

# JDB Platform API Specification

Version: 2.6.30

Date: 2021-05-18

# **Revision History**

Date	Version		Revised Items	Revised by
2016-09-08	2.1	i.	Get Token: Add parameter "windowMode".	Brenda Hou
		ii.	Create user: Change "credit_allocated" into	
			optional field.	
		iii.	Search for running text message: Remove the	
			return parameter "target".	
		iv.	Withdraw/Deposit: Change the input data	
			"allCashOutFlag" into 0, 1.	
		٧.	Search for details of transactions in slot games	
			and in sports betting: Change the response	
			time of the latest information grab into 3	
			minutes from requested time.	
		vi.	The parameter "parent" (parent ID) is added to	
			the following functions: search for user data,	
			kick out user, cash transfer history, check cash	
			transfer, force settlement, change mobile user's	
			login password, Jackpot Contributions on/off	
			flag (action: 15, 17, 18, 28, 33, 36, 43)	
		vii.	The parameter name "agentId" is changed into	
			"parent" when search for details of game	
			history transactions in slot games (action: 29)	
		viii.	Add new arcade machine code: 45,51	
2016-09-29	2.2	i.	Add: Search for details of game history	Brenda Hou
			transactions in slot games By House(action 44)	
2016-10-26	2.3	i.	Add: Daily Report (action 42)	Brenda Hou
2016-10-28	2.4	i.	Add: Search for Jackpot information(action 45)	Brenda Hou
		ii.	Add PHP program samples	
2016-11-18	2.4.1	i.	Add description for the parameter length	Brenda Hou
2016-12-21	2.4.2	i.	Add new language: Vietnamese	Brenda Hou
2017-01-04	2.4.3	i.	Adjust Daily Report: Add count column.	Brenda Hou
		ii.	Correct Daily Report: The parameter name	
			"gtype" is revised to "gType".	
2017-02-08	2.4.4	i.	Add demo account trial function	Brenda Hou
		ii.	Adjust Daily Report: The "bet" will always	
			display as negative values.	
		iii.	Add new arcade machine code–Slot Game:	

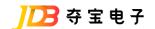
			LUCKY MINER, CANDY LAND, SUPER DUMPLING	
2017-03-06	2.5	i.	Add: Search for details of game history	Brenda Hou
			transactions in fishing games (action 46)	
		ii.	Add new currency: Indian rupee (INR)	
		iii.	Daily Report: Add fishing game machine	
2017-03-21	2.5.1	i.	When in Single Window Mode, client side can	Brenda Hou
			choose whether to hide the Home button by	
			setting.	
2017-04-13	2.5.2	i.	Adjust Get Token and Get Demo Token as well	Brenda Hou
			as the field description of "windowMode".	
		ii.	Arcade machine code: Add "Slot Game for	
			HTML 5"	
2017-04-20	2.5.3	i.	Remove: Arcade machine codes in Appendix	Brenda Hou
2017-06-05	2.5.4	i.	Withdraw/Deposit: Add function notes	Brenda Hou
		ii.	Search for details of game history transactions	
			in slot games(action 29, action 44): Add the	
			return parameter "gambleBet"	
		iii.	Search for details of game history transactions	
			in slot games(action 29, action 44):, Search for	
			details of game history transactions in fishing	
			games(action 46): Remove the return	
			parameter "gameName"	
2017-07-01	2.5.5	i.	action 11 Get token: Add the return parameter	Roger Wu
			"path"	
2017-07-04	2.5.6	i.	action 11 Get token: Delete the return	Brenda Hou
			parameter "x"	
		ii.	action 47 Get Demo token: Add the return	
			parameter "path"; delete the return parameter	
			"x"	
		iii.	Adjust the description of login system	
2017-07-04	2.6.0	i.	Remove the search for details game history	Brenda Hou
			transactions in fishing games (action 46).	
		ii.	Adjust action 29: Provides all details game	
			history transactions in games and add gType to	
			sort by game type.	
2017-08-10	2.6.1	i.	Adjust action 29: Add information of game	Brenda Hou
			history transaction in Bar games	
		ii.	Update action 42: Add Bar games	

2017-09-04	2.6.2	i.	Update action 42: Add "validBet" data	Roger Wu
2017-11-07	2.6.3	i.	Update action 11, action 47: Add check	Amuro Huang
			available of gType + mType, Verification failed	
			to return error code: 8000	
		ii.	Adjust action 12, action 13: Name checking for	
			no special characters allowed <>#"'%-+=*/ &	
		iii.	Update action 28: add in balance after deposit /	
			withdraw (afterBalance)	
		iv.	Adjust action 40, action 41: change the content	
			length limit to 100 words String(100), instead of	
			only grab first 100 words	
		v.	Add: Query Game List (action 49)	
		vi.	Add Error Code:	
			1. 7405: You have been logged out!	
			2. 8010: The length of parameter is too long.	
2017-11-08	2.6.4	i.	Add: Query In-Game User (action 52)	Amuro Huang
		ii.	Add Error Code:	
			1. 7505: User is not playing	
2017-11-14	2.6.5	i.	Update action 11, action 47: Add parameter	Roger Wu
			"isAPP"	
2017-11-17	2.6.6	i.	Update action 11, action 47: Add parameter	Amuro Huang
			"lobbyURL"	
		ii.	Correct the wrong example	
2017-11-24	2.6.6	i.	Update action 52, add a parameter "balance"	Roger Wu
2017-11-27	2.6.7	i.	Add action 54: Query Game Result	Roger Wu
		ii.	Update action 12,13: name String(50)	
		iii.	Update action 15: username String(50)	
2017-12-26	2.6.8	i.	Adjust action 19, 28: serialNo String(50)	Amuro Huang
		ii.	Add action 55: Check Cash Transfer	
			(Same as action 28, and it will return error code	
			9015 when search result is no data)	
		iii.	Remove:	
			1. Search for Running News (action 40)	
			2. Update Running News (action 41)	
2018-03-28	2.6.9	i.	Add program samples: C#	Brenda Hou
2018-04-03	2.6.10	i.	Adjust action 29: fishing game (gType = 7)	Amuro Huang
		ii.	add field roomType (2: CaiShen Area)	
		iii.	Add action 58, Kick out downline users	

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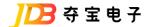
			Password	
		vii.	Fix the error code in English: 8007, 7601	
		viii.	Increase the currency code	
		ix.	Sample program adds Go Lang version.	
2019-05-03	2.6.16	i.	i. Adjust Action 29,44: add "validBet" data to	Kasim Guo
			betting records in Card Games	
2019-05-08	2.6.17	i.	i. Adjust Action 11: cardGameGroup parameter	Kasim Guo
			format and description	
2019-09-18	2.6.18	i.	Sample program adds C# decrypt sample	Amuro Huang
		ii.	Fix php sample	_
		iii.	Fix action 14 function description	
		iv.	Action 11, 47 add field isShowDollarSign	
2019-10-02	2.6.18.1	i.	Adjust Action 49: Modify description	Amuro Huang
2019-11-06	2.6.19	i.	Update action 29,44 "gType" return format	Amuro Huang
			changed from String(2) to Integer	
2020-05-06	2.6.20	i.	Update action 19: description and sample code	Amuro Huang
		ii.	Sample program update PHP decrypt sample.	Brenda Hou
2020-09-01	2.6.21	i.	Action 29, 44 Betting records in fishing games-	Amuro Huang
			Modify roomType description.	Kasim Guo
		ii.	Action 44 Betting records in slot games -	Brenda Hou
			lastModifyTime format change to String(19)	
		iii.	Action 15,29,44: Max length of currency	
			changed from String(2) to String(3)	
		iv.	Currency code add remark: ratio	
2020-12-10	2.6.22	i.	Add Action 64 Search for Old Details of	Kasim Guo
			Transactions in Games	Joshua Wang
		ii.	Adjust Action 29 function description	Angus Wu
		iii.	Add JavaScript program sample	
2021-01-07	2.6.23	i.	Adjust Action 64 data provide start date	Kasim Guo
				Joshua Wang
2021-02-03	2.6.24	i.	Action 65: Query Online Users with balance > 0	Chester
				Young
2021-02-23	2.6.25	i. Modify roomType description in Action 29, 44, Angu		Angus Wu
			64	Shadow Sun
2021-03-24	2.6.26	i.	Modify x description	Kai
2021-04-09	2.6.27	i.	Add Action 19 function description	Brenda Hou
2021-04-27	2.6.28	i.	Action 11、47 language add Thai and	William
			Vietnamese	Ezno

2021-05-14	2.6.29	i.	Add BRL currency	Young
2021-05-18	2.6.30	i.	Add CLP currency	Brenda Hou

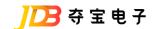


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# 1. Precautions and process description

### 1.1. Precautions

- Call-up method
  - API URL

http://{API\_Address}/apiRequest.do

■ HTTP Method: POST

Parameter	Value
dc	Customer Domain Name
х	Refer to Chapter "Functions" to decide the function to call up
	Convert the parameters required according to the function into JSON String
	3. Use AES 128 bit to encrypt JSON String and base64 URL encode.
	4. For encryption process, please refer to "Program Samples".

#### Connection Description

- For the information about API address and encryption keys, please refer to "JDB API environment setting data.pdf".
- To use this system, customers should provide the IP of the connected server.

#### Return Format

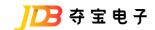
- JSON format only
- HTTP Compression: User can choose whether to compress the return messages. If compression is needed, "Accept-Encoding":gzip setting should be added to the header of "Http Request".

#### ➤ AES Encryption Notes

Encrypted data is valid for 30 seconds. The data will expire if it is not sent in 30 seconds.

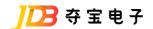
If the data expired, you will receive an error code of 9005. Please correct the system time.

■ The AES encryption process is a conversion supporting by fixed block size; therefore, in order to complete encryption successfully, the size of the data must be rounded up to a multiple of 16 bytes. If the size is insufficient, please fill up with blank space to the right.



### 1.2. Required function description

- Register account
  - Please refer to "Action 12: Create Player"
- Play the game
  - General player
    - Use the methods described in the "Action 11: Obtain Token" section to obtain the path.
    - Directly navigate to this path to log in to the system and play games.
  - Trial Player
    - ◆ Use the methods described in the "Action 47: Get DemoToken" section to obtain the path.
    - Directly navigate to this path to log in to the system and play games.
- Withdraw / Deposit
  - Please refer to "Action 19: Withdraw / Deposit"
  - You can verify that the serial No is successful by "Action 55: Check Cash Transfer (New)".
- Check account balance
  - Please refer to "Action 15: Search player information"
- Query game history
  - Daily Report: Please refer to "Action 42: Daily Report"
  - Detailed transaction records:
    - Obtained through the API: Please refer to "Action 29: Search for Details of Transactions in Games"
    - ◆ Obtained through the FTP: Please refer to "FTP Functions"
    - API only provide game history transaction information within 2 hours. For game history transaction information older than 2 hours, please use FTP.
    - FTP provides trading information within 2 months
- ➢ Game result: Please refer to "Action 54: Query Game Result"



# 2. Functions

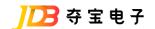
# 2.1. Action 11: Obtain Token

Function Description

This function provides users to use the Token to login the system.

