

White Label API

GamingSoft BB-IN

White Label API

For GSoftBB-IN Service (API Transfer)

Customer Copy

Version 5.3

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Revision Control

Version	Revised On	Status	Revised By	Revision Description
0.1	25 Nov 2015	Draft	Alex	Initial Draft
0.2	2 Dec 2015	Draft	Alex	Appendix updates and GetReport method correction
0.3	4 Jan 2016	Draft	Alex	Added 2 parameters for the Transfer API to action (IN or OUT) and remit amount
0.4	20 Jan 2016	Draft	Eddie	Add API for mobile login
0.5	20 Jan 2016	Draft	Alex	Add API URL and Method Table Reference Correction in the Transfer Record Method
0.6	27 Jan 2016	Draft	Alex	Description for BetRecord and GetReport, Add new screenshot for login to http://api.bbin.gsoftbb.com to test calling the method for GetReport, CreateMobileLogin, GetMobileUsername and SetMobilePassword
0.7	29 Jan 2016	Draft	Alex	BetRecord method modified the subgamekind and gametype are MANDATORY Field for certain gamekind
0.8	24 Feb 2016	Draft	Alex	Correct the typo error "GetReport" in general guideline section
0.9	28 March 2016	Draft	Eddie	Update download links
1.0	12 April 2016	Draft	Alex	Updated Appendix Error Code remove duplicated
1.1	14 April 2016	Draft	Alex	Remove blank paragraph
1.2	14 April 2016	Draft	Alex	Remove response from Login method
1.3	19 April 2016	Draft	Alex	Update description in key

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1.4	24 May 2016	Draft	Alex	Update Bet Record and GetJPHistory Method for subgamekind because of new games
1.5	25 May 2016	Draft	Alex	Add New GameType
1.6	30 May 2016	Draft	Eddie	Add Mobile apps download method
1.7	15 June 2016	Draft	Alex	Login API - page_site value for 3DHall =game GetReport API -Update the GetReport for frDate and toDate must less than or equal to 12 hours
1.8	16 June 2016	Draft	Alex	Add GameType BJPK and BJKN Add Example Mobile Login
1.9	20 June 2016	Draft	Alex	Correction: Appendix 3 for 3D Hall's Result 3 for Lose
2.0	24 June 2016	Draft	Alex	Add Example Of MD5: GetReport's Auth MD5 (PrivateKey/ API until end of URL string) Update GetJPHistory Result
2.1	4 Aug 2016	Draft	Alex	Correction: CheckUsrBalance is allowed optional for username
2.2	18 Aug 2016	Draft	Alex	website=gamingsoft (Parameter Always same) added new game Pop Bomber (5904) and Mahjong Bingo (5905)
2.3	23 Aug 2016	Draft	Alex	New Transfer API and correction for Transfer Example (Old transfer method is still workable but the new transfer allow us to manage the credit for agent via API)
2.4	24 Aug 2016	Draft	Alex	Added new Error Code for New Transfer API 0 is transfer successfully 90001 is Insufficient transfer credit

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				May use the result parameter to check true/false for success or fail
2.5	24 Aug 2016	Draft	Alex	Remove GetReportByModifiedDate in description
2.6	28 Sep 2016	Draft	Alex	Added Casino Games: 5063, 5064 , 5065, 5066, 5067, 5068, 5107,5108, 5109
2.7	28 Sep 2016	Draft	Alex	Corrected Duplicate PL3D
2.8	3 Oct 2016	Draft	Alex	Added new game: Fishing Legend with GameKind = 30 (BB Fishing Game) and Subgamekind =1 for BetRecord API
2.9	5 Oct 2016	Draft	Alex	Added new API login2, PlayGame and PlayGameByH5 (HTML5) to go directly into game but need to call login2 first
3.0	6 Oct 2016	Draft	Alex	Added new lottery game BBQK: BB Quick Keno
3.1	11 Oct 2016	Draft	Alex	Betrecord API added BB Tips (Gamekind =99)
3.2	14 Nov 2016	Draft	Alex	Added new desktop PC games downloadable with new logo. CreateMobileLogin supports both Mobile and PC games login. No changes needed in development.
3.3	17 Nov 2016	Draft	Alex	Added new lottery game BBLM: BB Acey Deucey
3.4	29 Nov 2016	Draft	Alex	Added string length for the remitno can accept max 19 characters in Transfer method.
3.5	2 Dec 2016	Draft	Alex	BetRecord API only can get the report of past 7 days.
3.6	4 Jan 2017	Draft	Alex	Added new BB game 5069 - Fruit Fight Remove 3D Hall and BB Fishing

