# Basic APIs for game

1. **Used for Payment**
   1. [http://yourdomain/GetUser?serverID=[]&accountName=[]&sig](http://yourdomain/GetUser?serverID=%5b%5d&accountName=%5b%5d&sig)=[]

Input:

+serverID: unique ID of server.

+accountName: accountname of character.

+sig: authentication sign,for example: md5(serverId+accountName+SecretKey)

Output:

{“ ErrorCode”: value, “AccountName”:”value”}

* 1. [http://yourdomain/GetMoney?serverID=[]&accountName=[]&sig](http://yourdomain/GetMoney?serverID=%5b%5d&accountName=%5b%5d&sig)=[]

Output:

{“ ErrorCode”: value, “MoneyBalance”:value}

* 1. [http://yourdomain/AddMoney?serverID=[]&accountName=[]&money=[]&transactionID=[]&sig](http://yourdomain/AddMoney?serverID=%5b%5d&accountName=%5b%5d&money=%5b%5d&transactionID=%5b%5d&sig)=[]

{“ ErrorCode”: value, “Money”:”value”,“BonusMoney”:”value”,“AccountName”:”

value”, “TransactionID”:”value”}

1. **Used for Promotion**
   1. ItemID can be a single item or a combo which including many items

[http://yourdomain/AddItem?serverID=[]&accountName=[]&itemID=[]&quantity=[]&transactionID=[]&sig](http://yourdomain/AddItem?serverID=%5b%5d&accountName=%5b%5d&itemID=%5b%5d&quantity=%5b%5d&transactionID=%5b%5d&sig)=[]

{“ ErrorCode”: value, “TransactionID”:”value”}

ErrorCode: error code response.

TransactionID: used for retry again if adding fail.

* 1. If do not support combo item

[http://yourdomain/AddItem?serverID=[]&accountName=[]&itemID1=[]&quantityID1=[]&itemID2=[]&quantityID2=[]&...&sig](http://yourdomain/AddItem?serverID=%5b%5d&accountName=%5b%5d&itemID1=%5b%5d&quantityID1=%5b%5d&itemID2=%5b%5d&quantityID2=%5b%5d&...&sig)=[]

{“ ErrorCode”: value, “TransactionID”:”value”}

* 1. [http://yourdomain/GetRoleInfo?serverID=[]&accountName=[]&sig](http://yourdomain/GetRoleInfo?serverID=%5b%5d&accountName=%5b%5d&sig)=[]

Output:

{“ ErrorCode”: value, “RoleName”:”value”, "CreateDate":"value", "RoleLevel":"value", "PlayingTime": "value", "LastLogin": "value", "LastLogout": "value",

"Exp": value, "MoneyBalance": value}