

# @Leisure Partner Guide

XML-Quick guide

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## 1. General information

### 1.1 Components

This document describes the XML files that @Leisure has available for their webpartners. These files contain data about the houses @Leisure has stored in their database. This data is split into several XML files so specific information can be found without reading a single (large) file. With these XML files it is required to create your own database which you can use for your website.

This guide describes the following components:

- XML file downloading
- XML file reading and handling
- Picture server

### 1.2 Implementation guidelines

XML can be handled in several ways. @Leisure recommends the PHP technique in combination with a MySQL database. Of course we cannot give support on them.

The following scheme is a rough layout of an XML setup:

1. Download the XML files
2. Create a database
3. Read the XML files and insert content to your database
4. Query your tables
5. Display search results
6. Display house details
7. Link to our book engine

With only our XML files it is not possible to make a booking. It only contains static house data which you can use to display house information on your website. It is also possible to show house availability but you will have to call our booking page with you partner code (Pt) to make a booking. The booking process will be handled by @Leisure. You can alter the colors of the booking engine so it matches your website design. You can specify a layout code (lo) so the engine will be displayed in the colors you specified in our webpartner interface.

More will be explained in the next paragraphs.

If you wish to create your own booking page we recommend you to become a XML-RPC webpartner. More information about XML-RPC is available in our document: "Euro Relais Partner Guide - XML RPC". To become a XML-RPC webpartner contact your @Leisure contact person.

### 1.3 Commission

@Leisure pays a commission on each booking on a percentage basis. In order to assign all bookings correctly the webpartner must submit a so called “partner code” (Pt) when redirecting to the booking engine. The partner code is assigned by your @Leisure contact person when you become a webpartner. It is of great importance that you submit your partner code in order to get your commission!

### 1.4 Testing your interface

In order to test you implemented solution we have so called ‘demo’ (XX-) houses available with demo availability. When you book a ‘demo’ house a real-time booking will be made but it will **not** be added to our financial administration.

Because we have XML files with static data available, we cannot test if you have implemented it correctly. The only check we do, is when you call our booking engine. You have to provide a ‘Cs’-code that is unique for a house in a certain period. We check if the code is correct and if the house is available. The Cs code can be found in the planning xml file. More will be explained in chapter 3.3.

### 1.5 Pictures

All the available pictures from the houses are available on our picture server. Every house in the ‘house’ xml file has a number of paths to their pictures. This path refers to our picture server. More information about the pictures can be found in chapter 4.

### 1.6 FAQ

**Q:** *I own more websites that use @Leisure house data. Is it possible to use different layout codes?*

**A:** Yes you can have more than one layout code that is assigned to you partner code. To obtain more layout codes contact your @Leisure contact person.

**Q:** *What translations are available?*

**A:** The content of our XML files are supplied in the following languages:

- Dutch (NL)
- German (DE)
- English (EN)
- French (FR)
- Spanish (ES)
- Italian (IT)
- Polish (PL)

**Q:** *What do I need for using the XML files on my website?*

**A:** You will need a webserver that has a database running and supports a scripting language. The XML files are available every day in compressed Zip (\*.zip) and GNU-Zip (\*.gz) format. With the scripting language you can query the database to display the content on your website.

## 2. Downloading the XML files

### 2.1 Introduction

We recommend you to download our XML files to your webserver before you process them. This to prevent data loss because of possible connection failures. You can either use the .gz or the .zip file (depending on your decompression tool). Both are available on the location given in paragraph 2.2.

The XML files are updated every day. The new files are available at **06.00 CET**.

We recommend you to update your database with the content of our xml files at least once a week but more frequent update intervals are preferable. The ideal frequency would be once a day.

### 2.2 Location of the XML files

The XML files are are downloadable under the URL:

*<https://xml.leisure-ict.nl/xml/webpartner2/>*

You will have to provide your username and password to download the files. If you don't know your username and/or password, contact your contact persons at @Leisure.

