

PG SOFT

System Update Release Notes

Resolve Pending Bets and Reset Game State



Contents

1.	Overview	2
2.	Resolve Pending Bet.....	3
3.	Reset Game State	5
3.1	Transfer Wallet	6
3.2	Seamless Wallet	7
4.	API Changes	9
4.1	Transfer wallet	9
4.2	Seamless wallet	10
4.2.1	Bet	10
4.2.2	Payout	14
4.3	External	18
4.3.1	Get History	18
4.3.2	Get History for Specific Time	22
4.3.3	Get Single Player History.....	24

1. Overview

This document describes the functionality and operation of new features for upcoming major system updates:

- Resolve Pending Bets
- Reset Game State

2. Resolve Pending Bet

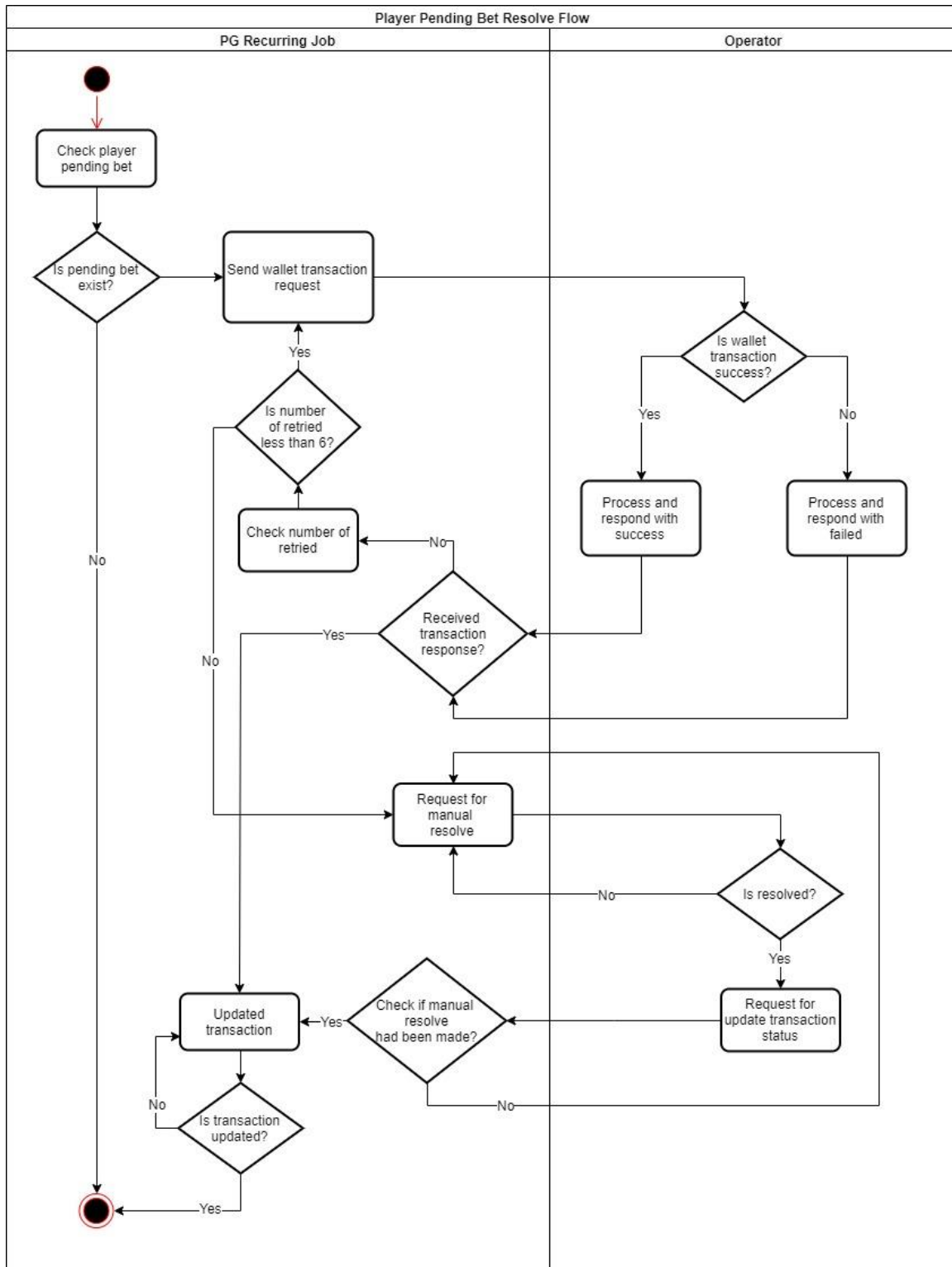
Sometimes pending bet may occur due to unforeseen circumstances during player game play for example, network latency, system failed, system timeout and so on.

