Documents

––––––––––––––––––––––––––––––––

Api Zip

Script Sell Shop

● PluginRequirements
● Installation

● Documentation

● Support

Welcome to Set up APi System

● ItemName: APiSystem
● Created:16 feb2024
● ItemVersion:v1.0
● Author:ScriptSellShop

● Item Activation code : api376refscriptsellshop

First of all, Thank you so much for purchasing this APi and for being my loyal customer. You are awesome! You are entitled to get lifetime updates to this
product + exceptional support from the author directly.

Api Requirements

To use , make sure your Server provider is running the following

software:

1. Max_execution_time600
2. 4.8orhigher.
3. PHP5.6orgreater.WordPressofficiallysuggeststousePHP7.2.\
4. MySQL5.6orgreater.

Api Installation

It's easy to install This. Just follow these steps, they won't take much of your time.

1. Downloadthezipfile.
2. **Allfiles**(fullzipfolder).Youwillneedtoextractandlocatethe Index.html.
3. EnteryourMainCodeDashboard.
4. Copy Our Provideing index.htmlcode>CopyCode
5. Paste This Code On Express.js And Also Paste it on Next.js,It's Not Fact Where You Paste It.
6. Saved It.
7. NowYouNeedtoWaitingFor3days(forActivelicence)
8. AfterActivatingYouNeedToMakeApageforPlacementGames.
9. YourCodeWillBeLike=