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3.7	9 Jan 2017	Draft	Alex	Correction for parameter name to lowercase in BetRecord API. Eg. Gametype => gametype, Page=> page
3.8	18 Jan 2017	Draft	Alex	Added new lottery game LKPA: BB Lucky Panda
3.9	20 Jan 2017	Draft	Wei Li	Remove old slot game list
4.0	20 Feb 2017	Draft	Alex	Correction on the typo error in example GetReport API 27ptime27e => userName 28ptime field => payOff, another 28ptime field => upTime
4.1	22 Feb 2017	Draft	Alex	Add new BBIN Casino Game - Chiu Wei Tai Chiou 5907
4.2	7 Mar 2017	Draft	Alex	Remove Slot Game Mahjong Bingo 5905 (8 th Mar) Access to BBIN BackOffice for Philippines IP must be whitelisted.
4.3	28 Mar 2017	Draft	Alex	Add new Live Dealer game Fish Prawn Crab Dice (3016)
4.4	5 Apr 2017	Draft	Alex	Added Apenddix 6: BB Live Dealer Format
4.5	10 Apr 2017	Draft	Alex	Remove Xinjiang Lotto (XJSC)
4.6	26 Apr 2017	Draft	Alex	Added Card information in Appendix 7 Added BB Mark Six Bingo (BBLT) New Lottery Game
4.7	11 May 2017	Draft	Alex	Added new game Candy Party 2 (5908) Subgamekind=5 Added new other lottery, gametype (OTHER) Remove Robot Live in Appendix 4
4.8	2 June 2017	Draft	Alex	Added new game Lottery Classic Ladder (LDRS)

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				Added wagerDetail field for BBIN Live in BetRecord.
4.9	29 June 2017	Draft	Alex	Added new game Lottery BB Golden Egg (BBGE)
5.0	12 July 2017	Draft	Alex	Update Appendix for BB casino game -Tomb of Dragon Emperor 5903
5.1	28 July 2017	Draft	Alex	Update Appendix 4: PlayGame BB Live GameCode Response -Added Bacarrat 51,52,53 and Fish Prawn Crab Dice
5.2	4 Aug 2017	Draft	Alex	Update PlayGame API for gamekind and gametype parameter
5.3	6 Sep 2017	Draft	Alex	Added New Lottery BB Acey Deucey - Match (BBAD)

1. Overview

This API defines general guideline and set of Method for integrating white label system with direct call to BBIN API. The method that connect to api.bbin.gsoftbb.com are white label layer's methods to BBIN.

2. General Guideline

General

2. For URL with the API KeyB, please contact our marketing department.
2. Please provide your IP connection for use this system
3. We provide JSON and XML for the API return format.
4. The system time of our company is Eastern Standard Time.(GMT-4)
5. Our company has routine maintenance every Wednesday. When read the program, the system will reply code 44444.
2. In the document, KeyB cannot be changed.
2. When need to bring up the Upper Level ID, please limit it to 「Agent Level」.
8. When searching the data, the maximum items of each page is 「500」.
9. Member ID must use a 3 character Prefix that we provided such as [A01,....Z99]. Otherwise, the duplicated user across the agents.
10. Access to BBIN Backend office from Philippines IP must be whitelisted. Taiwan IP is restricted for both frontend and backend.

