# Integrating with IGT RGS

## Overview

This guide serves as a comprehensive reference for native systems to integrate with IGT’s API endpoints for the iLottery games that are managed by IGT’s Remote Game Server (RGS). The RGS solution offers operators an unrivaled desktop and mobile eInstant game library. IGT eInstant content is a new breed of HTML5 entertainment games, driving sales in US states that allow interactive online game solutions for state lotteries (i.e., iLotteries).

## Remote Gaming Server (RGS)​

One of the most advanced cross-platform delivery systems on the market that powers over 200 branded websites world-wide, RGS provides lotteries with the best in premium game content and plugs in seamlessly to an existing back office. One integration grants access to an extensive library of the world's best-performing games, making them instantly available to your players where and when they want to play: on desktops, mobile phones, and tablet devices.

### Flexible and Robust Design

The RGS design includes:

* Cloud deployment for optimum performance and scalability as well as local in-state data center deployment to meet different regulatory needs
* Different types of prize and game mechanics
* Reporting services - customized reports from the internal services to provide the best reporting solution/suite as per customer requirements
* Agile product delivery and development with comprehensive out of the box solutions to meet customer requirements
* Native Apps support for faster Apple approvals

### Exciting Game Features

The IGT games include:

* Fully customizable game console with a cleaner and simple user interface
* Promotional features to offer player bonuses
* Comprehensive progressive jackpot solution
* Support of different game types such as merchandise prize games

The IGT RGS system is a technology solution that serves the IGT portfolio of eInstant games to operators. IGT provides an application service to the native system operator, allowing the administrative overhead to be shared*.*

**Note:** For more information on RGS refer to the [RGS Administration Guide](https://rgshelp.igt.com/RGSNewAdmin/#RGSNewAdmin/Administration/AdminSettings.htm?TocPath=Administration%257CAdministation%2520Settings%257C_____0).

IGT offers a path to an integrated, multi-channel HTML solution for eInstant games. This document focuses on the technical aspects of loading external games on the lottery site, as well as the needed functional features described in this document to manage the user flow on the external game platform.

With an incremental integration effort, existing RGS partners get unlimited access to all current and future eInstant titles. The IGT RGS system hosts eInstant games in a single HTML framework. The game flow for each game type is similar from the RGS perspective, but the player experience varies.

IGT offers a single set of back-office APIs that support eInstant games. A mutually hosted set of APIs connects the IGT RGS system with the operator’s platform.

## Hosted APIs v6

### gameInProgress

This synchronous request from the native system passes parameters that identify the skin and player to determine whether a player has a game in progress in a channel for a certain presentation type.

The native system can use it to query RGS, for example, when changing a player's payment method, which typically is not allowed if a player has a game in progress.

#### API method and path

GET /ccs/v1/hostedApi/transaction/getTransaction

#### Header

Both the request and response are in JSON.

| **Name** | **Value** |
| --- | --- |
| Content-Type | application/json |
| Authorization | Basic {credentials} |

#### Request information

##### Request parameters

| **Parameter**  **Name** | **Data**  **Type** | **Parameter Description** | **Required?** |
| --- | --- | --- | --- |
| gameType | String | The type of game | Yes |
| skinCode | String (up to 4 characters) | The unique identifier of a customer configuration in IGT systems | Yes |
| uniqueId | String (up to 40 characters) | The unique ID for the player (case sensitive) | No |

##### 

##### Request example

{

"gametype": "string",

"skinCode": "string",

"uniqueId": "string",

}

#### Response Information

##### Response model

|  |
| --- |
|  |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **gameInProgressList** | **[GameInProgressV6{**   |  |  | | --- | --- | | **channel** | **string** | | **countryCode** | **string** | | **currencyCode** | **string** | | **currentlyPlaying** | **boolean** | | **gameTitle** | **string** | | **gameType** | **string** | | **languageCode** | **string** | | **lotteryGridNumber** | **integer($int32)** | | **presentationType** | **string** | | **revealId** | **integer($int32)** | | **revealVersionId** | **integer($int32)** | | **skinCode** | **string** | | **softwareId** | **string** | | **techCode** | **string** | | **txnStartTime** | **string($date-time)** | | **wagerAmount** | **number** |   **}]** | | **status** | **string** |   **}** |

##### Response parameters

| **Parameter**  **Name** | **Data**  **Type** | **Parameter Description** | | | | | **Required?** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| channel | String (up to 40 characters) | The channel type of this session:   * INT: internet/desktop * MOB: mobile device * TAB: tablet device | | | | | No |
| countryCode | String (ISO 3166) | The country the player provided at registration | | | | | Yes |
| currencyCode | String | The currency the player uses. If the value is not provided, the operator assumes that the game is played in the player's default currency (FPY = Freeplay). | | | | | **No** |
| currentlyPlaying | Boolean | If true, the player is currently playing an RGS game and the response includes the game title.  If false, the player is not playing an RGS game. | | | | | No |
| gameTitle | String | The name of the game being played (not returned if currentlyPlaying = false) | | | | | No |
| languageCode | String (2 or 5 characters) | The two-character code identifying the session language  RGS can optionally support a five-character language code.  **Examples:**   * en (English) * fr-ca (Canadian French) | | | | |  |
| lotteryGridNumber | Integer ($int32) | The grid ID | | | | | Yes |  |  | Yes |
| presentationType | String (up to 40 characters) | The presentation type that the game in this session uses:   * STD: standard * MINI: mini | | | | | No |
| revealId | Integer ($int32) | The game's reveal (game mechanic) ID code | | | | | Yes |
| revealVersionId | Integer ($int32) | The reveal version identifier used to obtain reveal details | | | | | Yes |
| skinCode | String (up to 4 characters) | The unique identifier of a customer configuration in IGT systems | | | | | No |
| softwareId | String | The internal RGS ID for game pay model. More than one softwareCode per game indicates multiple pay models and minBet values. | | | | | No |
| techCode | String | The game's technology HTML FLASH | | | | | No |
| txnStartTime | String ($date-time) | The current game transaction start time | | | | | No |
| wagerAmount | Number | The total stake of the current ticket | | | | | Yes |
| status | String | A status description of the calling result. It is one of these values:   * ACCESS\_DENIED * OPERATION\_DISABLED * INVALID\_OPERATOR * UNKNOWN\_PLAYER * Success * FAILURE * INVALID SKIN | | | | | No |
|  | | | |  |  |  |

##### 

##### Response example

{

"gameInProgressList": [

{

"channel": "string",

"countryCode": "string",

"currencyCode": "string",

"currentlyPlaying": true,

"gameTitle": "string",

"gameType": "string",

"languageCode": "string",

"lotteryGridNumber": 0,

"presentationType": "string",

"revealId": 0,

"revealVersionId": 0,

"skinCode": "string",

"softwareId": "string",

"techCode": "string",

"txnStartTime": "2023-04-28T17:58:12.096Z",

"wagerAmount": 0

}

],

"status": "string"