Generally, pending bet will be resolve automatically when player relaunch the game. However, bet will remain in pending status for some rare scenarios:

- Player did not relaunch game after encountering error
- PG Soft system did not receive any response from operator when resolving pending bets
- PG Soft system receive an error response from operator when resolving pending bets

Default interval of pending bet resolving time is set to 60 minutes. Pending bets which exceed interval will be resolved by PG Soft system automatically. This interval is customizable, and every operator is allowed to have their own bet resolve interval time.

Manual resolve is required when failed to resolve pending bets after several attempts. In such case, operator is required to resolve pending bet manually, and PG Soft will mark these bets status as complete after getting the confirmation from operator.



3. Reset Game State

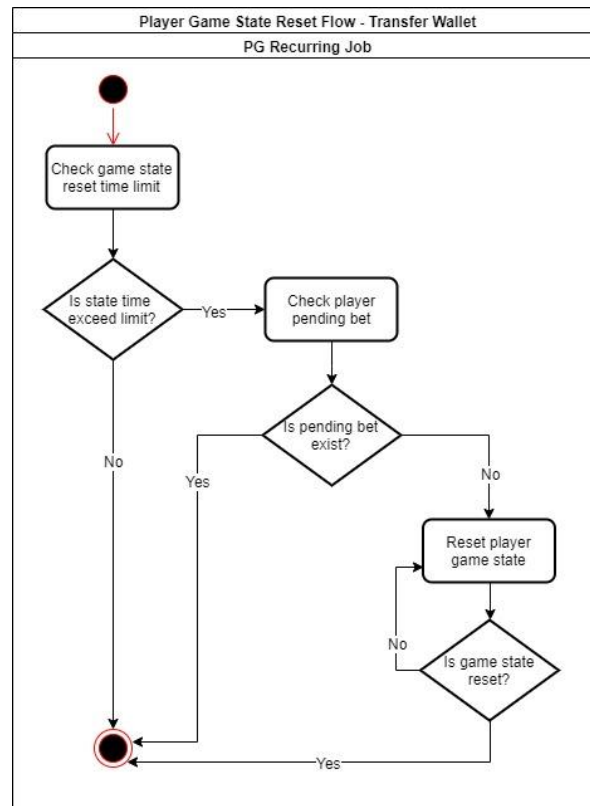
All games support resume feature which allow returning players to continue a game at their last game state from any device. For example, player will be able to continue game with bonus state few days after even player had closed game the time when player won bonus state.

However, player game state will be reset for every 90 days by default. This interval is customizable, and every operator is allowed to have their own game state reset interval time. System will clear all finished and unfinished game progress, and player will not be able to continue a game after it is reset.