Instruction**Way to call API.**

JSON (<http://API URL/app/WebService/JSON/display.php/Name of API?GET parameter>)

XML (<http://API URL/app/WebService/XML/display.php/Name of API?GET parameter>)

POST : Form(form)post

action-http://API URL/app/WebService/**JSONorXML**/display.php/Name of API input-Each Parameter

XML post

URL-http://API URL/app/WebService/**JSONorXML**/display.php XML format –

<?xml version="1.0"?>

<request action="Name of API"> <element>

Each Parameter(<website>gamingsoft</website>...) </element>

</request>

Way to call customized GetReport

URL-http://api.bbin.gsoftbb.com/api/GetReport [Json format and GET method] The data will be collected at every 10 min.

This method will only collect final result of BBSports. Running match will not be shown.

Please use BetRecord instead of GetReport.

API Table Reference

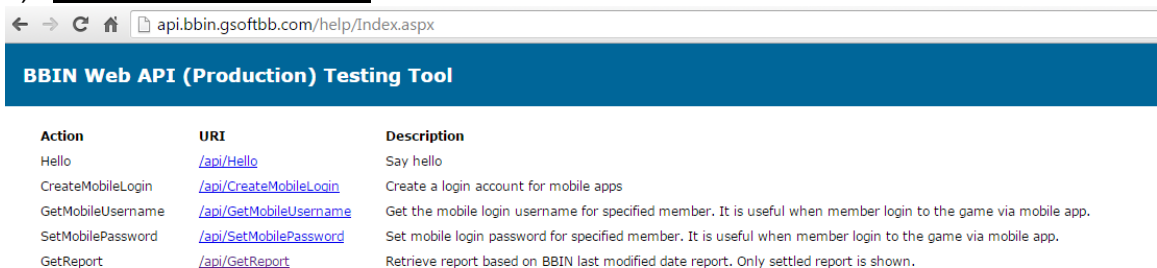
API method	API url	Description	KeyB/ Private Key
CreateMember	linkapi.gsoftbb.com	API URL is directly connect to the BBIN Server	Will be provided upon setup account completed
Login	888.gsoftbb.com		
Logout	linkapi.gsoftbb.com		
CheckUsrBalance	linkapi.gsoftbb.com		
CheckTransfer	linkapi.gsoftbb.com		
TransferRecord	linkapi.gsoftbb.com		
BetRecord	linkapi.gsoftbb.com		
GetJPHistory	linkapi.gsoftbb.com		
Login2	888.gsoftbb.com		
PlayGame	888.gsoftbb.com		
PlayGameByH5	888.gsoftbb.com		
Transfer	api.bbin.gsoftbb.com/ api	API URL is a White label layer connect to the BBIN Server	Private Key
GetReport			
CreateMobileLogin			
GetMobileUsername			
SetMobilePassword			

*Note: You can login with op (prefix for operator) and key (private key) to test the **GetReport** **CreateMobileLogin**, **GetMobileUsername** and **SetMobilePassword** API from the website:*

a) Login to the URL below for api.bbin.gsoftbb.com

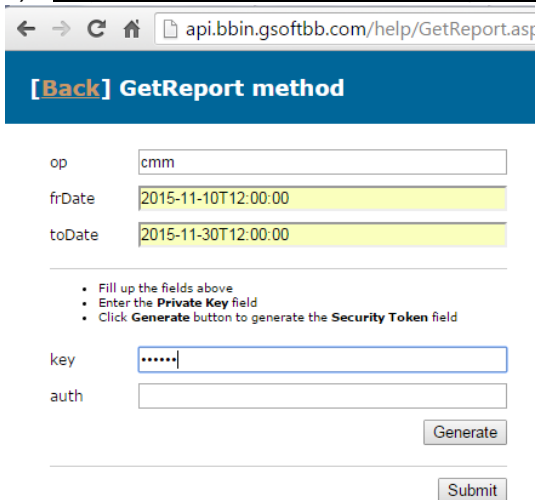


b) Select the method to test



Action	URI	Description
Hello	/api/Hello	Say hello
CreateMobileLogin	/api/CreateMobileLogin	Create a login account for mobile apps
GetMobileUsername	/api/GetMobileUsername	Get the mobile login username for specified member. It is useful when member login to the game via mobile app.
SetMobilePassword	/api/SetMobilePassword	Set mobile login password for specified member. It is useful when member login to the game via mobile app.
GetReport	/api/GetReport	Retrieve report based on BBIN last modified date report. Only settled report is shown.