The files are provided in GNU-Zip (\*.gz) and the Zip (\*.zip) format. You will need to decompress the files with any given zip program to extract the XML files.

### 2.3 Importing data into your database

There are many ways to import the XML data into your database. Because of this it is impossible to give an example for every scripting language.

## 3. The XML files.

### 3.1 Introduction

The XML file collection contains all information about @Leisure accommodations. Below we will explain for each XML file what the purpose and content is.

First we will explain the files needed to create a simple house search and presentation website and then the additional XML files you can use to add extra functionality.

### 3.2 House.xml

#### 3.2.1 General information

This file contains the house information per house.

The demo houses are located in “demohouse.xml”. The format of the XML file is identical to “House.xml”.

#### 3.2.3 XML structure description

Parameter	Description
Houses	The collection of houses
House	A single house
Code	The housecode
Name	Name of the house
MaxNumberOfPersons	Maximum amount of persons for this house
ExceedNumberOfBabies	Amount of babies that can be added to “NumberOfBabies” when booking
NumberPets	Amount of pets
NumberStars	Amount of stars
DimensionM2	The total dimension of the house in square meters (m <sup>2</sup> )
ZipPostalCode	Zip / postal code
City	City
Region	Region
Country	Country
CreationDate	Date of creation (yyyy-mm-dd)
WGS84Longitude	WGS84 Longitude value
WGS84Latitude	WGS84 Latitude value
LastminuteTerm	Number of days before booking in which a booking becomes an option
EnqeCount	Amount of questionnaires
EnqePoints	Total amount of questionnaire points
SkiArea	If the house is a part of a ski area, the code of the ski area will be presented.
HolidayPark	If the house is a part of a holiday park, the code of the holidaypark will be presented.
IntroductionNL,FR,DE,EN,IT,ES,PL	House introduction
IntroductionShortNL,FR,DE,EN,IT,ES,PL	Short house introduction
IntroductionWinterNL,FR,DE,EN,IT,ES,PL	House ‘winter-season’ introduction
IntroductionWinterShortNL,FR,DE,EN,IT,ES,PL	Short house ‘winter-season’ introduction
DescriptionNL,FR,DE,EN,IT,ES,PL	House description
TipsOwnerNL,FR,DE,EN,IT,ES,PL	Tips of the owner of the house
RemarksNL,FR,DE,EN,IT,ES,PL	Remarks on the house

Centre	The distance to the centre of the city
Forest	The distance to the nearest forest
Sea	The distance to the nearest sea
Lake	The distance to the nearest lake
Foods	The distance to the nearest food shop
Restaurants	The distance to restaurant
GoOut	The distance to a place to go out
PublicTransport	The distance to the public transport
PublicSwimmingPool	The distance to the public swimming pool
PublicCoverenSwimmingPool	The distance to the covered public swimming pool
SkiLift	The distance to the nearest ski lift
SkiBus	The distance to the nearest ski bus
CrossCountry	The distance to the nearest CrossCountry skiing
TouristInformation	The distance to the tourist information point
Airport	The distance to the nearest airport
Utrecht	The distance to the city 'Utrecht'
Properties	The collection of properties
Property	The value of a single property
CostsOnSite	The collection of costs
CostOnSite	The value of a single cost
TypeNr	Cost type number
TypeDescNL,FR,DE,EN,IT,ES,PL	Cost description
NL,FR,DE,EN,IT,ES,PL	Cost value
ExplanationNL,FR,DE,EN,IT,ES,PL	Cost explanation
Pictures	The collection of pictures
Picture	The location of a single picture (use with http:// of https://)
MinPrice1W	The minimum price for a week
MaxPrice1W	The maximum price for a week
MinPrice2W	The minimum price for 2 weeks
MaxPrice2W	The maximum price for 2 weeks
MinPrice3W	The minimum price for 3 weeks
MaxPrice3W	The maximum price for 3 weeks
MinPriceLW	The minimum price for a long weekend
MaxPriceLW	The maximum price for a long weekend
MinPriceMW	The minimum price for a midweek
MaxPriceMW	The maximum price for a midweek
MinPriceWK	The minimum price for a weekend
MaxPriceWK	The maximum price for a weekend



### 3.3 Planning.xml

#### 3.3.1 General information

This file contains the planning of all available houses including the rental prices.