3.1 Transfer Wallet

For transfer wallet mode, every player game state will be reset for every 90 days by default:

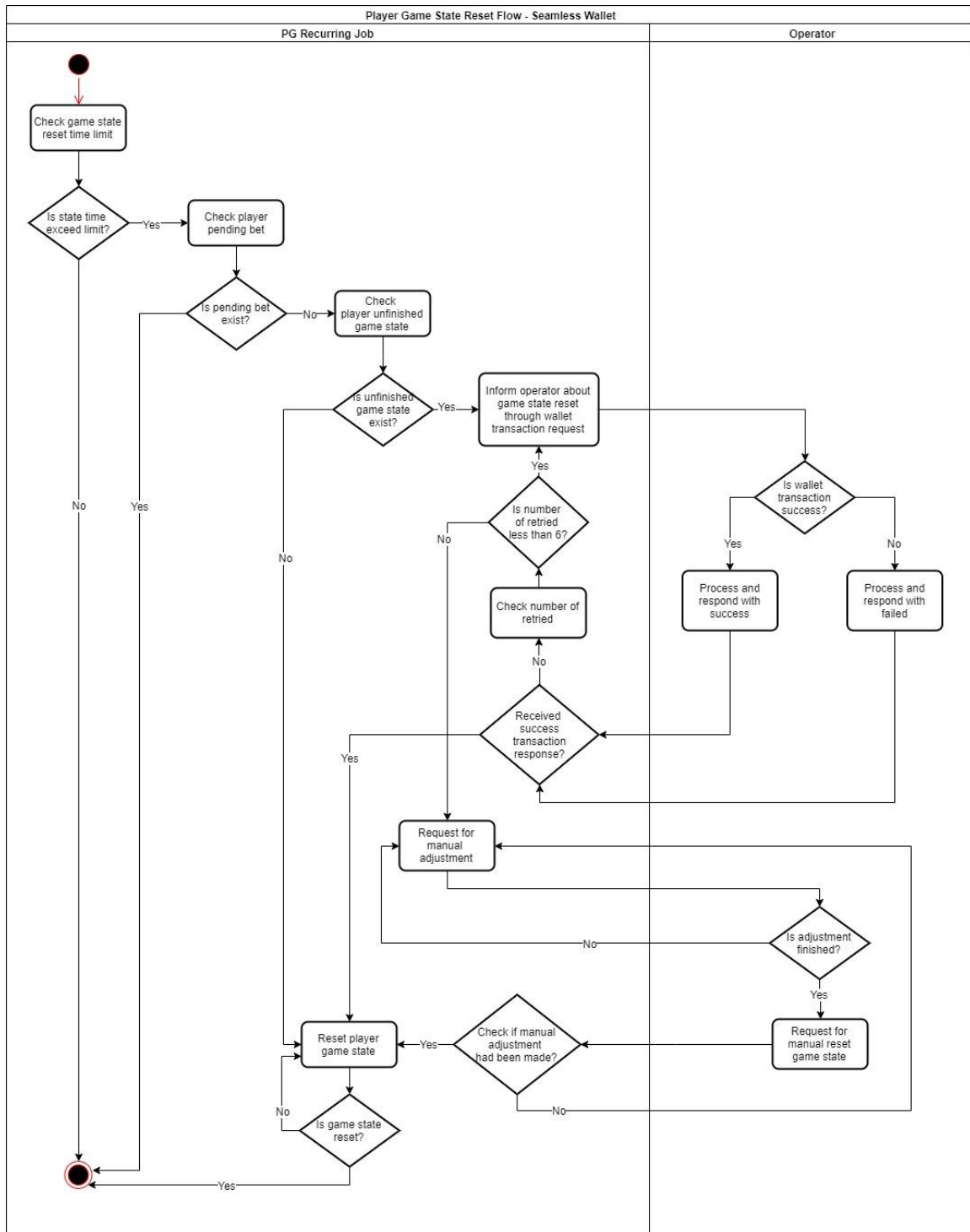
- PG Soft system will reset player game state automatically if there is no pending bet for player



3.2 Seamless Wallet

For seamless wallet mode, every player game state will be reset for every 90 days by default:

- PG Soft system will reset player game state automatically if there is no pending bet for player.
- For every unfinished player game state, system will send a wallet transaction request for acknowledgement.
- Manual adjustment/confirmation is required if PG Soft system failed to receive a success transaction response from operator API.
- PG Soft system will reset player game state manually after getting the confirmation for manual adjustment from operator.



