

Payment Between AppGame – ZingCredits Integration Detail

Revision History

Version	Date	Change Description	Author	Approved By
1.0	27-Dec-2012	Draft	LenTD	
1.1	10-Jul-2013		TuNM	

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1. Introduction

1.1. Overview

Purpose of this document is describe how to integrate between AppGames and ZingCreditsMobile. There are 2 versions of ZingCreditsMobile:

- Touch version: is used for Touch version of apps/games
- Native Application version: is used for Application on mobile

This document is a part of AppGame_ZingCredits_Integration_v1_en.pdf. It assumes you must reference to ZingCredits Integration document to know

- How to call check balance of user
- How to encode data for billing
- How to do update callback result to receive notification message from ZingCredits when user complete payment

2. Touch Version

Domain of ZingCredits Mobile for development environment

<http://dev.m-credits.me.zing.vn>

Domain of ZingCredits Mobile for production environment

<https://m-credits.zing.vn>

2.1 Deposit more ZingXu to ZingCredits wallet

App/Game can check balance of user first to ensure user have enough ZingXu to do billing of transaction in game. If user don't have enough, application can alert and call to show deposit more ZingXu to ZingCredits

a) Deposit path :

[http://\[domain_of_zingcredis_mobile\]/deposit/t](http://[domain_of_zingcredis_mobile]/deposit/t)

b) Parameter

- + access_token : access_token of user logged when integration with ZingMe SDK
- + appID register with ZingCredits
- + url_redirect : the url of application need to redirect when user complete doing deposit

For example on development env :

http://dev.m-credits.me.zing.vn/t/deposit?access_token=687982bf4ff2023d7b020543c7f0b302.MjhiZjNhZWY=7rwN7rXHq5eTQUrPDdB8Kdft_6TAOVcQDqQSKW

nlabDvSVnIMqBuO452um1P8-uslaAE1pgxKMPZzpq9bKlaLzf2wcFX7Rm7kqsPP8u2p5ddGBbmr1oR5SX8bm2MVyaNs66UKVpWuZz25Fjm?url_redirect=http%3A%2F%2Flocalhost%2Ffinish-deposit.php

2.2 Request billing form

App/Game encode billing information by zcypher encode library (ref to AppGame_ZingCredits_Integration_v1_en.pdf for more detail) and then call billing form for touch version

a) Deposit path :

`http://[domain_of_zingcredis_mobile]/requestform/t`

b) Parameter :

- + access_token : access_token of user logged when integration with ZingMe SDK
- + appId register with ZingCredits
- + data : data billing encode by zcypher library
- + state : an optional random value provided by 3rd-party and it will be return back to url_redirect if billing success to prevent CSRF attacks
- + url_redirect : the url of application need to redirect when user complete doing deposit

For example on development env :

`http://dev.m-credits.me.zing.vn/requestform/t?
data=XRripA3-epwqsaBTkf7K7OB6DDM3lzGssUmor-ssYHV5mLIFqhU03VA7Mzd4s_iUaV1mnv2Eap6E9k68xt4wLS05l
QJbGn9SzdtxQCW-LARmTFv2mZ8DawtNlfhwWKLNRsU-1RA2KVIWizbWpEmpZeQNZldj_mILpBoMAvgxBR6Mk-uMbgf
VIYRgw9rbhlABEG%3D
%3D&state=0.7438033144087353&access_token=687982bf4ff2023d7b020543c7f0b302.MjM2MmQxMmY
%3Ddjec1BDxi46lxLn2qNYxSC3xMqMQGuKMZSexSDnmvt73_LXmYqAbI_h32ckUBD1zviDgQzPxhpix019K5cCFUupiq
4_yJ3Ojhw35MV57EccAfv9SqLDW9j-vkr3v9oD6s-oeU5acbaupFwa-csi%3D&appId=testgame&url_redirect=http%3A
%2F%2Flocalhost%2Ffinish-billing.php`

When return back to url_redirect, ZingCreditsMobile will return result and billNo. For example :

`http://url_redirect?billNo=xxx&&result=xxx`

result = 0 : success

result = -1 : user cancel

result = -2 : something wrong

3. Native Application Version

The Native version is included on ZingMe Mobile SDK (Android, iOS, Windows Phone, BlackBerry10)