The planning for the demo houses is located in “demoplanning.xml”. The format of the XML file is identical to “planning.xml”.

#### 3.3.2 XML structure description

<i>Parameter</i>	<i>Description</i>
Houses	A collection of houses which have an available planning.
House	A single house.
HouseCode	The housecode to identify the house.
PlanningRecords	The collection of available planning records of a house.
Planning	A single planning record.
Period	The period of the planning record (1w = 1 week, 2w = 2 weeks, 3w = 3 weeks, wk = weekend, lw = long weekend, mw = midweek).
ArrivalDate	The arrival date (yyyy-mm-dd).
ArrivalTimeFrom	The arrival time is between ArrivalTimeFrom and ArrivalTime Until (hh:ii:ss).
ArrivalTimeUntil	The arrival time is between ArrivalTimeFrom and ArrivalTime Until (hh:ii:ss).
DepartureDate	The departure date (yyyy-mm-dd).
DepartureTime	The time when you have to departure (hh:ii:ss).
BookingOnRequest	Value for identifying if the booking is on request.
RentPrice	The actual rent price.
RentPriceExclDiscount	The rent price exclusive discount.
CS	The crypted string needed to make a booking.

## 4. *Picture server*

### 4.1 General information

@Leisure uses a picture server that contains all pictures of the available accommodations. We use our own picture server to guarantee that the pictures are updated when an accommodation changes. Another advantage is that you can just link to the pictures instead of downloading them all.

### 4.2 Location of the picture server

When a picture is available for an accommodation there will be one or more tags in the XML file that would look something like this:

The picture:

```
<Pictures>  
  <Picture> www.houseimages.net/images/houses/FR/FR-59149-01/FR-59149-01-b-b1-220.jpg</Picture>  
</Pictures>
```

Note1: You can use the “http://” or the “https://” (secure) prefix with this link.

Note2: The last number in the picture name is the height of the picture. By replacing 220 with 170, 90, 84, 68 or 40 a smaller version of this picture is shown. The width of the picture may vary.

### Explanation of letters used in photo name:

z=summerphoto

w=winterphoto

b=both summer and winter photo present

e=exterior

w=livingroom

d=diningroom

k=kitchen

s=bedroom

b=bathroom

t=patio/tuin

z=pool

f=facilities

a=otherwise

o=surroundings

*(followed by sequencenumber, 1-2-3 etc)*

## 5. Making a booking

### 5.1 Introduction

Our XML solution does not provide a function to book with only the use of XML files. We do offer the use of our booking engine within your own site. With the use of our booking engine you are assured of a correct handling of a booking. This includes the registration of the bookings on your account.

If you want to create your own booking screen we suggest you to become an XML-RPC partner. Contact your E-commerce manager for more information.

### 5.2 Procedure for booking

In the planning xml file there is a CS (crypted string) code that is unique per rental period of a house. With this string you can link to our booking engine and include your partner (Pt) code, layout (Lo) code. The booking engine will be showed in the colours you defined in our web partner interface. The advantage of this interface is that you can alter the style sheet of the booking engine at any time and you don't have to contact us asking to change them for you.

When you call our booking engine with a correct CS code the user will be directed to an online booking form. Also the exceptions such as an option booking or incorrect/unavailable CS code will be handled by the booking engine. The user will be guided through three booking steps and if all information is filled in correct the booking or option booking will be made.

For more information about our search- and bookengine, such as available parameters, we refer to chapter three of the Search Engine Manual that is available within our partner program.