4. API Changes

API changes are required to support new features. Please find below highlighted for changes.

4.1 Transfer wallet

There are no changes on API for transfer wallet mode.

4.2 Seamless wallet

4.2.1 Bet

Note

- PG Soft will send a new bet request as acknowledgement for reset game state
- Operator may identify reset game state request or resolve pending bet through the request from PG Soft:
 - Reset game state
 - `is_adjustment=true`
 - Resolve pending bet
 - `is_validate_bet=true`
- Please ensure there is **NO** validation for parameter `operator_player_session` when `is_validate_bet` or `is_adjustment` parameter value is true

Request

API URL : {OperatorAPIDomain}/Cash/TransferOut

HTTP method : POST

Body Parameters:

Parameter name	Data type	Mandatory	Description
<code>operator_token</code>	String	Yes	Unique identity of operator
<code>secret_key</code>	String	Yes	Shared passphrase between PGSoft and operator
<code>operator_player_session</code>	String	No	Token generated by operator system Note: Max 200 characters
<code>player_name</code>	String	Yes	Unique identity of players <ul style="list-style-type: none"> player name is not case sensitive Only alphabet, number, and “@”, “-”, “_” symbols are allowed Note: Max 50 characters
<code>game_id</code>	Integer	Yes	Unique identity of games
<code>parent_bet_id</code>	String	Yes	Unique identity of parent bet

bet_id	String	Yes	Unique identity of child bet (Unique key value)
bet_type	Integer	No	Bet type
currency_code	String	Yes	Currency of player
platform	String	No	Platform type
jackpot_rtp_contribution_amount	Decimal	No	Jackpot contribution amount of player
jackpot_win_amount	Decimal	No	Jackpot win amount of player
create_time	Long	Yes	Transaction created time (Unix time stamp in milliseconds)
updated_time	Long	Yes	Transaction updated time (Unix time stamp in milliseconds)
transfer_amount	Decimal	Yes	Bet amount
transaction_id	String	Yes	Unique identity of transaction. Format: {BetId}-{ParentBetId}- transactionType}-{balanceId} Transaction type: 101: payout 201: bet 400: BonusToCash 403: FreeGameToCash
wallet_type	String	No	To indicate the type of wallet for current transaction. C: Cash B: Bonus G: FreeGame
is_validate_bet	Boolean	No	To indicate if the request is re- sent transaction for validation True: Resend transaction False: Normal transaction
is_parent_zero_stake	Boolean	No	To indicate if the request is having 0 bet amount for first bet of the round. True: Having 0 bet amount for first bet of the round.

			False: Having amount larger than 0 in first bet of the round.
is_feature	Boolean	No	To indicate the spin type True: Feature spin False: Normal spin
is_wager	Boolean	No	To indicate if the transaction is normal spin True: transaction bet amount > 0 False: transaction bet amount = 0
is_adjustment	Boolean	No	To indicate the transaction type True: Auto resolve pending bet False: Normal transaction
free_game_transaction_id	String	No	Unique identity of Free Game. It only can be seen when the Free Game is assigned to player
free_game_name	String	No	Given name of free game. It only can be seen when the free game is assigned to player.
free_game_id	Integer	No	Unique identity of free game. It only can be seen when the free game is assigned to player.
bonus_transaction_id	String	No	Unique identity of bonus. It only can be seen when the bonus is assigned to player
bonus_name	String	No	Given name of bonus. It only can be seen when the bonus is assigned to player.
bonus_id	Integer	No	Unique identity of bonus. It only can be seen when the bonus is assigned to player.
bonus_balance_amount	Decimal	No	Total number of bonus amount in bonus wallet. It only can be seen when player choose to complete bonus with cash.
bonus_ratio_amount	Decimal	No	Rollover amount of player need to be archive in bonus. It only can be seen when player choose to complete bonus with cash.