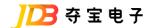
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	11
ts	Long	Υ	Current system time
uid	String(25)	Υ	Player ID
lang	String(2)	N	Language
			en: English (Default)
			cn: Simplified Chinese
			th: Thai
			vn: Vietnamese
			above will be treated as English by default.
gType	String(2)	N	Game Type
туре	String(5)	N	Machine Type
			lphaIf you need to enter the game directly,
			you need to bring in mType and gType at
			the same time.
remark	String(100)	N	Remark
windowMode	String(1)	N	1: With using the JDB game lobby.
			(Default)
			※ If gType and mType are not specified,
			users will directly enter the game
			lobby.
			※ If gType and mType are specified,
			users will directly enter the game.
			2: Without using the JDB game lobby.
			required.
isAPP	Boolean	N	Whether to enter the game for the mobile
			арр



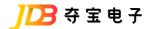
			two as machile and
			true: mobile app
			false: mobile webpage, computer webpage
			(Default)
lobbyURL	String(1000)	N	Game lobby URL
			This parameter will only work when
			windowMode is 2.
moreGame	Integer	N	0: Do not show more games
			1: Show more games (default)
mute	Integer	N	Sound Setting:
			0: Open (Default)
			1: Mute
cardGameGroup	String(5)	N	Card Game play group
			※Only a-z or A-Z or 0-9 allowed. (default:0)
isShowDollarSign	Boolean	N	Whether to show dollar sign
			true: show dollar sign
			false: don't show dollar sign

```
{
   "action":11,
   "ts":1447490495704,
   "uid":"testpl01",
   "lang":"ch",
   "gType":"0",
   "mType":"8001",
   "windowMode":"2",
   "lobbyURL":"http://xxx.xxx.xxx/lobby.html"
}
```



Parameter	Format	Description
status String(4)		Success: 0000
		Error: See "Error Codes" in Appendix
err_text	String(255)	Error message
path	String(255)	Login URL

```
Http Request
  http://{API Address}/apiRequest.do?dc=jb1&x=y1wayxScczy6ABfElfaVwb5CdfHxBN JGtxyBSvpo
  hLQakP8M2QSetJNojJBzvnrVChhq8YWWgBTdGeXFTH4vSNQQ66epf4NqYeQ-
  6bJ15pvHctQjQevulv7GHqOifuju gY0H54FfVdQc9D5tKh1AZ-
  9KDh9dwcGSszZxU7JOOoHdYITlCO5LhvGmHxPBwZ
Http Response (success)
  {
    "status":"0000",
    "path":"https://xxx.xxx.xxx?x=Q0Y2NUZDNEFBODEzNUM5NURGRjc5QTUzRDk0RTIDRDUzNE
    Q0MjhE0EMzMSSSSSURD0DBCNzdCMEE20TE3MzczRkE5RDNGQ0QzQjdFNTlBMjE4Njg5ND
    M4RDREMEI1NkYzQjkxOEU5QTU0QTM5QTY1MEUyNjYzMDg1RkFBQTM1OUU3RTI2RTBGQU
    EzMUI0MkQ4NEFBRjVDNkJFRkQzMzU1NzA5OUNDMkYxMzMyOThBNjhBRURCNzExREMzRjh
    DNzA1N0VFNEIzMzhCNTFEQ0FDODVEODQ3NEFDNTE1MEE1NTMzODQ="
  }
Http Response (error)
    "status":"9005",
    "err_text": "Assertion(SAML) didn't pass the timestamp validation."
```



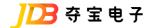
# 2.2. Action 12: Create Player

- Function Description
  - Create a player (to create a Agent Level related account, please go to the background to create.)
  - Role description: House → Manager → Master Agent → Agent → Player (cannot create an account across account level)
  - User ID under the same dc must be unique.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	12
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
			Only a-z and 0-9 allowed.
			If the UID is in Uppercase, the system will
			automatically convert it to lowercase
name	String(50)	Υ	Player Name
			Special symbols are not allowed: <>#"%-
			+=*/ &
credit_allocated	Integer	N	Initial credits in the account.(By default is 0)

```
"action":12,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01",
    "name":"testplayer",
    "credit_allocated":1000
}
```

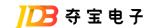


Parameter	Format	Description	
status	String(4)	Success: 0000	
		Error: See "Error Codes" in Appendix	
err_text	String(255)	Error message	

```
Http Request
http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
UWsfd6PHz9Ky-wM3mIC9EI4kwl_SIX3IpraVaCLnp-
K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpl9jaj4XUgTK5yzb
WKEddANjAAbxF0s=

Http Response (success)
{
    "status":"0000"
}

Http Response (error)
{
    "status":"7602",
    "err_text":"Account already exist. Please choose other user ID."
}
```



### 2.3. Action 14: Player Status Management

#### Function Description

- Suspended: Players can log in to the system but cannot play any games.

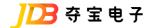
  If the player is playing in the game, there will appear the message "Your account has been suspended, please contact customer service.", and then will divert to game hall or direct close game.
- Locked: Players cannot log in to the system.

  If the player is playing in the game, there will appear the message "Your account has been locked, please contact customer service.", and then will direct logout from system.
- If a player is suspended or locked while in game, the game will immediate stopped and those pending transactions is counted.
- This function will immediate take effect once the player status been modified.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	14
ts	Long	Υ	Currency system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
operation_code	String(1)	Υ	Account status
			2: Suspended
			3: Unsuspended
			4: Locked
			5: Unlocked

```
"action":14,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01",
    "operation_code":"2"
}
```

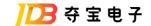


Parameter	Format	Description	
status	String(4)	Success: 0000	
		Error: See "Error Codes" in Appendix	
err_text	String(255)	Error message	

```
Http Request
http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
UWsfd6PHz9Ky-wM3mIC9EI4kwl_SIX3IpraVaCLnp-
K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpl9jaj4XUgTK5yzb
WKEddANjAAbxF0s=

Http Response (success)
{
    "status":"0000"
}

Http Response (error)
{
    "status":"7502",
    "err_text":"User is suspended."
}
```



# 2.4. Action 15: Search player information

#### Parameter

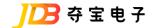
Parameter	Format	Mandatory	Description
action	Integer	Υ	15
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID

### Example:

```
{
    "action":15,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01"
}
```

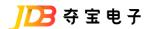
#### Return Results

Parameter	Format	Description	
status	String(4)	Success: 0000	
		Error: See "Error Codes" in Appendix	
err_text	String(255)	Error message	
data	JSON Array		
uid	String(25)	Player ID	
balance	Number	Account balance	
parent	String(19)	Agent ID	
username	String(50)	Player Name	
currency	String(3)	Currency types	
		See "Currency Code" in Appendix	
lvl	Integer	Account types	
		0: Player	
locked	Integer	Account status	
		0: Activate	
		1: Locked	
		2: Suspended	
		3: Suspended + Locked	
closed	Integer	0: Account is enabled	



		1: Account is closed
jackpotFlag	Integer	Whether with or without Jackpot (this setting is useful
		for those domain who have the Jackpot)
		0: Enable
		1: Disable

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
     "status":"0000",
     "data":[{
        "uid":"testpl01",
        "balance":901288.5,
        "parent":"testag",
        "username":"player01",
        "currency":"TB",
        "lvl":0,
        "locked":0,
        "closed":0,
        "jackpotFlag":0
     }]
  }
Http Response (error)
  {
     "status": "9005",
     "err_text": "Assertion(SAML) didn't pass the timestamp validation."
```



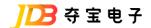
# 2.5. Action 17: Kick Out Player

- Function Description
  - If the player is online, player will receive a message of "You have been logged out!"
  - If the player is playing the game, it will be terminated and settled directly.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	17
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID

```
{
    "action":17,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01"
}
```

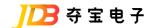


Parameter	Format	Description	
status	String(4)	Success: 0000	
		Error: See "Error Codes" in Appendix	
err_text	String(255)	Error message	

```
Http Request
http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
UWsfd6PHz9Ky-wM3mIC9EI4kwl_SIX3IpraVaCLnp-
K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
WKEddANjAAbxF0s=

Http Response (success)
{
    "status":"0000"
}

Http Response (error)
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."
}
```



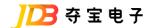
## 2.6. Action 19: Withdraw / Deposit

#### Function Description

- serialNo is a unique value.
- If there is no response when calling up API, please use the same serialNo when reexecution is needed to avoid duplicate execution.
- Error message 6005 means that duplicate execution occurs in this serialNo.
- If need to withdraw all out the player account balance, please use allCashOutFlag, which will cash out all the player account balance with decimals.
- Special Case Description: The following conditions will receive an error message 6901.
  - Player are not allowed to do any withdraw when they are playing in the Card game or staying in the Card Game Hall. Withdrawal are only allowed after 30 sec they had leave the Card Game. Deposit are not affected.
  - ◆ Player are not allowed to do any withdraw when they are playing in the Fish game or staying in the Fish Game Hall. Withdrawal are only allowed after 5 sec they had leave the Fish Game. Deposit are not affected.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	19
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
serialNo	String(50)	Υ	Transaction Serial Number,
			English or digital only
allCashOutFlag	String(1)	N	0: Not withdraw all (Default)
			1: Withdraw all (include all balance with
			decimals)
amount	Number	N	Amount of withdrawal or deposit
			Positive: Deposit
			Negative: Withdrawal
			※When allCashOutFlag is "0", this parameter
			need to be filled in.
remark	String(15)	N	Remark



#### Example:

```
{
    "action":19,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01",
    "serialNo":"2016081200105",
    "allCashOutFlag":"0",
    "amount":1000,
    "remark":"test deposit"
}
```

#### Return Results

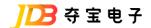
Parameter	Format	Description	
status	String(4)	Success: 0000	
		Error: See "Error Codes" in Appendix	
userBalance	Number	Total balance in the account	
userCashBalance	Number	Cash balance in the account.	
agentCashBalance	Number	Cash balance of the agent	
amount	Number	The amount of money to withdraw/deposit	
serialNo	String(50)	Transaction serial number entered	
pid	Number	Transaction number	
payDate	String(19)	Transaction date	
		(dd-MM-yyyy HH:mm:ss)	
err_text	String(255)	Error message	

<sup>※</sup> System has adjusted not to pre-store player balance for any games, therefore UserBalance and userCashBalance value will be same.

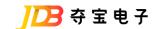
#### Operation Sample

#### Http Request

http://{API\_Address}/apiRequest.do?dc=jb&x=udbFVt\_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-UWsfd6PHz9Ky-wM3mIC9El4kwl\_SIX3IpraVaCLnp-K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw\_iU4554RuSsvHpI9jaj4XUgTK5yzbWKEddANjAAbxF0s=