c) Key in the parameters and click generate auth before Submit to get response result



d) Key in the parameters and click generate auth before Submit to get response result

The screenshot shows a web browser window with the URL `api.bbin.gsoftbb.com/help/GetReport.as`. The page title is "[Back] GetReport method". It contains a form with the following fields:

- `op`: `cmm`
- `frDate`: `2015-11-10T12:00:00`
- `toDate`: `2015-11-30T12:00:00`

Below the form, there are instructions:

- Fill up the fields above
- Enter the **Private Key** field
- Click **Generate** button to generate the **Security Token** field

The `key` field is empty. The `auth` field contains the value `ADBABAADA2076060740B87FFC5088CE1`. There are "Generate" and "Submit" buttons.

The "Result" section shows a JSON response:

```
{
  error_code: 0,
  error_message: "",
  result: true,
  data: [
    {
      code: "",
      message: "",
      userName: "cmm1001980",
      wagersID: "7270319956",
      wagersDate: "2015-11-28T06:40:46",
      serialID: "77651455",
      roundNo: "5-38",
      gameCode: "1",
      gameType: "3001",
      gameTypeName: "Baccarat",
      casinoType: "Live",
      result: "6,1",
      resultType: "",
      betAmount: "5",
      card: "H.6,D.12*C.12,D.1,S.10",
      payOff: "4.75",
      currency: "RMB",
      exchangeRate: "1.000000",
      commissionable: "5",
      commission: "0",
      isPaid: "",
      upTime: "",
      orderDate: null,
      modifiedDate: "2015-11-28T06:41:37",
      origin: "",
    }
  ]
}
```

Example how to get the auth which generated from MD5 hashing:

`http://api.bbin.gsoftbb.com/api/Hello?op=vmsoft`

Retrieve the string begin from `/api` until the end of string.

`/api/Hello?op=vmsoft`

Append the Private Key string at the beginning of the string.

`1234/api/Hello?op=vmsoft`

Use the MD5 encryption method to generate the MD5 hashing value from the string above.

Change the MD5 hash value to UPPERCASE hexadecimal string and append to the HTTP request URL created at first.

```
api.bbin.gsoftbb.com/api/Hello?auth=700F6CB4F5F64B7FCF1D5E734EB21EE2&op=vmsoft
```

PHP Sample:

```
function GetReport($frDate, $toDate) {  
    global $url;  
    global $op;  
    global $pk;  
    $opts = array(  
        'http' => array(  
            'method' => "GET",  
            'header' => "Accept-language: en\r\n"  
        );  
    $frTime = split('T', $frDate);  
    $toTime = split('T', $toDate);  
    $frDate = strtolower(urlencode($frTime[0])) . 'T' . strtolower(urlencode($frTime[1]));  
    $toDate = strtolower(urlencode($toTime[0])) . 'T' . strtolower(urlencode($toTime[1]));  
    $context = stream_context_create($opts);  
    $query = '/api/GetReport?op=' . $op .  
        '&frDate=' . $frDate .  
        '&toDate=' . $toDate;  
    $auth = strtoupper(md5($pk . $query, false));  
    $file = $url . $query . '&auth=' . $auth;  
    $result = file_get_contents($file, false, $context);  
    return $result;  
}
```