Example:

```
operator_token=abc123&secret_key=a1b25cde5f3gh46ijkl&player_name=player  
123&operator_player_session=a2b3c4d5e6f7g8&game_id=1&parent_bet_id=1234  
56&bet_id=123456&bet_type=1&currency_code=EUR&platform=1&jackpot_rtp_co  
ntribution_amount=0&jackpot_win_amount=0&create_time=1530879795000&upda  
ted_time=1530879795000&&transfer_amount=0.11&transaction_id=123456-  
123456-201-  
0&is_validate_bet=false&is_parent_zero_stake=false&is_feature=false&is_  
adjustment=true
```

4.2.2 Payout

Note

- Operator may identify reset game state request or resolve pending bet through the request from PG Soft:
 - Reset game state
 - is_adjustment=true
 - is_end_round=true
 - Resolve pending bet
 - is_validate_bet=true
- Please ensure there is **NO** validation for parameter operator_player_session when is_validate_bet or is_adjustment parameter value is true

Request

API URL : {OperatorAPIDomain}/Cash/TransferIn

HTTP method : POST

Body Parameters:

Parameter name	Data type	Mandatory	Description
operator_token	String	Yes	Unique identity of operator
secret_key	String	Yes	Shared passphrase between PGSoft and operator
operator_player_session	String	No	Token generated by operator system Note: Max 200 characters
player_name	String	Yes	Unique identity of players <ul style="list-style-type: none"> player name is not case sensitive Only alphabet, number, and "@", "-", "_" symbols are allowed Note: Max 50 characters
game_id	Integer	Yes	Unique identity of games
parent_bet_id	String	Yes	Unique identity of parent bet
bet_id	String	Yes	Unique identity of child bet (Unique key value)
bet_type	Integer	No	Bet type
currency_code	String	Yes	Currency of player
platform	String	No	Platform type

jackpot_rtp_contribution_amount	Decimal	No	Jackpot contribution amount of player
jackpot_win_amount	Decimal	No	Jackpot win amount of player
create_time	Long	Yes	Transaction created time (Unix time stamp in milliseconds)
updated_time	Long	Yes	Transaction updated time (Unix time stamp in milliseconds)
transfer_amount	Decimal	Yes	Transfer amount
transaction_id	String	Yes	Unique identity of transaction. Format: {BetId}-{ParentBetId}-transactionType}-{balanceId} Transaction type: 101: payout 201: bet 400: BonusToCash 403: FreeGameToCash
bet_transaction_id	String	No	Unique identity during bet transaction. Format: {BetId}-{ParentBetId}-transactionType}-{balanceId} Transaction type: 101: payout 201: bet 400: BonusToCash 403: FreeGameToCash
wallet_type	String	No	To indicate the type of wallet for current transaction. C: Cash B: Bonus G: FreeGame
is_validate_bet	Boolean	No	To indicate if the request is re-sent transaction for validation True: Resend transaction False: Normal transaction

is_end_round	Boolean	No	To indicate if the current game round is end
is_parent_zero_stake	Boolean	No	To indicate if the request is having 0 bet amount for first bet of the round. True: Having 0 bet amount for first bet of the round. False: Having amount larger than 0 in first bet of the round.
is_feature	Boolean	No	To indicate the spin type True: Feature spin False: Normal spin
is_wager	Boolean	No	To indicate if the relevant transaction is normal spin True: transaction bet amount > 0 False: transaction bet amount = 0
is_adjustment	Boolean	No	To indicate the transaction type True: Auto resolve pending bet False: Normal transaction
free_game_transaction_id	String	No	Unique identity of Free Game. It only can be seen when the Free Game is assigned to player
free_game_name	String	No	Given name of free game. It only can be seen when the free game is assigned to player.
free_game_id	Integer	No	Unique identity of free game. It only can be seen when the free game is assigned to player.
bonus_transaction_id	String	No	Unique identity of bonus. It only can be seen when the bonus is assigned to player
bonus_name	String	No	Given name of bonus. It only can be seen when the bonus is assigned to player.
bonus_id	Integer	No	Unique identity of bonus. It only can be seen when the bonus is assigned to player.