```
Http Response (success)
{
    "status":"0000",
    "userBalance":1000,
    "userCashBalance":500000,
    "amount":1000,
    "serialNo":"2016081200105",
    "pid": 14425,
    "payDate":"08-12-2016 17:45:00"
}
Http Response (error)
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."
}
```



### 2.7. Action 29: Search for Details of Transactions in Games

#### Function Description

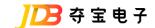
- Integrate details of game history transactions for all games and sort them by gType (game type).
- Search for a single parent ID's details of game history settled transaction with a given time range (search by lastModifyTime).
- The values of ss(seconds) in start time and end time must be 00.
- The maximum time range for each search is 15 minutes, and the display time of the latest information is 3 minutes from request time. For example, if you search request at 15:00:00, the latest information available is between 14:56:00 and 14:57:00.
- To obtain better response, specifying a time range less than 1 minute for each search is recommended.
- The function searches for the data according to the last modified time of the game record. Therefore, if the number of transactions found and transaction data on the win/loss statement are not matching, that is because the record has not cleared yet in the time range you searched.
- Provide game history transaction information within 2 hours.
- Each gambling game is considered as a transaction. When "hasGamble" is 1, it means that this is a gambling games transaction.

#### Example:

- 1. If a player bets 10 and wins 100 points in the game
  - $\rightarrow$  bet = -10, gambleBet = 0, win = 100, total = 90, hasGamble = 0
- 2. Same as above, if a player uses winning points to play gambling games and wins
  - $\rightarrow$  bet = 0, gambleBet = -100, win = 200, total = 100, hasGamble = 1
- If the data is very huge, recommended to use the HTTP Compression to retrieve the data.

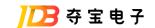
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	29
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
starttime	String(19)	Υ	Start time of the searching range
			(dd-MM-yyyy HH:mm:ss)
endtime	String(19)	Υ	End time of the searching range
			(dd-MM-yyyy HH:mm:ss)

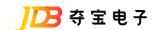


```
{
    "action":29,
    "ts":1447452951820,
    "parent":"testag",
    "starttime":"08-12-2016 17:45:00",
    "endtime":"08-12-2016 17:46:00"
}
```

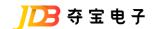
Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON array	
Betting records in slot ga	mes: gType =	0
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
jackpot	Double	The amount of the jackpot won
jackpotContribute	Double	Jackpot contributions
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices.
hasFreegame	Integer	Free game
		0: No
		1: Yes
hasGamble	Integer	Gambling game
		0: No
		1: Yes
systemTakeWin	Integer	Mark this as the interruption if the game and it



		will be settled by the system
		0: No
		1: Yes
Betting records in fishing	game: gType	e = 7
seqNo	Long	Game sequence number.
playerId	String(25)	Player ID
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
gType	Integer	Game Type
mtype	Integer	Machine Type
roomType	Integer	Game Room
		-1: Lobby (Achievement Game)
		0:Small Bet
		1:Medium sized bet
		2:Large bet
		★Real naming of game room differentiated by
		Machine Type
currency	String(3)	Currency types
		See "Currency Code" in Appendix
bet	Double	Bet amount
win	Double	Winning points in the game
total	Double	Total Win Loss
denom	Double	Bet denomination
beforeBalance	Double	Balance before playing
afterBalance	Double	Balance after playing
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
Betting records in Arcade	games: gTyp	pe = 9
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games
win	Double	Winning points in the game
total	Double	Total Win Loss

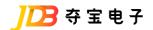


currency	String(2)	Currency types
·	σ. <i>,</i>	See "Currency Code" in Appendix
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
hasBonusGame	Integer	Bonus game
		0: No
		1: Yes
hasGamble	Integer	Gambling game
		0: No
		1: Yes
Betting records in Lotter	y Game: gTyp	pe = 12
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gТуре	Integer	Game Types
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
hasBonusGame	Integer	Bonus game
		0: No
		1: Yes
Betting records in Card G	ames: gType	= 18
seqNo	Long	Game sequence number
roundSeqNo	Long	Game round sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)

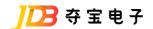


bet	Double	Bet amount
win	Double	Winning points in the game
tax	Double	Player pay winning tax in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
validBet	Double	Valid Bet Amount
err_text	String(255)	Error message

```
Http Request
  http://{API Address}/apiRequest.do?dc=jb&x=udbFVt xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
     "status":"0000",
    "data":[
       {"seqNo":5250145823902,"playerId":"test01","gType":0,"mtype":8001,"gameDate":"06-
       06-2017 09:56:09","bet":-
       0.4, "win":0.4, "total":0, "currency": "RB", "jackpot":0, "jackpotContribute":-
       0.002,"denom":0.02,"lastModifyTime":"06-06-2017
       09:56:09","playerlp":"10.20.6.86","clientType":"WEB","hasFreegame":0,"hasGamble":0,"g
       ambleBet":0,"systemTakeWin":0},
       {"seqNo":5250145823905,"playerId":"test01","gType":0,"mtype":14001,"gameDate":"06-
       06-2017 09:56:30","bet":0,"win":0,"total":-
       0.8, "currency": "RB", "jackpot": 0, "jackpotContribute": 0, "denom": 0.02, "lastModifyTime": "0
       6-06-2017
       09:56:30","playerlp":"10.20.6.86","clientType":"WEB","hasFreegame":0,"hasGamble":1,"g
       ambleBet":-0.8,"systemTakeWin":0},
       {"seqNo":43579741,"playerId":"test01","gameDate":"07-06-2017
       16:21:48","gType":7,"mtype":7001,"roomType":1,"currency":"RB","bet":-
       62.5,"win":19.75,"total":-
```



```
42.75, "denom": 5, "before Balance": 200095.6, "after Balance": 200052.85, "last Modify Time": "
                  07-06-2017 16:21:55", "playerlp": "10.20.6.86", "clientType": "WEB"},
                   "seqNo":5250152072553,"playerId":"sbtmppl01","gType":9,"mtype":9001,"gameDate":"25-07-2018
                   18:49:01", "bet":-90, "gambleBet":0, "win":20, "total":-70, "currency": "RB", "denom":1, "lastModifyTime": "25-07-
                  2018 18:49:06", "playerlp": "10.20.9.250", "clientType": "WEB", "hasBonusGame": 0, "hasGamble": 0},
                   \\ \{ "seqNo": 5250152072557, "playerId": "sbtmppl01", "gType": 9, "mtype": 9001, "gameDate": "25-07-2018, "gameDate": "
                   18:49:10", "bet":0, "gambleBet":-20, "win":40, "total":20, "currency": "RB", "denom":1, "lastModifyTime": "25-07-
                  2018 18:49:15", "playerlp": "10.20.9.250", "clientType": "WEB", "hasBonusGame": 0, "hasGamble": 1},
                  {"seqNo":5250147282661,"playerId":"gh2alice1","gType":12,"mtype":12001,"gameDate":"14-05-2018
                   14:53:53","bet":-0.08,"win":0.05,"total":-0.03,"currency":"TB","denom":0.01,"lastModifyTime":"14-05-2018
                  14:53:53","playerlp":"10.20.9.250","clientType":"WEB","hasBonusGame":0},
                  {"seqNo":5250147282662,"playerId":"gh2alice1","gType":12,"mtype":12001,"gameDate":"14-05-2018
                   14:53:57", "bet":-0.08, "win":0.05, "total":-0.03, "currency": "TB", "denom":0.01, "lastModifyTime": "14-05-2018
                  14:53:57","playerIp":"10.20.9.250","clientType":"WEB","hasBonusGame":0},
                  {"seqNo":5250155819867,"roundSeqNo":5558,"playerId":"test888","gType":18,"mtype":18001,"gameDate":"1
                  3-07-2018 14:07:33","bet":-2,"win":6,"tax":-0.3,"total":5.7,"currency":"TB","lastModifyTime":"13-07-2018
                  14:07:33","playerIp":"10.20.9.250","clientType":"WEB","validBet":-2},
                  {"seqNo":5250155819872,"roundSeqNo":5559,"playerId":"test888","gType":18,"mtype":18001,"gameDate":"1
                  3-07-2018 14:07:47","bet":-8,"win":-8,"tax":0,"total":-8,"currency":"TB","lastModifyTime":"13-07-2018
                  14:07:47","playerIp":"10.20.9.250","clientType":"WEB","validBet":-8}
           ]
      }
Http Response (error)
      {
            "status": "9005",
            "err text": "Assertion(SAML) didn't pass the timestamp validation."
     }
Http Response (no data)
            "status":"0000",
            "data":[]
      }
```



### 2.8. Action 42: Daily Report

- Function Description
  - Search for a single agent ID's details of transactions in games in a given period of time
  - If you specify the date 01-01-2016, you will obtain data in the range of 01-01-2016 12:00:00 to 01-02-2016 12:00:00.
  - The latest information provided in each search is from the previous day.
    - ◆ Example 1: If the system time is 05-01-2016 18:23:00, you should specify a search date before 04-01-2016.
    - ◆ Example 2: If the system time is 05-01-2016 09:23:02, you should specify a search date before 03-01-2016(because the 04-01-2016 statement still in progress).
    - ◆ Example 3: If the system time is 05-01-2016 12:11:22, you should specify a search date before 03-01-2016.

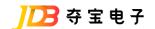
(For data integrity, please retrieve information 1 hour later)

- Maximum time range for each search is 3 months.
- When the Card Game is enabled, all games are added with a "tax" return message.

#### Parameter

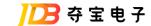
Parameter	Format	Mandatory	Description
action	Integer	Υ	42
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
gТуре	String(2)	Υ	Game Type
date	String(10)	Υ	Search date (dd-MM-yyyy)

```
{
    "action":42,
    "ts":1447452951820,
    "parent":"testag",
    "gType":"0",
    "date":"01-01-2016"
}
```



Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON	
	Object	
uid	String(25)	Player ID
bet	Double	Bet amount
win	Double	Winning points in the game
netWin	Double	Total Win Loss
jackpot	Double	The amount of the jackpot won
jackpotContribute	Double	Jackpot contributions
count	Integer	Bet Count
validBet	Double	Valid bet amount
tax	Double	Tax
		Additional return column when Card Game is
		enabled.
err_text	String(255)	Error message

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw\_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
     "status":"0000",
     "data":[
       {"uid":"testpl01","bet":-3760.8,"win":2590.6,"netWin":-
       1170.2, "jackpot":0, "jackpotContribute":-18.804, "count":238, "validBet ":-3760.8, "tax ":-
       77.7},
       {"uid":"testpl02","bet":-2796.2,"win":1789.65,"netWin":-
       1006.55,"jackpot":0,"jackpotContribute":-13.981,"count":274, "validBet ":-2796.2, "tax ":-
       55.66},
       {"uid":"testpl03","bet":-0.5,"win":0.05,"netWin":-0.45,"jackpot":0,"jackpotContribute":-
```



```
O.0025,"count":1, "validBet ":-0.5, "tax ":-11.33}]

Http Response (error)

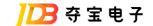
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."

}

Http Response (no data)

{
    "status":"0000",
    "data":[]

}
```



# 2.9. Action 43: Jackpot Contributions On-Off Flag

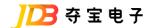
Function Description

TURN OFF Jackpot functions for some players.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	43
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
jackpotFlag	Integer	Υ	0: On
			1: Off

```
{
    "action":43,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01",
    "jackpotFlag":1
}
```

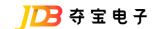


Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
err_text	String(255)	Error message

```
Http Request
http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
UWsfd6PHz9Ky-wM3mIC9EI4kwl_SIX3IpraVaCLnp-
K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
WKEddANjAAbxF0s=

Http Response (success)
{
    "status":"0000"
}

Http Response (error)
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."
}
```



## 2.10. Action 44: Search for details of transactions (By House)

#### Function Description

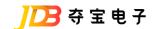
- Search for a single house ID's details of settled transaction in a given time range. (search by lastModifyTime)
- The values of ss(seconds) in start time and end time must be 00.
- The maximum time range for each search is 1 minutes, and the display time of the latest information is 3 minutes from request time.
- For example, if you search at 15:00:00, the latest information available is between 14:56:00 and 14:57:00.
- The function searches for the data according to the last modified time of the game record. Therefore, if the number of transactions found and transaction data on the win/loss statement are not matching, that is because the record has not cleared yet in the time range you searched.
- Provide game history transaction information within 2 hours. For transaction information older than 2 hours, please use FTP.
- Each gambling game is considered as a transaction. When "hasGamble" is 1, it means that this is a transaction in gambling games.