ASP.NET C# Sample:

```
public string CreateMD5(string inputString)
{
    MD5 md5 = System.Security.Cryptography.MD5.Create();
    byte[] inputBytes = System.Text.Encoding.ASCII.GetBytes(inputString);
    byte[] hashBytes = md5.ComputeHash(inputBytes);
    StringBuilder sb = new StringBuilder();
    for (int i = 0; i < hashBytes.Length; i++)
    {
        sb.Append(hashBytes[i].ToString("X2"));
    }
    return sb.ToString();
}

public string sendRequest(string myURL)
{
    HttpWebRequest request = (HttpWebRequest)WebRequest.Create(myURL);
    request.Method = "GET";
    using (HttpWebResponse webResponse = (HttpWebResponse)request.GetResponse())
    {
        Stream responseStream = webResponse.GetResponseStream();
        return new StreamReader(responseStream, Encoding.UTF8).ReadToEnd();
    }
}

public string GetReport(string frDate, string toDate)
{
    var url = GLOBAL_URL;
    var op = GLOBAL_OP;
    var pk = GLOBAL_PK;
```

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```
var frTime = frDate.Split('T');  
var toTime = toDate.Split('T');  
frDate = HttpUtility.UrlEncode(frTime[0]).ToLower() + "T" + HttpUtility.UrlEncode(frTime[1]).ToLower();  
toDate = HttpUtility.UrlEncode(toTime[0]).ToLower() + "T" + HttpUtility.UrlEncode(toTime[1]).ToLower();  
var query = "/api/GetReport?op=" + op +  
    "&frDate=" + frDate +  
    "&toDate=" + toDate ;  
var auth = CreateMD5(pk + query); //Create own MD5 Hashing  
var file = url + query + "&auth=" + auth;  
return sendRequest(file);  
}
```

3. API Methods

3.1. CreateMember Method

3.1.1. API URL

<http://linkapi.gsoftbb.com>

3.1.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
password	No	PasswordMust be 6~12 characters of English or Numbers. (0~9 & a~z) Note: There is no password to change in the BBIN API. So, password must be fixed. The password will be used for each time login and the password is not the same password used in Mobile.
Key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 8 B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD) C= meaningless string code and the length is 3 YYYYMMDD is Eastern Standard

3.1.3. API Response

JSON Result

```
{"result": "Return Result(true or false)", "data": {"Code": "Code", "Message": "Message"}}
```

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?> <Data>
<Record> <Code>Code</Code>
<Message>Message</Message> </Record>
</Data>
```

3.2. Login Method**3.2.1. API URL**

<http://888.gsoftbb.com>

3.2.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
password	No	Password Note: There is no password to change in the BBIN API. So, password must be fixed. The password will be used for each time login and the password is not the same password used in Mobile.
Lang	No	Language: zh-cn(Simplified Chinese), zh-tw(Traditional Chinese), en-us(English), euc-jp(Japanese), ko(Korean), th(Thai), es(Spanish), vi(Vietnamese), khm(Khmer), lao(Laotian)

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page_site	No	BB Sports: ball Lottery: Llottery Live Casino: live 3Dhall and Casino: game If it is blank, the integrated page will be leaded in.
page_present	No	lobby page_site
key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 6 B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD) C= meaningless string code and the length is 7 YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)

3.2.3. API Response

Direct login to BBIN game lobby.

e.g.

<http://888.gsoftbb.com/app/WebService/JSON/display.php/Login?website=gamingsoft&username=A19player&uppername=dagent123rmb&password=xxxx&lang=zh-cn&key=-.....>

3.3. Logout Method**3.3.1. API URL**

<http://linkapi.gsoftbb.com>

3.3.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'

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username	Yes	Member ID must use a Prefix used in username
key	Yes	<p>Security Code (All small letters) is composed of:</p> <p>key=A+B+C (security code)</p> <p>A= meaningless string code and the length is 1</p> <p>B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD)</p> <p>C= meaningless string code and the length is 6</p> <p>YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)</p>

3.3.3. API Response**JSON Result**

```
{"result": "Return Result(true or false)", "data": {"Code": "Code", "Message": "Message"}}
```

