

## SDK for Android Server API

<b>File Status</b>	<b>File Name :</b>	SDK for Android Server API
<input type="checkbox"/> Draft	<b>Version :</b>	<b>4.1</b>
<input type="checkbox"/> Discussion		
<input checked="" type="checkbox"/> Formal issue	<b>Date:</b>	2016-07-20-24

Version	付	Description
1.0.1	2015-02-25	First issue
2.0	2015-10-20	
2.1	2016-04-11	
3.0	2016-05-05	
3.1	2016-06-28	
3.2	2016-07-20	
<b>4.0</b>	<b>2017-02-10</b>	

### 1. Acquisition of user information via game server

ゲームサーバーから Post リクエスト

Url: <http://api.tokyogamenetwork.com/sdkapi.php>

Parameter	Type	Description
ac	String	Check ( <b>Value fixed to Check</b> )
appid	int	Game ID
sdkversion	String	SDK Version( <b>4.1</b> fixed)
sessionid	String	Session ID returned from server
time	int	Time stamp
sign	String	Verify the string

```

$arr['ac']="check";
$arr['appid']=$appid;
$arr['sdkversion']="3.3";
$arr['sessionid']=urldecode($sessionid);
$arr['time']=time();
ksort($arr);
$urlstr=http_build_query($arr);
$key="Registoration key";
$arr['sign']=md5("ac=checklogin&appid=1&sdkversion=3.3&sessionid=urlencode

```

(xxx)&time=12233+key”);( + Indicates connection)

Return in json string

```
{“code”:1,”userInfo”:[{“uid”:1,”username”:username}]}
```

**code= 1 is success**

```
$arr['sign']=md5($urlstr.$key);
```

Description of the value of the return

Code:

-6: There is no transmission mistake on appid, code is not transmitted in post method

Check

-5: Whether there is no mistake in the sign of the verification encrypted character string

-4: The decryption operation of the URL was incomplete when the sessionid was sent. The Session ID of the encrypted Sing string (strings) needs to create a URL.

-3: Sessionid mistake

-1: The password is incorrect (ID is already logged out, possibility of expiration of SessionID)

1: 成功

result	Description
1	Sucess {“code”:1,”userInfo”:[{“uid”:1,”username”:username}]}
-1	Sessionid Expired
-3	Illegal Sessionid
-5	Illegal Sign
-6	Illegal Appid Or sending with GET method instead of POST method.

## 2. Point Charge, Replacement Request

**If the point charge was successful, send a Get request from the server SDK.**

パラメータ	タイプ	説明
cporderid	String	ordered sent from game
orderid	String	Order ID of SDK platform
appid	int	Game ID of SDK platform
uid	int	User ID
time	int	Time stamp
extinfo	String	callbackInfo sent from game

amount	float	Amount charged by user
serverid	String	Server ID
charid	String	Character ID
gold	int	Number of game coin

```

$arr['cporderid']="CP Order number";
$arr['orderid']="SDK Order ID"
$arr['appid']="appid";
$arr['uid']=$orderinfo['uid'];
$arr['time']=time();
$arr['extinfo']=urlencode("CallbackInfo on payment request sent by game");
$arr['amount']=" Charge amount";
$arr['serverid']=urlencode("Server ID");
$arr['charid']=urlencode("Character ID");
$arr['gold']="Coin";
ksort($arr);
$signstr=http_build_query($arr);
$key="Chage KEY";
$arr['sign']=md5($signstr.$key);

```

\$notifyurl=" Address to notify exchange".http\_build\_query(\$arr);

#### Return Value

Result	Description
SUCCESS	Success
ERROR	Failed

If it returns to SUCCESS, the receipt is successful.

Failure to return to other values.