#### Example:

- 1. If a player bets 10 and wins 100 points in the game
  - $\rightarrow$  bet = -10, gambleBet = 0, win = 100, total = 90, hasGamble = 0
- 2. Same as above, if a player uses winning points to play gambling games and wins
  - $\rightarrow$  bet = 0, gambleBet = -100, win = 200, total = 100, hasGamble = 1

#### Parameter

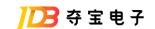
Parameter	Format	Mandatory	Description
action	Integer	Υ	44
ts	Long	Υ	Current system time
parent	String(19)	Υ	House ID
starttime	String(19)	Υ	Start time of the searching range
			(dd-MM-yyyy HH:mm:ss)
endtime	String(19)	Υ	End time of the searching range
			(dd-MM-yyyy HH:mm:ss)



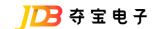
## Example:

```
{
    "action":44,
    "ts":1447452951820,
    "parent":"testhse",
    "starttime":"08-12-2016 17:45:00",
    "endtime":"08-12-2016 17:46:00"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON	
	Object	
{parent}	JSON Array	Agent ID
Betting records in slot ga	mes: gType =	0
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
jackpot	Double	The amount of the jackpot won
jackpotContribute	Double	Jackpot contributions
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices.
hasFreegame	Integer	Free game
		0: No

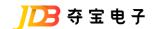


		1. V
		1: Yes
hasGamble	Integer	Gambling game
		0: No
		1: Yes
systemTakeWin	Integer	Mark this as the interruption if the game and it
		will be settled by the system
		0: No
		1: Yes
Betting records in fishing	game: gType	= 7
seqNo	Long	Game sequence number.
playerId	String(25)	Player ID
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
gType	Integer	Game Type
mtype	Integer	Machine Type
roomType	Integer	Game Room
		-1: Lobby (Achievement Game)
		0:Small Bet
		1:Medium sized bet
		2:Large bet
		※Real naming of game room differentiated by
		Machine Type
currency	String(3)	Currency types
		See "Currency Code" in Appendix
bet	Double	Bet amount
win	Double	Winning points in the game
total	Double	Total Win Loss
denom	Double	Bet denomination
beforeBalance	Double	Balance before playing
afterBalance	Double	Balance after playing
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
Betting records in Arcade	games: gTyp	pe = 9
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
	•	



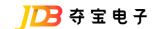
mtype	Integer	Machine Types(See "JDB Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
	• · · · · · · · · · · · · · · · · · · ·	See "Currency Code" in Appendix
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
hasBonusGame	Integer	Bonus game
	J	0: No
		1: Yes
hasGamble	Integer	Gambling game
		0: No
		1: Yes
Betting records in Lottery	/ Game: gTyp	e = 12
Betting records in Lottery seqNo	Game: gTyp	e = 12 Game sequence number
seqNo	Long	Game sequence number
seqNo playerId	Long String(25)	Game sequence number Player ID
seqNo playerId gType	String(25) Integer	Game sequence number Player ID Game Types
seqNo playerId gType mtype	String(25) Integer Integer	Game sequence number Player ID Game Types Machine Types(See "JDB_Games.pdf")
seqNo playerId gType mtype gameDate	Long String(25) Integer Integer String(19)	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)
seqNo playerId gType mtype gameDate bet	Long String(25) Integer Integer String(19) Double	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount
seqNo playerId gType mtype gameDate bet win	String(25) Integer Integer String(19) Double Double	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game
seqNo playerId gType mtype gameDate bet win total	Long String(25) Integer Integer String(19) Double Double Double	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss
seqNo playerId gType mtype gameDate bet win total	Long String(25) Integer Integer String(19) Double Double Double	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss  Currency types
seqNo playerId gType mtype gameDate bet win total currency	Long String(25) Integer Integer String(19) Double Double Double String(3)	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss  Currency types  See "Currency Code" in Appendix
seqNo playerId gType mtype gameDate bet win total currency denom	Long String(25) Integer Integer String(19) Double Double Double String(3)	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss  Currency types  See "Currency Code" in Appendix  Bet denomination
seqNo playerId gType mtype gameDate bet win total currency denom lastModifyTime	Long String(25) Integer Integer String(19) Double Double Double String(3)  Double String(19)	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss  Currency types  See "Currency Code" in Appendix  Bet denomination  Last modified time. (dd-MM-yyyy HH:mm:ss)
seqNo playerId gType mtype gameDate bet win total currency denom lastModifyTime playerIp	Long String(25) Integer Integer String(19) Double Double Double String(3)  Double String(19) String(50)	Game sequence number Player ID Game Types Machine Types(See "JDB_Games.pdf") Date of playing. (dd-MM-yyyy HH:mm:ss) Bet amount Winning points in the game Total Win Loss Currency types See "Currency Code" in Appendix Bet denomination Last modified time. (dd-MM-yyyy HH:mm:ss) Player login IP
seqNo playerId gType mtype gameDate bet win total currency denom lastModifyTime playerIp clientType	Long String(25) Integer Integer String(19) Double Double Double String(3)  Double String(19) String(50) String(20)	Game sequence number  Player ID  Game Types  Machine Types(See "JDB_Games.pdf")  Date of playing. (dd-MM-yyyy HH:mm:ss)  Bet amount  Winning points in the game  Total Win Loss  Currency types  See "Currency Code" in Appendix  Bet denomination  Last modified time. (dd-MM-yyyy HH:mm:ss)  Player login IP  Players login from websites or mobile devices

Betting records in Card Games: gType = 18

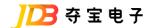


seqNo	Long	Game sequence number
roundSeqNo	Long	Game round sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
win	Double	Winning points in the game
tax	Double	Player pay winning tax in the game
total	Double	Total Win Loss
currency	String(2)	Currency types
		See "Currency Code" in Appendix
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
validBet	Double	Valid Bet Amount
err_text	String(255)	Error message

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
    "status":"0000",
     "data":{
         "testag1":[
             {"seqNo":5250568864735,"playerId":"testpl01","gType":0,"mtype":8018,"gameDate
             ":"03-05-2019 16:34:29","bet":-0.05,"win":0,"total":-
             0.05,"currency":"TB","jackpot":0,"jackpotContribute":-
             0.00025,"denom":0.001,"lastModifyTime":"03-05-2019
             16:34:29", "gameName": "", "playerIp": "10.20.9.250", "clientType": "WEB", "hasFreega
             me":0,"hasGamble":0,"gambleBet":0,"systemTakeWin":0},{"seqNo":5250568864736
             ","playerId":"testpl01","gType":12,"mtype":12001,"gameDate":"03-05-2019
```



```
16:34:50", "bet":-0.008, "win":0.006, "total":-
              0.002,"currency":"TB","denom":0.001,"lastModifyTime":"03-05-2019
              16:34:50","playerlp":"10.20.9.250","clientType":"WEB","hasBonusGame":0}],
         "testag2":[
              {"seqNo":5250568864731,"playerId":"testpl01","gameDate":"03-05-2019
              16:32:42","gType":7,"mtype":7003,"roomType":0,"gameName":"","currency":"TB","
              bet":-0.22,"win":0,"total":-
              0.22, "denom": 1, "before Balance": 111656.22, "after Balance": 111656, "last Modify Tim
              e":"03-05-2019
              16:32:42","playerlp":"10.20.9.250","clientType":"WEB"},{"seqNo":5250568864743,"
              playerId":"testpl02","gType":9,"mtype":9001,"gameDate":"03-05-2019
              16:36:36","bet":-1,"gambleBet":0,"win":0,"total":-
              1,"currency":"TB","denom":0.1,"lastModifyTime":"03-05-2019
              16:36:36","playerlp":"10.20.9.250","clientType":"WEB","hasBonusGame":0,"hasGa
              mble":0},{"seqNo":5250568864737,"roundSeqNo":382342469,"playerId":"testpl02",
              "gType":18,"mtype":18013,"gameDate":"03-05-2019 16:35:12","bet":-12,"win":-
              12,"tax":0,"total":-12,"currency":"TB","lastModifyTime":"03-05-2019
              16:35:17","playerIp":"10.20.9.250","clientType":"WEB","validBet":-12}]
     }
  }
Http Response (error)
  {
     "status":"9005",
     "err_text": "Assertion(SAML) didn't pass the timestamp validation."
  }
Http Response (no data)
  {
     "status":"0000",
     "data":{"testag1":[],"testag2":[]}
  }
```



# 2.11. Action 45: Search for Jackpot Information

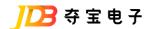
## Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	45
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID

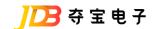
## Example:

```
{
    "action":45,
    "ts":1447452951820,
    "parent":"testag"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
grand	JSON Object	
val	Double	Current amount of the Grand Prize
max	Double	Maximum amount of the Grand Prize
min	Double	Minimum amount of the Grand Prize
major	JSON Object	
val	Double	Current amount of the Major Prize
max	Double	Maximum amount of the Major Prize
min	Double	Minimum amount of the Major Prize
minor	JSON Object	
val	Double	Current amount of the Minor Prize
max	Double	Maximum amount of the Minor Prize
min	Double	Minimum amount of the Minor Prize
err_text	String(255)	Error message



```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
    "status":"0000",
    "grand":{"val":49269.20,"max":60000.00,"min":40000.00},
    "major":{"val":4344.02,"max":6000.00,"min":4000.00},
    "minor":{"val":390.59,"max":600.00,"min":300.00}
  }
Http Response (error)
    "status":"9005",
    "err text": "Assertion(SAML) didn't pass the timestamp validation."
  }
```

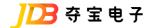


# 2.12. Action 47: Get DemoToken

> Function Description
This function provides users the Token needed to login the system when playing trial game.

### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	47
ts	Long	Υ	Current system time
lang	String(2)	N	Language
			en: English (Default)
			cn: Simplified Chinese
			th: Thai
			vn: Vietnamese
			above will be treated as English by default.
gType	String(2)	N	Game Type
mType	String(5)	N	Machine Type
			you need to bring in gType and mType at
			the same time.
windowMode	String(1)	N	1: Use the JDB game lobby. (Default)
			※ If gType and mType are not specified,
			users will directly enter the game
			lobby.
			※ If gType and mType are specified,
			users will directly enter the game.
			2: Don't use the JDB game lobby.
			"gType" and "mType" fields are  "gtype" gtype" and "mType" fields are  "gtype" gtype" and "gtype" fields are  "gtype" gtype" gtype  "gtype" gtype  "gtype  "gty
			required.
isAPP	Boolean	N	Whether to enter the game for the mobile
			арр
			true: mobile app
			false: mobile webpage, computer webpage
		_	(Default)
lobbyURL	String(1000)	N	Game lobby URL
			This parameter will only work when
			windowMode is 2.
moreGame	Integer	N	0: Do not show more games



			1: Show more games (default)
mute	Integer	N	Sound Setting:
			0: Open (Default)
			1: Mute
isShowDollarSign	Boolean	N	Whether to show dollar sign
			true: show dollar sign
			false: don't show dollar sign

#### Example:

