

1, 获取礼物列表(去重, 为了预加载) GET /api/v1/gift/

SDK:LiveGiftClient.list();

请求url: GET http://localhost:8080/api/v1/gift/

响应: Collection<Gift>

2 赠送礼物 GET /api/v1/gift/{actorId}/{giftId}

示例

请求url: GET http://localhost:8080/api/v1/gift/9/94

响应: BaseResponse

3: 获取礼物列表: /api/v1/gift/scene/{scene}

SDK:LiveGiftClient.list(String scene);

scene 取值:

“pk”: 在pk和连麦连接后, 发起的pk挑战活动 (待开发) 后, 单独获取礼物列表

“game”: 游戏频道取值

“show”: 普通真人秀取值

示例

请求url: GET http://121.42.181.209/api/v1/gift/scene/pk

响应: Collection<GiftGroup>

涉及的对象:

```
public class GiftGroup {  
    private String name;  
    private Collection<Gift> data;  
}
```

```
public class Gift{  
    public static final int PRICE_TYPE_SUN= 0;//阳光购买  
    public static final int PRICE_TYPE_MONEY= 1;//金币购买  
  
    public static final int PLAY_TYE_MINI=1;  
    public static final int PLAY_TYE_NORMAL=2;  
    public static final int PLAY_TYE_EXPENSIVE=3;  
    public static final int PLAY_TYE_FACE=4;  
    public static final int PLAY_TYE_FACE_SCREEN=5;  
  
    public static final int STATE_NORMAL=0;  
    public static final int STATE_DISABLE=1;  
  
    private int id;  
    private String iconUrl;
```

```
private String previewUrl;  
private String playUrl;  
private String tagUrl;  
private String guardUrl;  
private String name;  
private Integer levelRequire;  
private int priceType;  
private int price;  
private int playType;  
private int state;  
private boolean world;  
private boolean guard;  
private boolean expensive;  
private boolean batch;  
}
```