId=934&lang=en&bankId=271&bonusId=1096203682  
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<https://default-beta.discreetgaming.com/finishRound.do?bankId=271&gameId=941&userId=test&hash=b8b7b99563cb4d325842c56ff1efc93b2e6035c17088b326d434b76c915f3dbb>  
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<https://default-beta.discreetgaming.com/getCTBalance.do?bankId=271&userId=test&hash=492f8ebc3a07cf329d1627ae65d2dbed>

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*Images URL*

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<https://betsoftgaming.com/mantis/view.php?id=34810#c370819>

Hello guy, I remember with some parallel project we had a URL with our game images. Could you please remind me this?

This particular client is asking for it.

It is probably the following project:

<https://betsoftgaming.com/mantis/view.php?id=23781#c332067>

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It is possible to catch images via explicit/direct URL:

[https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game\\_\[GAME\\_ID\].png](https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game_[GAME_ID].png)

Example for game "Expansion":

[https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game\\_884.png](https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game_884.png)

Example for game "Rockstar: World Tour - Hold & Win":

[https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game\\_923.png](https://virallatam-gp3.discreetgaming.com/images/stobbies/photos/game_923.png)

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*JP jack pot tests*

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<https://betsoftgaming.com/mantis/view.php?id=34810#c371962>

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Hello guys, the client wants to see how will be looking JP win call. Can you send an example please?

It should be possible to use a TestStand on Staging Environment for JP game launching, then modulating an appropriate Win:

<https://virallatam-gp3.discreetgaming.com/cwstartgamev2.do?>

another option to test stand

it's this link:

<https://default-ng-copy.nucleusgaming.com/cwguestlogin.do?bankId=271&gameId=30468&lang=en&teststand>

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*Hash exceptions*

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In the JSON protocol implementation, the hash is not sent to the getAccountInfo API:

<https://docs.betsoft.com//common-wallet-json/get-account-info>

The hash in requests is primarily used to protect against MITM attacks, ensuring that the client's request is received unchanged.

It is critical for requests that modify data, but not always necessary for data retrieval requests.

You can see the list of all APIs where the hash is not used -

<https://docs.betsoft.com/common-wallet-json/protocol-format-and-description>.

Since Get Account Info is same per user (and token), MITM can execute it with or without hash.

Integration API

# Protocol Format & Description

⌚ 9 min

## Communication Protocol

The communication protocol is JSON over HTTPS. In order to send a request, the ES/BSG side calls the specified URL with the parameters submitted using the GET/POST method.

Each POST-method request must contain a "Content-Type" request header so that the system can define the type of request body parameters. The value of this parameter should always be "application/json".

Each request must also contain a "Hash" request header for the request security, except:

- Requests from Viewers section
- Requests from Feeds section
- Get Account Info
- Get Balance
- Check Cash Bonus
- Check FRB

<https://betsoftgaming.com/mantis/view.php?id=35148#c376321>

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*FRB for table games explanation*

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<https://betsoftgaming.com/mantis/view.php?id=31470#c358763>

From the client: "we are testing free spins. Could you clarify the win amount (parameter "frbTableRoundChips")? What are the conditions for this? It seems the win amount doesn't always match the value in parameter "frbTableRoundChips""

Win amount can be higher or lower than "frbTableRoundChips".

"frbTableRoundChips" it is optional parameter for OFRB award. Used when FRB is awarded for table games. Specifies the balance, in cents, available for the player for each FRB round. In case a value will not be provided, the default (configured for bank) will be used.

Yes, it is same like OFRB bet for Slots but used for table games.

The thing is frbTableRoundChips (regardless of its value) and frbBet params are completely isolated from each other on practice;

The frbTableRoundChips is only applicable for Table games, while frbBet doesn't somehow affect OFRB-sessions for Table games;

So once both are sent on awarding each will serve their own purposes without interfering.