

1 分享: GET /api/v1/system/share/{actorId}/{type}  
LiveSystemClient.onShare(int actorId,int type);  
目前支持type为: [60]

示例

请求url: GET http://localhost:8080/api/v1/system/share/8/60

响应BaseResponse

2 获取直播频道 GET /api/v1/system/channel  
LiveSystemClient.listChannel();

请求url: GET http://localhost:8080/api/v1/system/channel

响应Collection<LiveChannel>

3获取直播标签 GET /api/v1/system/tag  
LiveSystemClient.listTag();

示例

请求url: GET http://localhost:8080/api/v1/system/tag

响应: Collection<LiveTag>

3 获取直播游戏 GET /api/v1/system/game  
SDK: LiveSystemClient.listGame();

示例

请求url: GET http://localhost:8080/api/v1/system/game

4 获取脸萌列表 GET /api/v1/system/faceu (将废除)  
SDK: LiveSystemClient.listFaceu();

示例

请求url: GET http://localhost:8080/api/v1/system/faceu

响应: Collection<FaceuGroup>

5 获取脸萌列表 GET /api/v1/system/faceu/{scene}  
SDK: LiveSystemClient.listFaceu(int scene);  
scene:场景, 0-直播脸萌,1-视频脸萌

示例

请求url: GET http://121.42.181.209/api/v1/system/faceu/1

响应: Collection<FaceuGroup>

6:获取音乐列表:GET /api/v1/system/music  
LiveSystemClient.listMusic();

示例

请求url: GET http://121.42.181.209/api/v1/system/music

响应 Collection<MusicGroup>

## 7 涉及对象

```
public class MusicGroup {
    private int id;
    private String name;
    private String icon;
    private Collection<MusicItem> items;
}

public class MusicItem {
    private int id;
    private int groupId;
    private int duration;
    private String author;
    private String title;
    private String playurl;
    private String img;
}
```

```
public class FaceuGroup {
    public static final int SCENE_LIVE=0;
    public static final int SCENE_VIDEO=1;
    private int id;
    private String iconNormal;
    private String iconSelect;
    private String name;
    private int scene; //使用场景,
}

public class FaceuItem {
    private int id;
    private String icon;
    private String url;
    private int groupId;
    private String sound; //声音地址
}
```

```
public class LiveChannel {
    private int id;
    private String name;
    private String icon;
    private String img;
    private String des;
}
```

```
public class LiveTag {  
    private int id;  
    private int state;  
    private String name;  
}
```

```
public class LiveGame {  
    private int id;  
    private String name;  
    private String icon;  
    private String img;  
    private String des;  
}
```