```
{
    "action":47,
    "ts":1447490495704,
    "lang":"ch",
    "gType":"0",
    "mType":"8001"
    "windowMode":"2",
    "lobbyURL":"http://xxx.xxx.xxx/lobby.html"
}
```

#### Return Results

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
err_text	String(255)	Error message
path	String(255)	Login URL

#### Operation Sample

#### Http Request

http://{API\_Address}/apiRequest.do?dc=jb1&x=y1wayxScczy6ABfElfaVwb5CdfHxBN\_JGtxyBSvpohLQakP8M2QSetJNojJBzvnrVChhq8YWWgBTdGeXFTH4vSNQQ66epf4NqYeQ-

 $6bJ15pvHctQjQevulv7GHqOifuju\_gY0H54FfVdQc9D5tKh1AZ-\\$ 

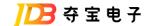
9KDh9dwcGSszZxU7JOOoHdYITlCO5LhvGmHxPBwZ

```
Http Response (success)
```

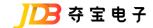
"status":"0000",

"path":"https://xxx.xxx.xxx?x=Q0Y2NUZDNEFBODEzNUM5NURGRjc5QTUzRDk0RTlDRDUzNE Q0MjhEOEMzMURDODBCNzdCMEE2OTE3MzczRkE5RDNGQ0QzQjdFNTlBMjE4Njg5NDM4RD REMEI1NkYzQjkxOEU5QTU0QTM5QTY1MEUyNjYzMDg1RkFBQTM1OUU3RTI2RTBGQUEzMUI 0MkQ4NEFBRjVDNkJFRkQzMzU1NzA5OUNDMkYxMzMyOThBNjhBRURCNzExREMzRjhDNzA1 N0VFNEIzMzhCNTFEQ0FDODVEODQ3NEFDNTE1MEE1NTMzODQ="

}



```
Http Response (error)
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."
}
```



# 2.13. Action 49: Query Game List

- Function Description
  - Get Game List of agent ID

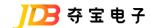
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	49
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
lang	String(2)	N	Language
			en: English (Default)
			ch: Simplified Chinese

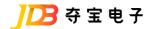
## Example:

```
{
    "action":49,
    "ts":1447452951820,
    "parent":"testag",
    "lang":"en"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
data	JSON array	
gТуре	Integer	Game Type
list	JSON array	
ттуре	Integer	Machine Types
isNew	Boolean	Is New Game
image	String	Game Image URL, size is 250 x203. If need
		different size, please contact customer service
name	String	Game Name
err_text	String(255)	Error Message



```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl SIX3lpraVaCLnp-
  K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
       "status":"0000",
       "data":[
            {
                 "gType": 0,
                 "list": [
                      {
                           "mType": 10,
                           "isNew": false,
                           "image": "https://xxx.xxx.xxx/images/xxx.jpg",
                           "name": "OpenSesame"
                      }
                 ]
            },
                 "gType": 7,
                 "list": [
                      {
                           "mType": 7001,
                          "isNew": true,
"image": "https://xxx.xxx.xxx/images/xxx.jpg",
                          "name": "Dragon Treasure"
                      }
                 ]
            },
                 "gType": 9,
                 "list": [
                      {
                           "mType": 9003,
                           "isNew": true,
                           "image": "https://xxx.xxx.xxx/images/xxx.jpg",
                           "name": "BirdsAndAnimals"
                      }
                 ]
            }
       ]
}
Http Response (error)
  {
     "status":"9005",
     "err_text": "Assertion(SAML) didn't pass the timestamp validation."
```



# 2.14. Action 52: Query In-Game Player

## Function Description

Query is the player is inside the game playing, will response relevant information if player is in the game.

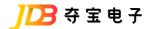
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	52
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID

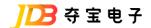
## Example:

```
{
    "action":52,
    "ts":1447452951820,
    "parent":"testag",
    "uid":" testpl01"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
data	JSON array	
gТуре	Integer	Game Type
туре	Integer	Machine Types
loginFrom	String(20)	Player login from websites or mobile devices
ipAddr	String(50)	Player login IP
loginTime	String(19)	Login game time (dd-MM-yyyy HH:mm:ss)
balance	Number	Balance
err_text	String(255)	Error message



```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
    "status": "0000",
    "data": {
       "gType": 0,
       "mType": 8011,
       "loginFrom": "WEB",
       "ipAddr": "10.20.100.13",
       "loginTime": "06-11-2017 16:49:18",
       "balance": 1000
    }
  }
Http Response (error)
  {
    "status":"7505",
    "err_text":"User is not playing"
  }
```



# 2.15. Action 54: Query Game Result

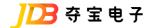
- Function Description
  - Query the player game results
  - Query without gType and seqNo: Report main page will be displayed.
  - Query with gType and seqNo: Detailed game result of seqNo will be displayed.

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	54
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
lang	Stirng(5)	N	Language
			en: English (Default)
			ch: Simplified Chinese
gТуре	Integer	N	Game Type(See "JDB_Games.pdf")
			If "gType" is specified, "seqNo" needed to
			specified as well
seqNo	Long	N	Game sequence number
			If "seqNo" is specified, "gType" needed to
			specified as well
showUid	Integer	N	Whether show player id
			0: not show id
			1: show id(default)

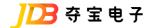
## Example:

```
{
    "action":54,
    "ts":1447452951820,
    "parent":"testag",
    "uid":" testpl01",
    "gType": 0,
    "seqNo":1234567890
}
```



#### Return Results

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
data	JSON array	
path	String	Error message
err_text	String(255)	Login URL



# 2.16. Action 55: Check Cash Transfer (New)

- Function Description
  - Search for a certain user's cash transfer history in a given time range.
  - Maximum time range for each search is 3 months.
  - It will return error code 9015 when search result is no data.

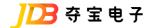
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	55
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
serialNo	String(50)	Υ	User transaction serial number
			User transaction serial number defined in
			"Withdraw/Deposit"

## Example:

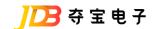
```
{
    "action":55,
    "ts":1447452951820,
    "parent":"testag",
    "serialNo":"2016081200105"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 9015
data	JSON array	
uid	String(25)	Player ID
action	String(10)	withdraw / deposit / reward
amount	Number	Transfer Amount
plsBalance	Number	Account Balance before Transfer
date	String(19)	Transaction date (dd-MM-yyyy HH:mm:ss)
pid	Integer	Transaction number
remark	String(15)	Remark



afterBalance	Number	Balance after deposit / withdraw
err_text	String(255)	Error message

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
    "status":"0000",
    "data":[{
       "uid":"testpl01",
       "action": "deposit",
       "amount":100,
       "plsBalance":998800,
       "date": "13-02-2015 13:04:22",
       "pid":11491,"
       remark":"test",
       "afterBalance":9988900}
    ]
  }
Http Response (error)
  {
    "status": "9015",
    "err_text":"Data does not exist."
  }
```



## 2.17. Action 58: Kick out Downline Users

#### Function Description

- This action will work for all downline users of the parent.
- If the player is online, he/she will receive a message.
- If the player is playing the game, it will be terminated and settled directly.
- If this action is working in process, it will return error code 9017
- You can use the searching services provided by "Search for Details of Transactions in Games" to search for the results.
- **X** Example

If the parent is house account, the all downline users of the house account will be kicked out. (Include manager, master agent, agent and player)

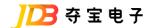
If the parent is agent account, the all players of the agent account will be kicked out

#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	58
ts	Long	Υ	Current system time
parent	String(19)	Υ	Parent ID

## Example:

```
{
    "action":58,
    "ts":1447452951820,
    "parent":"testag"
}
```



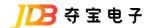
#### Return Results

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
err_text	String(255)	Error message

```
http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mlC9El4kwl_SIX3lpraVaCLnp-
  K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpl9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=

http Response (success)
{
    "status":"0000"
}

http Response (error)
{
    "status":"9005",
    "err_text":"Assertion(SAML) didn't pass the timestamp validation."
}
```



# 2.18. Action 61: Cash Transfer History (Including Rewards)

- Function Description
  - Search for a certain user's cash transfer & rewards history in a given time range.
  - Maximum time range for each search is 3 months.

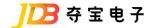
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	61
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
uid	String(25)	Υ	Player ID
starttime	String(19)	Υ	Start Time of the searching range.
			(dd-MM-yyyy HH:mm:ss)
endtime	String(19)	Υ	End Time of the searching range.
			(dd-MM-yyyy HH:mm:ss)

## Example:

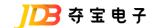
```
{
    "action":61,
    "ts":1447452951820,
    "parent":"testag",
    "uid":"testpl01",
    "starttime":"08-12-2016 17:45:00",
    "endtime":"08-12-2016 18:00:00"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON array	
pid	Integer	Transaction Number
payDate	String(19)	Transaction Date. (dd-MM-yyyy HH:mm:ss)
action	String(10)	Withdraw / Deposit / Rewards
amount	Number	Transaction Amount



balance	Number	Account Balance
serialNo	String(50)	Transaction Serial No
remark	String(100)	Remark
err_text	String(255)	Error Message

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl_SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
     "status":"0000",
     "data":[
     {"pid":4934,"payDate":"30-08-2018 14:29:39","action":"deposit","amount":100,"balance":100,
     "remark":"", "serialNo": "2018083000105"},
     {"pid":4938,"payDate":"30-08-2018 14:35:29","action":"withdraw","amount":50,"balance":50,
     "remark":"","serialNo":"2018083000106"},
     {"pid":4950,"payDate":"30-08-2018 14:58:34","action":"reward","amount":1000,"balance":1050,
     "remark":"2018-08-10 财神发发发","serialNo":"20180830_123456_1_1"}
     ]
  }
Http Response (error)
     "status": "9005",
     "err_text": "Assertion(SAML) didn't pass the timestamp validation."
  }
Http Response (no data)
     "status":"0000",
     "data":[]
  }
```



# 2.19. Action 62: Check Event Ranking

- Function Description
  - Query the ranking according to event date range.

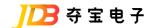
#### Parameter

Parameter	Format	Mandatory	Description
action	Integer	Υ	62
ts	Long	Υ	Current system time
startDate	String(10)	Υ	Start Time of the searching range. (dd-MM-
			уууу)
endDate	String(10)	Υ	End Time of the searching range.
			(dd-MM-yyyy)

## Example:

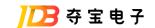
```
{
    "action":62,
    "ts":1447452951820,
    "startDate":"29-08-2018",
    "endDate":"29-08-2018"
}
```

Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 9015
data	JSON array	
activityDate	String(10)	Event Date (dd-mm-yyyy)
activityNo	String(20)	Event Code
activityName	String(100)	Event Name
awardData	JSON array	
awardId	String(3)	Reward Code
awardName	String(50)	Reward Name
rankData	JSON array	
rank	Int	Reward Ranking
uid	String(25)	Player ID



amount	Double	Reward
parent	String(19)	Agent ID
err_text	String(255)	Error Messages