bonus_balance_amount	Decimal	No	Total number of bonus amount in bonus wallet. It only can be seen when player choose to complete bonus with cash.
bonus_ratio_amount	Decimal	No	Rollover amount of player need to be archive in bonus. It only can be seen when player choose to complete bonus with cash.

Example:

```
operator_token=abc123&secret_key=a1b25cde5f3gh46ijkl&player_name=player
123&operator_player_session=a2b3c4d5e6f7g8&game_id=1&parent_bet_id=1234
56&bet_id=123456&bet_type=1&currency_code=EUR&platform=1&jackpot_rtp_co
ntribution_amount=0&jackpot_win_amount=0&create_time=1530879795000&upda
ted_time=1530879795000&&transfer_amount=0.11&transaction_id=123456-
123456-101-
0&is_validate_bet=false&is_parent_zero_stake=false&is_feature=false&is_
end_round=true&is_adjustment=true
```

4.3 External

Note

- PG Soft will send an extra record with zero bet amount and zero-win amount for adjusted incomplete game state.

4.3.1 Get History

Request

API URL : {PgSoftAPIDomain}/Bet/v3/GetHistory

HTTP method : POST

Body Parameters:

Parameter name	Data type	Mandatory	Description
operator_token	String	Yes	Unique identity of operator
secret_key	String	Yes	Shared passphrase between PGSoft and operator
count	Integer	Yes	Number of records for each batch Note: Value range 1500-5000
bet_type	Integer	Yes	Bet types of bet record: 1: Real game
row_version	Long	Yes	Data updated time (Unix time stamp in milliseconds) Note: <ul style="list-style-type: none"> Set value to 1 for first call Operator is required to save maximum row_version for each call, to be used as row_version value for next call request
hands_status	Long	No	Status of hands: 0: All (Default) 1: Incomplete 2: Completed 3: Adjusted

Example:

operator_token=abc123&secret_key=a1b25cde5f3gh46ijkl&count=5000&bet_type=1&row_version=1346592723000&hands_status=0

Response

Body Parameters:

JSON Array

Parameter name	Data type	Description
parentBetId	Integer	Unique identity of parent bet
betId	Integer	Unique identity of child bet (Unique key value)
playerName	String	Unique identity of player
gameId	Integer	Unique identity of game
betType	Integer	Category of bet record: 1: Real game
transactionType	Integer	Category of transaction: 1: Cash 2: Bonus 3: Free game
platform	Integer	Platform of bet record (Please refer to Platform for more information)
currency	String	Currency of record
betAmount	Decimal	Turnover of player
winAmount	Decimal	Pay-out of player
jackpotContributionAmount	Decimal	Jackpot contribution amount of player
jackpotWinAmount	Decimal	Jackpot win amount of player
balanceBefore	Decimal	Balance of player before transaction
balanceAfter	Decimal	Balance of player after transaction
handsStatus	Integer	Status of hand: 1: Incomplete 2: Completed 3: Adjusted
rowVersion	Integer	Data updated time (Unix time stamp in milliseconds)
betTime	Integer	Start time of current bet (Unix time stamp in milliseconds)
betEndTime	Integer	End time of current bet (Unix time stamp in milliseconds)

