

1: 获取活动列表 GET /api/v1/activity/position/{position}

SDK:LiveActivityClient.listActivity(String position);

{position}:值待定, 目前可以任意值

示例

请求url: GET http://121.42.181.209/api/v1/activity/position/activity

响应 Collection<LiveActivity>

2: 发起pk: /api/v1/activity/pk/{actora}/{actorb}

SDK:LiveActivityClient.createPk(int actora, int actorb);

示例

请求url: GET http://121.42.181.209/api/v1/activity/pk/1/2

响应: Pkinfo

3:获取pk信息: /api/v1/activity/pk/{actorId}

SDK:LiveActivityClient.getPkinfo(int actorId);

actorId:用户所在的room的用户id, 主持房或者主播房的主播id

示例

请求url: GET

http://121.42.181.209/api/v1/activity/pk/27

响应Pkinfo

4:获取粉丝支持: GET

/api/v1/activity/pk/record/{actorId}/{pkId}?page=page&pageSize=pageSize

SDK:LiveActivityClient.listRecord(int actorId,String pkid, int page, int pageSize)

示例

请求url: GET http://121.42.181.209/api/v1/activity/pk/record/
1/695f1bdc922e4309a4555c4c65da34b9?page=1&pageSize=10

响应

5:主持人关闭房间: GET /api/v1/activity/pk/colse/{pkId}

sdk:LiveActivityClient.closePk(String pkId)

示例

请求url: GET http://121.42.181.209/api/v1/activity/pk/colse/
695f1bdc922e4309a4555c4c65da34b9

响应: Pk

广播事件: 在pk create(主播操作), delete(主播操作) 和 finish (系统检测) 时会广播到相关房间

涉及对象:

```
public class LiveActivity {
```

```

        public static final int SATE_NORMAL = 0;
        public static final int SATE_CLOSE = 1;
        private int id;
        private String name;
        private String des;
        private String url;
        private String bannerIcon;
        private String icon;
        private int state;
        private long startTime;
        private long endTime;
    }

```

//一下对象为pk涉及的对象

```

public class Pk {
    public static final int STATE_NORMAL =0;
    public static final int STATE_CLOSE =1;
    public static final int STATE_FINISH =1;
    private String id;
    private int state;
    private int director;
    private long startTime;
    private long endTime;
    private Long leftTime;
}

```

```

public class PkItem {
    private String id;
    private String pkId;
    private int actorId;
    private int ticket;
}

```

```

public class PkTicket{
    private String id;
    private String itemId;
    private int uid;
    private int ticket;
}

```

```

public class PkTicketFeed {
    private PkTicket pkTicket;
    private User user;
}

```

```

public class BroadcastEvent {

```

```
public static final int TYPE_GIFT = 1;

public static final int TYPE_ROOM_MEMBER= 10;
public static final int TYPE_ROOM_MEMBER_KICK= 11;
public static final int TYPE_ROOM_MEMBER_SILENCE= 12;
public static final int TYPE_ROOM_MEMBER_AGENT= 13;
public static final int TYPE_ROOM_MEMBER_AGENT_CANCEL= 14;

public static final int TYPE_USER_LEVEL= 20;
public static final int TYPE_MESSAGE_LETTER= 30;
public static final int TYPE_MESSAGE_FLY= 31;

public static final int TYPE_JOIN_ASK= 40;
public static final int TYPE_JOIN_CHECK= 41;
public static final int TYPE_JOIN= 42;
public static final int TYPE_JOIN_LEAVE= 43;
public static final int TYPE_JOIN_OPEN = 44;

public static final int TYPE_FANS_ADD= 50;
public static final int TYPE_SHARE_ROOM= 60;

public static final int TYPE_ROOM_PK_INVITE= 70;
public static final int TYPE_ROOM_PK_JOIN= 72;
public static final int TYPE_ROOM_PK_LEAVE= 73;
public static final int TYPE_ROOM_PK_INVITE_CANCEL= 74;

public static final int TYPE_ROOM_DESTORY= 80;
public static final int TYPE_ROOM_RECOVERY= 81;

public static final int TYPE_PK_CREATE = 90;
public static final int TYPE_PK_CLOSE = 91;
public static final int TYPE_PK_FINISH = 92;
```

```
private int type;
private Map<String,String> data = new HashMap<String, String>();
```

```
}
```