```
Http Request
  http://{API Address}/apiRequest.do?dc=jb&x=udbFVt xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl SIX3lpraVaCLnp-
  KOWsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
  {
      "status":"0000",
      "data":[
         {
            "activityNo":"1535335791346",
            "activityName":"财神发发发",
            "activityDate":"29-08-2018",
            "awardData":[
               {
                  "awardId":"1",
                  "awardName":"白银",
                  "rankData":[
                     {"rank":3,"amount":500,"id":"testpl01","parent":"testag"},
                     {"rank":4,"amount":500,"uid":"testpl02","parent":"testag"},
                     {"rank":7,"amount":300,"uid":"testpl03","parent":"testag"}
                  1
               },{
                  "awardId":"2",
                  "awardName":"黄金",
                  "rankData":[
                     {"rank":2,"amount":10000,"uid":"testpl04","parent":"testag"}
                 1
               }
            ]
         }
      ]
  }
Http Response (error)
     "status": "9005",
     "err text": "Assertion(SAML) didn't pass the timestamp validation."
```



## 2.20. Action 64: Search for Old Details of Transactions in Games

#### Function Description

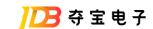
- Provide data from 2021/01/07 (UTC +08:00).
- Integrate details of game history transactions for all games and sort them by gType(game type).
- Search for a single parent ID's details of game history settled transaction with a given time range (search by lastModifyTime).
- The values of ss(seconds) in start time and end time must be 00.
- The maximum time range for each search is 5 minutes.
- To obtain better response when huge data and heavy traffic, specifying a time range less than 1 minute for each search is recommended.
- The function searches for the data according to the last modified time of the game record. Therefore, if the number of transactions found and transaction data on the win/loss statement are not matching, that is because the record has not cleared yet in the time range you searched.
- Provide game history transaction information between 2 hours and 60 days.
- Each gambling game is considered as a transaction. When "hasGamble" is 1, it means that this is a gambling games transaction.

#### Example:

- 2. If a player bets 10 and wins 100 points in the game
  - $\rightarrow$  bet = -10, gambleBet = 0, win = 100, total = 90, hasGamble = 0
- 2. Same as above, if a player uses winning points to play gambling games and wins
  - $\rightarrow$  bet = 0, gambleBet = -100, win = 200, total = 100, hasGamble = 1

#### Parameter

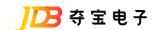
Parameter	Format	Mandatory	Description
action	Integer	Υ	64
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID
starttime	String(19)	Υ	Start time of the searching range
			(dd-MM-yyyy HH:mm:ss)
endtime	String(19)	Υ	End time of the searching range
			(dd-MM-yyyy HH:mm:ss)



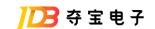
## Example:

```
{
    "action":64,
    "ts":1447452951820,
    "parent":"testag",
    "starttime":"08-12-2016 17:45:00",
    "endtime":"08-12-2016 17:46:00"
}
```

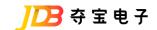
Parameter	Format	Description
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON array	
Betting records in slot ga	mes: gType =	0
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gТуре	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
jackpot	Double	The amount of the jackpot won
jackpotContribute	Double	Jackpot contributions
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices.
hasFreegame	Integer	Free game
		0: No
		1: Yes
hasGamble	Integer	Gambling game
		0: No



		1: Yes
systemTakeWin	Integer	Mark this as the interruption if the game and it
.,	0-	will be settled by the system
		0: No
		1: Yes
Betting records in fishing	game: gType	e = 7
seqNo	Long	Game sequence number.
playerId	String(25)	Player ID
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
gType	Integer	Game Type
mtype	Integer	Machine Type
roomType	Integer	Game Room
		-1: Lobby (Achievement Game)
		0:Small Bet
		1:Medium sized bet
		2:Large bet
		Machine Type
currency	String(3)	Currency types
		See "Currency Code" in Appendix
bet	Double	Bet amount
win	Double	Winning points in the game
total	Double	Total Win Loss
denom	Double	Bet denomination
beforeBalance	Double	Balance before playing
afterBalance	Double	Balance after playing
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
Betting records in Arcade	games: gTyp	pe = 9
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
gambleBet	Double	Bet amount in Gambling games

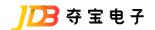


win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(2)	Currency types
		See "Currency Code" in Appendix
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
hasBonusGame	Integer	Bonus game
		0: No
		1: Yes
hasGamble	Integer	Gambling game
		0: No
		1: Yes
Betting records in Lotter	y Game: gTyp	e = 12
seqNo	Long	Game sequence number
playerId	String(25)	Player ID
gType	Integer	Game Types
mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
win	Double	Winning points in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
denom	Double	Bet denomination
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
hasBonusGame	Integer	Bonus game
		0: No
		1: Yes
Betting records in Card G	ames: gType	= 18
seqNo	Long	Game sequence number
roundSeqNo	Long	Game round sequence number
playerId	String(25)	Player ID
gType	Integer	Game Type

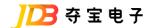


mtype	Integer	Machine Types(See "JDB_Games.pdf")
gameDate	String(19)	Date of playing. (dd-MM-yyyy HH:mm:ss)
bet	Double	Bet amount
win	Double	Winning points in the game
tax	Double	Player pay winning tax in the game
total	Double	Total Win Loss
currency	String(3)	Currency types
		See "Currency Code" in Appendix
lastModifyTime	String(19)	Last modified time. (dd-MM-yyyy HH:mm:ss)
playerIp	String(50)	Player login IP
clientType	String(20)	Players login from websites or mobile devices
validBet	Double	Valid Bet Amount
err_text	String(255)	Error message

```
Http Request
  http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQO-
  UWsfd6PHz9Ky-wM3mIC9El4kwl SIX3lpraVaCLnp-
  K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj7OvpRw_iU4554RuSsvHpI9jaj4XUgTK5yzb
  WKEddANjAAbxF0s=
Http Response (success)
     "status":"0000",
    "data":[
       {"seqNo":5250145823902,"playerId":"test01","gType":0,"mtype":8001,"gameDate":"06-
       06-2017 09:56:09","bet":-
       0.4,"win":0.4,"total":0,"currency":"RB","jackpot":0,"jackpotContribute":-
       0.002,"denom":0.02,"lastModifyTime":"06-06-2017
       09:56:09","playerlp":"10.20.6.86","clientType":"WEB","hasFreegame":0,"hasGamble":0,"g
       ambleBet":0,"systemTakeWin":0},
       {"seqNo":5250145823905,"playerId":"test01","gType":0,"mtype":14001,"gameDate":"06-
       06-2017 09:56:30","bet":0,"win":0,"total":-
       0.8, "currency": "RB", "jackpot": 0, "jackpotContribute": 0, "denom": 0.02, "lastModifyTime": "0
       6-06-2017
       09:56:30","playerIp":"10.20.6.86","clientType":"WEB","hasFreegame":0,"hasGamble":1,"g
       ambleBet":-0.8,"systemTakeWin":0},
       {"seqNo":43579741,"playerId":"test01","gameDate":"07-06-2017
```



```
16:21:48", "gType": 7, "mtype": 7001, "roomType": 1, "currency": "RB", "bet":-
                  62.5,"win":19.75,"total":-
                  42.75, "denom": 5, "before Balance": 200095.6, "after Balance": 200052.85, "last Modify Time": "
                  07-06-2017 16:21:55", "playerlp": "10.20.6.86", "clientType": "WEB"},
                  {"seqNo":5250152072553,"playerId":"sbtmppl01","gType":9,"mtype":9001,"gameDate":"25-07-2018
                  18:49:01", "bet":-90, "gambleBet":0, "win":20, "total":-70, "currency": "RB", "denom":1, "lastModifyTime": "25-07-
                  2018 18:49:06", "playerlp": "10.20.9.250", "clientType": "WEB", "hasBonusGame": 0, "hasGamble": 0},
                  {"seqNo":5250152072557,"playerId":"sbtmppl01","gType":9,"mtype":9001,"gameDate":"25-07-2018
                  18:49:10", "bet":0, "gambleBet":-20, "win":40, "total":20, "currency": "RB", "denom":1, "lastModifyTime": "25-07-
                  2018 18:49:15", "playerlp": "10.20.9.250", "clientType": "WEB", "hasBonusGame": 0, "hasGamble": 1},
                  {"seqNo":5250147282661,"playerId":"gh2alice1","gType":12,"mtype":12001,"gameDate":"14-05-2018
                  14:53:53","bet":-0.08,"win":0.05,"total":-0.03,"currency":"TB","denom":0.01,"lastModifyTime":"14-05-2018
                  14:53:53","playerlp":"10.20.9.250","clientType":"WEB","hasBonusGame":0},
                  {"seqNo":5250147282662,"playerId":"gh2alice1","gType":12,"mtype":12001,"gameDate":"14-05-2018
                  14:53:57","bet":-0.08,"win":0.05,"total":-0.03,"currency":"TB","denom":0.01,"lastModifyTime":"14-05-2018
                  14:53:57","playerlp":"10.20.9.250","clientType":"WEB","hasBonusGame":0},
                   \\ \{ "seqNo": 5250155819867, "roundSeqNo": 5558, "playerId": "test888", "gType": 18, "mtype": 18001, "gameDate": "18001, "ga
                  3-07-2018 14:07:33","bet":-2,"win":6,"tax":-0.3,"total":5.7,"currency":"TB","lastModifyTime":"13-07-2018
                  14:07:33", "playerlp": "10.20.9.250", "clientType": "WEB", "validBet": -2},
                  {"seqNo":5250155819872,"roundSeqNo":5559,"playerId":"test888","gType":18,"mtype":18001,"gameDate":"1
                  3-07-2018 14:07:47","bet":-8,"win":-8,"tax":0,"total":-8,"currency":"TB","lastModifyTime":"13-07-2018
                  14:07:47", "playerIp": "10.20.9.250", "clientType": "WEB", "validBet": -8}
          ]
     }
Http Response (error)
           "status": "9005",
           "err text": "Assertion(SAML) didn't pass the timestamp validation."
     }
Http Response (no data)
     {
           "status":"0000",
           "data":[]
     }
```



# 2.21. Action 65: Query Online Users With Balance > 0

#### Function Description

■ Query online users with balance > 0

Parameter	Format	Mandatory	Description
action	Integer	Υ	65
ts	Long	Υ	Current system time
parent	String(19)	Υ	Agent ID

## Example:

```
{
    "action":65,
    "ts":1447452951820,
    "parent":"testag"
}
```

#### Return Results

Parameter	Format	Discription
status	String(4)	Success: 0000
		Error: See "Error Codes" in Appendix
		<b>※</b> No Data: 0000
data	JSON array	
uid	String(25)	Player ID
balance	Number	Account balance

#### Example

## Http Request

}

```
http://{API_Address}/apiRequest.do?dc=jb&x=udbFVt_xv0tsAmLDpz5Z3Ct4-p0gedUPdQ0-

UWsfd6PHz9Ky-wM3mIC9E14kw1_S1X31praVaCLnp-

K0WsgKmpYTV9XpYncHzbtvn591qfaAwpGyOvsS4v1Yj70vpRw_iU4554RuSsvHpI9jaj4XU

gTK5yzbWKEddANjAAbxF0s=

Http Response (success)