Example:

```
{
  "data": [
    {
      "betId": 35677059,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 3000,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88081189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 1,
      "rowVersion": 1529546511407,
      "betTime": 1529546613715,
      "betEndTime": 1529546613715
    },
    {
      "betId": 35677061,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 0,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88078189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 3,
      "rowVersion": 1529546556399,
      "betTime": 1529546647867,
      "betEndTime": 1529546647867
    }
  ],
}
```

```
    "error": null  
  }
```

4.3.2 Get History for Specific Time

API URL : {PgSoftAPIDomain}/Bet/v3/GetHistoryForSpecificTimeRange

Response

Body Parameters:

JSON Array

Parameter name	Data type	Description
parentBetId	Integer	Unique identity of parent bet
betId	Integer	Unique identity of child bet (Unique key value)
playerName	String	Unique identity of player
gameId	Integer	Unique identity of game
betType	Integer	Category of bet record: 1: Real game
transactionType	Integer	Category of transaction: 1: Cash 2: Bonus 3: Free game
platform	Integer	Platform of bet record (Please refer to Platform for more information)
currency	String	Currency of record
betAmount	Decimal	Turnover of player
winAmount	Decimal	Pay-out of player
jackpotContributionAmount	Decimal	Jackpot contribution amount of player
jackpotWinAmount	Decimal	Jackpot win amount of player
rowVersion	Integer	Data updated time (Unix time stamp in milliseconds)
betTime	Integer	Date of current record (Unix time stamp in milliseconds)
balanceBefore	Decimal	Balance of player before transaction
balanceAfter	Decimal	Balance of player after transaction
handsStatus	Integer	Status of hand: 1: Incomplete 2: Completed 3: Adjusted

Example:

```
{
  "data": [
    {
      "betId": 35677059,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 3000,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88081189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 1,
      "rowVersion": 1529546511407,
      "betTime": 1529546613715
    },
    {
      "betId": 35677061,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 0,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88078189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 3,
      "rowVersion": 1529546556399,
      "betTime": 1529546647867
    }
  ],
  "error": null
}
```


4.3.3 Get Single Player History

API URL : {PgSoftAPIDomain}/Bet/v3/GetPlayerHistory

Response

Body Parameters:

JSON Array

Parameter name	Data type	Description
parentBetId	Integer	Unique identity of parent bet
betId	Integer	Unique identity of child bet (Unique key value)
playerName	String	Unique identity of player
gameId	Integer	Unique identity of game
betType	Integer	Category of bet record: 1: Real game
transactionType	Integer	Category of transaction: 1: Cash 2: Bonus 3: Free game
platform	Integer	Platform of bet record (Please refer to Platform for more information)
currency	String	Currency of record
betAmount	Decimal	Turnover of player
winAmount	Decimal	Pay-out of player
jackpotContributionAmount	Decimal	Jackpot contribution amount of player
jackpotWinAmount	Decimal	Jackpot win amount of player
balanceBefore	Decimal	Balance of player before transaction
balanceAfter	Decimal	Balance of player after transaction
rowVersion	Integer	Data updated time (Unix time stamp in milliseconds)
betTime	Integer	Date of current record (Unix time stamp in milliseconds)
handsStatus	Integer	Status of hand: 1: Incomplete 2: Completed 3: Adjusted

Example:

```
{
  "data": [
    {
      "betId": 35677059,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 3000,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88081189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 1,
      "rowVersion": 1529546511407,
      "betTime": 1529546613715
    },
    {
      "betId": 35677061,
      "parentBetId": 35677059,
      "playerName": "player1",
      "currency": "CNY",
      "gameId": 19,
      "platform": 2,
      "betType": 1,
      "transactionType": 1,
      "betAmount": 0,
      "winAmount": 0,
      "jackpotContributionAmount": 0,
      "jackpotWinAmount": 0,
      "balanceBefore": 88078189.2,
      "balanceAfter": 88078189.2,
      "handsStatus": 3,
      "rowVersion": 1529546556399,
      "betTime": 1529546647867
    }
  ],
  "error": null
}
```