<attached>

<evo>

```
class c extends u {

constructor(t=1, e) {

if (!Number.isInteger(t) || 0 >= t)

        throw new TypeError("elementSpan must be a (positive)
integer");

super(-1, e),

this.elementSpan = t

}

isCount() {

return !0

}

decode(t, e=0) {

i(t);

const r = t.length - e;

return Math.floor(r / this.elementSpan)

}

encode(t, e, r) {

return 0

}

<api>

class f extends u {

constructor(t, e=0, r) {

if (!(t instanceof s))

        throw new TypeError("layout must be a Layout");

if (!Number.isInteger(e))
```

```
            throw new TypeError("offset must be integer or undefined");

super(t.span, r || t.property),

this.layout = t,

this.offset = e

connect api activation code

isCount() {

        return this.layout instanceof h || this.layout instanceof l

}

decode(t, e=0) {

return this.layout.decode(t, e + this.offset)

}

encode(t, e, r=0) {

return this.layout.encode(t, e, r + this.offset)

}

<api/>

class h extends s {

constructor(t, e) {

if (super(t, e),

6 < this.span)

throw new RangeError("span must not exceed 6 bytes")

}

decode(t, e=0) {

return o(t).readUIntLE(e, this.span)

}

encode(t, e, r=0) {
```

```javascript
        return o(e).writeUIntLE(t, r, this.span),

this.span

}

}

class l extends s {

constructor(t, e) {

if (super(t, e),

6 < this.span)

        throw new RangeError("span must not exceed 6 bytes")

}

decode(t, e=0) {

return o(t).readUIntBE(e, this.span)

}

encode(t, e, r=0) {

return o(e).writeUIntBE(t, r, this.span),

this.span

}

}

class d extends s {

constructor(t, e) {

if (super(t, e),

6 < this.span)

        throw new RangeError("span must not exceed 6 bytes")

}

decode(t, e=0) {
```

```javascript
    return o(t).readIntLE(e, this.span)
  }
  encode(t, e, r=0) {
    return o(e).writeIntLE(t, r, this.span),
    this.span
  }
}
class p extends s {
  constructor(t, e) {
    if (super(t, e),
    6 < this.span)
        throw new RangeError("span must not exceed 6 bytes")
  }
  decode(t, e=0) {
    return o(t).readIntBE(e, this.span)
  }
  encode(t, e, r=0) {
    return o(e).writeIntBE(t, r, this.span),
    this.span
  }
}
const g = Math.pow(2, 32);
function y(t) {
  const e = Math.floor(t / g);
  return {
```

```
        hi32: e,

        lo32:t-e*g

        }

    }

    function b(t, e) {

        return t * g + e

    }

    class m extends s {

        constructor(t) {

            super(8, t)

        }

        decode(t, e=0) {

            const r = o(t)

            , n = r.readUInt32LE(e);

                return b(r.readUInt32LE(e + 4), n)

        }

        encode(t, e, r=0) {

            const n = y(t)

            , i = o(e);

            return i.writeUInt32LE(n.lo32, r),

                i.writeUInt32LE(n.hi32, r + 4),

            8

            activating evo api}

        }

    class w extends s {
```

```
constructor(t) {

super(8, t)

}

decode(t, e=0) {

const r = o(t);

       return b(r.readUInt32BE(e), r.readUInt32BE(e + 4))

}

encode(t, e, r=0) {

const n = y(t)

, i = o(e);

return i.writeUInt32BE(n.hi32, r),

i.writeUInt32BE(n.lo32, r + 4),

8

}

}

class v extends s {

constructor(t) {

super(8, t)

}

decode(t, e=0) {

const r = o(t)

, n = r.readUInt32LE(e);

return b(r.readInt32LE(e + 4), n)

}

encode(t, e, r=0) {
```

```
        const n = y(t)
        , i = o(e);
        return i.writeUInt32LE(n.lo32, r),
        i.writeInt32LE(n.hi32, r + 4),
        8
    }
}
class _ extends s {
    constructor(t) {
        super(8, t)
    }
    decode(t, e=0) {
        const r = o(t);
            return b(r.readInt32BE(e), r.readUInt32BE(e + 4))
    }
    encode(t, e, r=0) {
        const n = y(t)
        , i = o(e);
        return i.writeInt32BE(n.hi32, r),
        i.writeUInt32BE(n.lo32, r + 4),
        8
    }
}
class k extends s {
    constructor(t) {
```

```
        super(4, t)

    }

    decode(t, e=0) {

    return o(t).readFloatLE(e)

    }

    encode(t, e, r=0) {

                        return o(e).writeFloatLE(t, r),

    4

    }

    }

    class S extends s {

    constructor(t) {

    super(4, t)

    }

    decode(t, e=0) {

    return o(t).readFloatBE(e)

    }

    encode(t, e, r=0) {

                        return o(e).writeFloatBE(t, r),

    4

    }

    }

    class A extends s {

    constructor(t) {

    super(8, t)
```

```
}

decode(t, e=0) {

return o(t).readDoubleLE(e)

}

encode(t, e, r=0) {

return o(e).writeDoubleLE(t, r),

8

}

}

class E extends s {

constructor(t) {

super(8, t)

}

decode(t, e=0) {

return o(t).readDoubleBE(e)

}

encode(t, e, r=0) {

return o(e).writeDoubleBE(t, r),

8

}

}

class x extends s {

constructor(t, e, r) {

if (!(t instanceof s))

        throw new TypeError("elementLayout must be a Layout");
```

```
            if (!(e instanceof u && e.isCount() || Number.isInteger(e) && 0 <=
e))

                throw new TypeError("count must be non-negative integer or
an unsigned integer ExternalLayout");

let n = -1;

            !(e instanceof u) && 0 < t.span && (n = e * t.span),

super(n, r),

this.elementLayout = t,

this.count = e

}

getSpan(t, e=0) {

if (0 <= this.span)

return this.span;

letr=0

, n = this.count;

if (n instanceof u && (n = n.decode(t, e)),

0 < this.elementLayout.span)

r = n * this.elementLayout.span;

else {

let i = 0;

for(;i<n;)

            r += this.elementLayout.getSpan(t, e + r),

++i

}

return r

        }
```

```
decode(t, e=0) {

const r = [];

letn=0

, i = this.count;

for (i instanceof u && (i = i.decode(t, e)); n < i; )

r.push(this.elementLayout.decode(t, e)),

e += this.elementLayout.getSpan(t, e),

n += 1;

return r

}

encode(t, e, r=0) {

const n = this.elementLayout

, i = t.reduce(((t,i)=>t + n.encode(i, e, r + t)), 0);

    return this.count instanceof u && this.count.encode(t.length, e, r),

i

<evo/>

<attached/>
```

After Paste You Need To Waiting For 1 hours

Warning

1. If you can't put the code given by us in the correct place, then the games will not be activated. In that case, you have to activate again (pay again).

2. If your server or engine requirements are not correct, your activation will be removed.

3. If your games need to be licensed for activation, you will need to purchase a new package

4   If you already have an API on your site, you need to purchase a license to use our
     API.

     The Company reserves the right to discontinue your game and add new ones if it
5   wishes.

.

     There is no fee for intigate by us.if you need to intigate api your need to pay.

Thanks For Purchase Our Product.