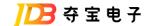
{"status":"0000","data":[{"uid":"testplayer","balance":7101.49}]}

Http Response (error)

{

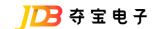
"status":"9005",

"err_text":"Assertion(SAML) didn't pass the timestamp validation."
```



Http Response (no data)

{"status":"0000","data":[]}



## 3. Program Samples

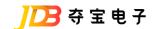
### Description:

- Get token for player login game for example.
- This sample consists of three main parts:
  - ◆ AES Encryption: Give the data required to set "request" and iv, key and then encrypt using AES encryption with CBC modes (NoPadding).
  - Encrypt and Send: Give the data required to set "request", activate the encryption process described above, and send the request to the server after base64 URL encode.
  - Program Testing: Set the data required to set "request", activate the encryption process described above, send the programs, and receive the results.

## 3.1.Java

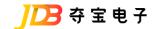
#### > AES Encryption

```
import javax.crypto.Cipher;
import javax.crypto.spec.lvParameterSpec;
import javax.crypto.spec.SecretKeySpec;
import org.apache.commons.net.util.Base64;
public class MCrypt {
     public static String encrypt(String data, String key, String iv) throws Exception {
          Cipher cipher = Cipher.getInstance("AES/CBC/NoPadding");
          int blockSize = cipher.getBlockSize();
         byte[] dataBytes = data.getBytes("UTF-8");
         int plainTextLength = dataBytes.length;
         if (plainTextLength % blockSize != 0) {
               plainTextLength = plainTextLength + (blockSize - plainTextLength % blockSize);
         }
         byte[] plaintext = new byte[plainTextLength];
         System.arraycopy(dataBytes, 0, plaintext, 0, dataBytes.length);
          SecretKeySpec keyspec = new SecretKeySpec(key.getBytes(), "AES");
          IvParameterSpec ivspec = new IvParameterSpec(iv.getBytes());
         cipher.init(Cipher.ENCRYPT_MODE, keyspec, ivspec);
          byte[] encrypted = cipher.doFinal(plaintext);
          return Base64.encodeBase64URLSafeString(encrypted);
     }
```

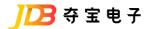


## Encrypt and Send

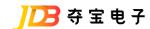
```
import java.util.ArrayList;
import java.util.List;
import org.apache.http.HttpEntity;
import org.apache.http.HttpResponse;
import org.apache.http.NameValuePair;
import org.apache.http.client.entity.UrlEncodedFormEntity;
import org.apache.http.client.methods.HttpPost;
import org.apache.http.impl.client.CloseableHttpClient;
import org.apache.http.impl.client.HttpClientBuilder;
import org.apache.http.message.BasicNameValuePair;
import org.apache.http.util.EntityUtils;
import com.google.gson.JsonObject;
import com.google.gson.JsonParser;
public class sample {
     public static JsonObject jsonObjectencryptAndQuery(JsonObject v, boolean zipResponse)
throws Exception {
         JsonObject rJson = null;
         String x;
         // get a client
         CloseableHttpClient demo = HttpClientBuilder.create().build();
         String vString = v.toString();
         // encrypt
         x = encrypt(vString, $ { AES_KEY }, $ { AES_IV });
```



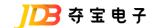
```
// build request
         List<NameValuePair> paramList = new ArrayList<>();
         paramList.add(new BasicNameValuePair("dc", $ { DC }));
          paramList.add(new BasicNameValuePair("x", x));
          UrlEncodedFormEntity entity = new UrlEncodedFormEntity(paramList, "UTF-8");
          HttpPost httpPost = new HttpPost($ { API URL });
         httpPost.setEntity(entity);
         if (zipResponse) {
              httpPost.setHeader("Accept-Encoding", "gzip");
         }
         HttpEntity httpEntity = null;
         try {
              // Resolve response
              HttpResponse response = demo.execute(httpPost);
              httpEntity = response.getEntity();
              String responseEntityString = EntityUtils.toString(httpEntity);
              System.out.println(responseEntityString);
              JsonParser parser = new JsonParser();
              rJson = parser.parse(responseEntityString).getAsJsonObject();
         } finally {
              EntityUtils.consume(httpEntity);
         }
         return rJson;
    }
}
```



```
@Test
public void testPerformAction11() throws Exception {
      // prepare data
      JsonObject v = generateNewVector();
      v.addProperty("action", 11);
      v.addProperty("ts", $ {system time});
      v.addProperty("uid", $ {player id});
      v.addProperty("lang", "en");
      v.addProperty("gType", "0");
      v.addProperty("mType", "8001");
      v.addProperty("windowMode", "2");
      // make request.
      result = encryptAndQuery(v, false);
      if (result == null) {
        // Do Error handlings here
      }
      // get status and return
      status = result.get("status").getAsString();
      Assert.assertTrue(status.startsWith("0000"));
}
```



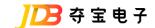
```
@Test
public void testPerformAction12() throws Exception {
      // prepare data
      JsonObject v = generateNewVector();
      v.addProperty("action", 12);
      v.addProperty("ts", $ {system time});
      v.addProperty("parent", $ {parent});
      v.addProperty("uid", ${uid});
      v.addProperty("name", ${name});
      v.addProperty("credit_allocated", ${credit allocated});
      // make request.
      result = encryptAndQuery(v, false);
      if (result == null) {
        // Do Error handlings here
      }
      // get status and return
      status = result.get("status").getAsString();
      Assert.assertTrue(status.startsWith("0000"));
}
```



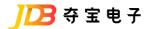
#### 3.2.PHP

AES Encryption and Decryption (MCrypt.php)

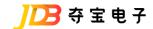
```
<?php
class MCrypt
     private $key = "; // change it
     private $iv = "; // change it
     function construct(){}
     function encrypt($str){
          $key = $this->key;
          $iv = $this->iv;
          $str= $this->padString($str);
          $encrypted = openssl encrypt($str, 'AES-128-CBC', $key, OPENSSL RAW DATA, $iv);
          $data = base64 encode($encrypted);
          $data = str_replace(array('+','/','='),array('-','_',''),$data);
          return $data;
     }
     function decrypt($code) {
          $code = str replace(array('-',' '),array('+','/'),$code);
          $code = base64 decode($code);
          $key = $this->key;
          $iv = $this->iv;
          $decrypted = openssl decrypt($code, 'AES-128-CBC', $key, OPENSSL NO PADDING, $iv);
          return utf8 encode(trim($decrypted));
     }
   private function padString($source) {
          $paddingChar = ' ';
          $size
                        = 16;
                          = strlen($source) % $size;
          $x
          $padLength = $size - $x;
          for (\$i = 0; \$i < \$padLength; \$i++) {
               $source .= $paddingChar;
          return $source;
     }
?>
```



```
<?php
    include 'MCrypt.php';
    // Action 12:required parameter information
    $mc = new MCrypt();
    $now = round(microtime(true)*1000);
    dc = \{DC\};
    $parent = 'agent';
    $uid = 'playerId';
    $jsonString =
'{"action":12,"ts":'.$now.',"parent":"'.$parent.'","uid":"'.$uid.'","name":"playerName","c
redit allocated":0}';
    // encrypt data
    $encryptData = $mc->encrypt($jsonString);
    $data = array('dc'=>$dc, 'x'=>$encryptData);
    // check environment Settings file
    $apiurl = ${API URL};
    // post
    $ch = curl_init($apiurl);
    curl_setopt($ch, CURLOPT_POST, true);
    curl_setopt($ch, CURLOPT_POSTFIELDS, http_build_query($data));
    curl_setopt($ch, CURLOPT_RETURNTRANSFER, true);
    $response = curl_exec($ch);
    curl_close($ch);
    //parse json
    $json = json_decode($response, true);
    // this is a one-time use only token
    var dump($json);
?>
```



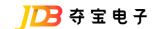
```
<?php
    include 'MCrypt.php';
    // Action 11:required parameter information
    $mc = new MCrypt();
    $now = round(microtime(true)*1000);
    dc = \{DC\};
    $uid = 'playerId';
    $jsonString = '{"action":11, "ts":'.$now.', "uid": "'.$uid.'", "lang":"ch", "gType":"0",
"mType":"8001", "windowMode":2}';
    // encrypt data
    $encryptData = $mc->encrypt($jsonString);
    $data = array('dc'=>$dc, 'x'=>$encryptData);
    // check environment Settings file
    $apiurl = ${API URL};
    // post
    $ch = curl init($apiurl);
    curl setopt($ch, CURLOPT POST, true);
    curl_setopt($ch, CURLOPT_POSTFIELDS, http_build_query($data));
    curl setopt($ch, CURLOPT RETURNTRANSFER, true);
    $response = curl_exec($ch);
    curl_close($ch);
    //parse json
    $json = json_decode($response, true);
    $url = $json['path'];
    echo "<script type='text/javascript'>";
    echo "window.location.href='$url'";
    echo "</script>";
?>
```



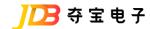
#### 3.3.C#

Sample – Creating user and logging in system

```
using System;
using System.Security.Cryptography;
using System.Text;
using Newtonsoft.Json;
using Newtonsoft. Json. Ling;
using RestSharp;
public class AESProvider{
     private static readonly string AES KEY = ${AES KEY}; // change it
    private static readonly string AES IV = ${AES IV}; // change it
     private static readonly char[] padding = { '=' };
     public static void Main(string[] args) {
         // Action 11:required parameter information
         String dc = \{DC\};
         String uid = ${uid};
         String jsonString ="{\"action\":11, \"ts\":" +
DateTimeOffset.UtcNow.ToUnixTimeMilliseconds() + ", \"uid\": " + uid + ", \"lang\":\"ch\",
\"gType\":\"0\", \"mType\":\"8001\", \"windowMode\":2}";
         // encrypt data
         String x = AESEncryptToString(jsonString);
         // check environment Settings file
         String apiurl = ${API URL};
         var client = new RestClient(apiurl);
         // post
         var request = new RestRequest(Method.POST);
         request.AddHeader("cache-control", "no-cache");
         request.AddHeader("content-type", "application/x-www-form-urlencoded");
         request.AddParameter("application/x-www-form-urlencoded", "dc=" + dc + "&x=" +
x, ParameterType.RequestBody);
         IRestResponse response = client.Execute(request);
         //parse json and use the path url to login game
         JObject obj = JObject.Parse(response.Content);
         String path = (String) obj["path"];
         System.Console.WriteLine(path);
    }
```

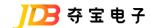


```
public static string AESEncryptToString(object rawData) {
          return AESEncryptToString(JsonConvert.SerializeObject(rawData));
     }
     public static string AESEncryptToString(string JsonString) {
         var aESEncryptBytes = AESEncrypt(JsonString);
         var URL Safe AESEncrypt String = Convert.ToBase64String(aESEncryptBytes)
                                       .TrimEnd(padding).Replace('+', '-').Replace('/', '_');
         return URL_Safe_AESEncrypt_String;
     }
     private static byte[] AESEncrypt(string plainText) {
          using(SymmetricAlgorithm des = Rijndael.Create()){
               byte[] inputByteArray = Encoding.UTF8.GetBytes(plainText);
              des.Key = Encoding.UTF8.GetBytes(AES_KEY);
              des.IV = Encoding.UTF8.GetBytes(AES IV);
              var encrypter = des.CreateEncryptor();
               byte[] cipherBytes = encrypter.TransformFinalBlock(inputByteArray, 0,
inputByteArray.Length);
              return cipherBytes;
         }
     }
}
```



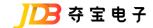
#### Sample – Decrypt:

