

Getting Started

In order to use our API you need to be registered on our site. If you don't have an account go to <https://slotslaunch.com/register> (<https://slotslaunch.com/register>).

- For every API query, you will need to provide your token and the Origin host in the headers.
- API queries are rate-limited, **always cache** on your side
- We have the right to terminate API accounts without prior notice if we detect misuse of the api or our services
- To obtain your token, go to your account API token page (<https://slotslaunch.com/launch-pad/api>) and enter your website's full domain (including www) in the host field.
- It's **mandatory to use our links** in your games. If we detect you use our services to steal game's final url without using our <https://slotslaunch.com/iframe/1235> link in your site, you will be banned.
- API is rate limited to 2 r/s for premium users and 0.5 r/s for free users

If your API token is "12345abc" and your origin host is "yourdomain.com" API calls need to be set like this:

PHP:

```

<?php

$curl = curl_init();

curl_setopt_array($curl, array(
    CURLOPT_URL => 'https://slotslaunch.test/api/games?token=12345abc',
    CURLOPT_RETURNTRANSFER => true,
    CURLOPT_ENCODING => '',
    CURLOPT_MAXREDIRS => 10,
    CURLOPT_TIMEOUT => 0,
    CURLOPT_FOLLOWLOCATION => true,
    CURLOPT_HTTP_VERSION => CURL_HTTP_VERSION_1_1,
    CURLOPT_CUSTOMREQUEST => 'GET',
    CURLOPT_HTTPHEADER => array(
        'Content-Type: application/json',
        'Accept: application/json',
        'Origin: yourdomain.com'
    ),
));

$response = curl_exec($curl);

curl_close($curl);
echo $response;

```

JavaScript:

```

var myHeaders = new Headers();
myHeaders.append("Content-Type", "application/json");
myHeaders.append("Accept", "application/json");
myHeaders.append("Origin", "yourdomain.com");

var requestOptions = {
    method: 'GET',
    headers: myHeaders,
    redirect: 'follow'
};

fetch("https://slotslaunch.test/api/games?token=12345abc", requestOptions)
    .then(response => response.text())
    .then(result => console.log(result))
    .catch(error => console.log('error', error));

```

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