```
using System;
using System.Text;
using System.Security.Cryptography;
using System.IO;
namespace StringEncrypt
     public static class StringEncrypt
          public static void Main(string[] args) {
               string x = \frac{x}{x}; // change it
               string key = ${aes_key}; // change it
               string iv = ${aes_iv}; // change it
               string plainText = aesDecryptBase64(x, key, iv);
               Console.WriteLine(plainText);
          }
          public static string aesDecryptBase64(string sourceStr, string keyStr, string ivStr)
               string decrypt = "";
               try
               {
                    AesCryptoServiceProvider aes = new AesCryptoServiceProvider();
                    aes.BlockSize = 128;
                    aes.Mode = CipherMode.CBC;
                    aes.Padding = PaddingMode.None;
                    byte[] key = Encoding.UTF8.GetBytes(keyStr);
                    byte[] iv = Encoding.UTF8.GetBytes(ivStr);
                    aes.Key = key;
                    aes.IV = iv;
                    string source = sourceStr.Replace('-','+').Replace(' ','/');
                    int addPaddingCounts = (4 - (source.Length % 4)) % 4;
                    for (int i = 0; i < addPaddingCounts; i++) {
                        source += "=";
                    byte[] dataByteArray = Convert.FromBase64String(source);
                    using (MemoryStream ms = new MemoryStream())
                         using (CryptoStream cs = new CryptoStream(ms,
aes.CreateDecryptor(), CryptoStreamMode.Write))
                              cs.Write(dataByteArray, 0, dataByteArray.Length);
                              cs.FlushFinalBlock();
```



```
decrypt = Encoding.UTF8.GetString(ms.ToArray());
}
}
catch (Exception e)
{
    Console.WriteLine(e.Message);
}
return decrypt;
}

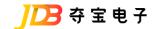
}
```



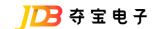
### 3.4.Go Lang

#### Sample

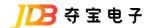
```
package main
import (
       "bytes"
      "crypto/aes"
      "crypto/cipher"
      "encoding/base64"
      "errors"
      "fmt"
      "time"
      "strings"
      "strconv"
      "net/http"
      "io/ioutil"
)
const aesKeyDefValue = ${AES KEY}; // change it
const aesIvDefValue = ${AES IV}; // change it
func main() {
      // Action 11:required parameter information
      dc := \${DC}
data := "{\"action\":11, \"ts\":"+strconv.Itoa(int(time.Now().UnixNano() / 1000000))+", \"uid\": \""+${uid}+"\", \"lang\":\"ch\", \"gType\":\"0\", \"mType\":\"8001\", \"windowMode\":2}"
fmt.Println("data : ", data)
      // encrypt data
      encbyte, _ := AesEncrypt([]byte(data), checkAesKey(aesKeyDefValue))
      encryptString := strings.Replace(base64.StdEncoding.EncodeToString(encbyte), "+", "-", -
1)
      fmt.Println("afterEncode : ", encryptString)
      // check environment Settings file
      apiURL := ${API_URL}
      payload := strings.NewReader("dc=" + string(dc) + "&x=" + encryptString)
      req, _ := http.NewRequest("POST", apiURL, payload)
req.Header.Add("content-type", "application/x-www-form-urlencoded")
req.Header.Add("cache-control", "no-cache")
res, _ := http.DefaultClient.Do(req)
      defer res.Body.Close()
      body, _ := ioutil.ReadAll(res.Body)
      //parse json and use the path url to login game
      fmt.Println(string(body))
```



```
func checkAesKey(strKey string) []byte {
     keyLen := len(strKey)
     arrKey := []byte(strKey)
     if keyLen >= 32 {
          return arrKey[:32]
     }
     if keyLen \geq 24 {
          return arrKey[:24]
     if keyLen >= 16 {
          return arrKey[:16]
     tmp := make([]byte, 16)
     for i := 0; i < 16; i++ {
          if i < keyLen {
               tmp[i] = arrKey[i]
          } else {
               tmp[i] = '0'
     return tmp
func AesEncrypt(plaintext []byte, key []byte) ([]byte, error) {
     block, err := aes.NewCipher(key)
     if err != nil {
          fmt.Println("err=", err)
          return nil, errors. New ("invalid decrypt key")
     }
     blockSize := block.BlockSize()
     plaintext = PKCS5Padding(plaintext, blockSize)
     iv := []byte(aesIvDefValue)
     blockMode := cipher.NewCBCEncrypter(block, iv)
     ciphertext := make([]byte, len(plaintext))
     blockMode.CryptBlocks(ciphertext, plaintext)
     return ciphertext, nil
}
```



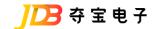
```
func AesDecrypt(ciphertext []byte, key []byte) ([]byte, error) {
     block, err := aes.NewCipher(key)
     if err != nil {
          return nil, errors.New("invalid decrypt key")
     blockSize := block.BlockSize()
     if len(ciphertext) < blockSize {</pre>
          return nil, errors.New("ciphertext too short")
     iv := []byte(aesIvDefValue)
     if len(ciphertext)%blockSize != 0 {
          return nil, errors.New("ciphertext is not a multiple of the block size")
     blockModel := cipher.NewCBCDecrypter(block, iv)
     plaintext := make([]byte, len(ciphertext))
     blockModel.CryptBlocks(plaintext, ciphertext)
     plaintext = PKCS5UnPadding(plaintext)
     return plaintext, nil
}
func PKCS5Padding(src []byte, blockSize int) []byte {
     padding := blockSize - len(src)%blockSize
     padtext := bytes.Repeat([]byte{byte(padding)}, padding)
     return append(src, padtext...)
}
func PKCS5UnPadding(src []byte) []byte {
     length := len(src)
     unpadding := int(src[length-1])
     return src[:(length - unpadding)]
```



## 3.5. Java Script

#### AES Encryption

```
//main.js
const aesUtil = require('./util/aes')
const axios = require('axios')
const qs = require('querystring')
const url = '{API URL}'
const axiosInstance = axios.create({
     headers: {'Content-Type': 'application/x-www-form-urlencoded'}
});
const dc = '{Your Domain}'
const iv = '{Your IV}'
const key = '{Your KEY}'
const request = {
     "action": 11,
     "ts": new Date().getTime(),
     'uid': '{UID}',
     'lang': len',
     'gType': '0',
     'mType': '8001',
     'windowMode': '2'
console.log(request)
const x = aesUtil.encrypt(iv, key, JSON.stringify(request));
console.log('x:', x)
axiosInstance.post(url, qs.stringify({dc, x}))
     .then(({data}) => {
          console.log('data:', data)
     })
```



### 4. FTP Functions

#### 4.1. Function Description

- About FTP information, please refer to "JDB API Environment Setting Data.pdf".
- The file of game transactions created every 5 minutes.
- The data is based on the last modified time of the game record
- For more detail, please refer to "Action 29: Search for Details of Transactions in Games".
- A house can see game transactions of all players.
- A agent only see game transactions of the downline players.
- Manager, Master Agent does not provide FTP function.

#### 4.2. Folder Path Description

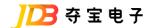
- The folder path for the house /manager/master/agent/gameType/date
- The folder path for the agent /gameType/date/file
- The rule of file name yyyyMMddHHmm\_yyyyMMddHHmm.zip(start time\_end time)
- The file type is zipped file.

#### 4.3. When create a new agent

- FTP account: agent account + "@" + DC
- FTP password: the first 6 digits is house's password + agent account

Ex: The house's password is 1234567890 and the DC is AB, and the new agent is testag.

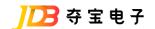
FTP account: testag@AB FTP password: 123456testag



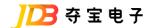
# 5. Appendix

## 5.1.Error Codes

Code	Description				
0000	Succeed.				
9999	Failed.				
9001	No authorized to access				
9002	Domain is null or the length of domain less than 2.				
9003	Failed to pass the domain validation.				
9004	The encrypted data is null or the length of the encrypted data is equal to 0.				
9005	Assertion(SAML) didn't pass the timestamp validation.				
9006	Failed to extract the SAML parameters from the encrypted data.				
9007	Unknow action.				
9008	The same value as before.				
9009	Time out.				
9010	Read time out.				
9011	Duplicate transactions.				
9012	Please try again later.				
9013	System is maintained.				
9014	Multiple account login detected.				
9015	Data does not exist.				
9017	Work in process, please try again later.				
8000	The parameter of input error, please check your parameter is correct or not.				
8001	The parameter cannot be empty.				
8002	The parameter must be an positive integer.				
8003	The parameter cannot be negative.				
8005	wrong sdate second format				
8006	Time does not meet.				
8007	The parameter only can use number.				
8008	The parameter cannot be found.				
8009	Time interval exceeds the allowable range.				
8010	The length of parameter is too long.				
7001	The specified parent ID cannot be found.				
7002	Parent is suspended.				
7003	Parent is locked.				
7004	Parent is closed.				



7405	You have been logged out!				
7501	User ID cannot be found.				
7502	User is suspended.				
7503	User is locked.				
7504	User is closed.				
7505	User is not playing				
7601	Invalid User ID. Please only use characters between a-z, 0-9				
7602	Account already exist. Please choose other User ID				
7603	Invalid username.				
7604	The password must at least 6 characters, with 1 alphabet and 1 number.				
7605	Invalid operation_code. Please only use number 2, 3, 4, 5.				
6001	Your Cash Balance not enough to withdraw				
6002	User balance is zero				
6003	Withdraw negative amount				
6004	Duplicate Transfer				
6005	Repeat serial number.				
6006	Your Cash Balance not enough.				
6901	User is playing game, and not allow transfer balance.				



## 5.2. Currency Code

Code	ISO 4217 Code	Currency	Remark
AE	AED	Dirham	
AU	AUD	Australian dollar	
BN	BND	Brunei	
BR	BRL	Brazilian real	
ВТ	BDT	Taka, Bangladesh	
CA	CAD	Canadian Dollars	
СН	CHF	Swiss Franc	
CL	CLP	Chilean peso	
EU	EUR	Euro	
GB	GBP	Pound sterling	
НК	HKD	Hong Kong dollar	
JP	JPY	Japanese yen	
KW	KRW	South Korean won	
LK	LKR	Sri Lankan Rupee	
MM	ММК	Myanma kyat	1:100
MM2	MMK	Myanma kyat	
MX	MXN	Mexican peso	
NO	NOK	Norwegian Krone	
NZ	NZD	New Zealand currency	
РО	PO	Points	
PP	PHP	Philippine Bissau	
RB	RMB	China Yuan	
RM	MYR	Malaysian ringgit	
RP	IDR	Indonesian Shield	1:1000
RS	INR	Indian Rupee	
SE	SEK	Swedish Krona	
SG	SGD	Singapore Dollar	
ТВ	ТНВ	Thai baht	
US	USD	United States dollar	
VN	VND	Vietnamese Shield	1:1000
ZA	ZAR	South African currency	
zw	ZWD	Zimbabwean currency	