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?> <Data>
```

```
<Record> <Code>Code</Code>
```

```
<Message>Message</Message> </Record>
```

```
</Data>
```

3.4. CheckUsrBalance Method**3.4.1. API URL**

<http://linkapi.gsoftbb.com>

3.4.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'

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username	No	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
page	No	Search Page
pagelimit	No	Total for each Page
key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 9 B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD) C= meaningless string code and the length is 4 YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)

3.4.3. API Response**JSON Result**

```
{
  "result": "Return Result(true or false)",
  "data": {
    "LoginName": "Member ID",
    "Currency": "Currency",
    "Balance": "Limit",
    "TotalBalance": "Total Limit",
    "pagination": {
      "Page": "Pages",
      "PageLimit": "Total for each Page",
      "TotalNumber": "Total",
      "TotalPage": "Total Page"
    }
  }
}
```

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
```

```
<Data Page="Pages"PageLimit="Total for each Page"TotalNumber="Total"TotalPage="Total Page">
```

```
<Record>
```

```
<LoginName>Member ID</LoginName>
```

```
<Currency>Currency</Currency> <Balance>Limit</Balance>
```

```
<TotalBalance>Total Limit</TotalBalance>
```

```
</Record> </Data>
```

3.5. Transfer Method

3.5.1. API URL

<http://api.bbin.gsoftbb.com/api>

3.5.2. API Request

Parameter	Required	Description
op	Yes	Prefix used in username [A01,...Z99]
username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
action	Yes	IN (deposit amount) OUT (withdrawal amount)
remitno	Yes	Serial number of transaction (the only numeric value) can be used to record the transaction of your company to avoid double transfer. The alias is transid. Maximum 19 characters.
Remit	Yes	Transaction amount (positive integer)
auth	Yes	MD5 (Private key /Retrieve string begin /api until end of URL) MD5 (uppercase) Of Append Private Key string in beginning string Eg. <key>/api/transfer?op=<op> &username=<username> &uppername=<uppername> &action=<action> &remitno=<remitno>&remit=<remit>

Eg.

<http://api.bbin.gsoftbb.com/api/transfer?op=Z01&username=z01playername&uppername=dagentname&action=in&remitno=9786&remit=100&auth=28A6A29D2EBE5C537F5189821990CC40>

3.5.3. API Response

JSON Result

```
{“result”: Return Result(true or false), “error_code”:0, “error_message”:”, “info”:”Transfer Successful”}
```

XML Result

N/A

3.6. CheckTransfer Method**3.6.1. API URL**<http://linkapi.gsoftbb.com>**3.6.2. API Request**

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
transid	Yes	Serial number of transaction: correspond to remitno in Transfer API.
Key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 8 B=MD5('gamingsoft' + KeyB + YYYYMMDD) C= meaningless string code and the length is 8 YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)

3.6.3. API Response**JSON Result**

```
{“result”:”Return Result(true or false)”, “data”:{“TransID”:”Transfer serial Number”, “TransType”:”Transferring Type (Deposit/Withdrawal)”, “Status”:”Status (1: success; -1: processing or fail)”}}
```

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
```

```
<Data><Record>
```

```
<TransID>Transfer serial Number</TransID> <TransType>Transferring Type  
(Deposit/Withdrawal)</TransType> <Status>Status (1: success; -1: processing or  
fail)</Status>
```

```
</Record> </Data>
```

3.7. TransferRecord Method**3.7.1. API URL**

<http://linkapi.gsoftbb.com>

3.7.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	No	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
transid	No	Serial number of transation: correspond to remitno in Transfer API
transtype	No	IN or OUT
date_start	Yes	Start Date (ex: 2012/03/21, 2012-03-21)
date_end		End Date (ex: 2012/03/21, 2012-03-21)
start_hhmmss	No	Start Time (ex: 00:00:00)

end_hhmmss	No	End Time (ex:23:59:59)
page	No	Search Page
pagelimit	No	Total for each Page
key	Yes	<p>Security Code (All small letters) is composed of:</p> <p>key=A+B+C (security code)</p> <p>A= meaningless string code and the length is 8</p> <p>B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD)</p> <p>C= meaningless string code and the length is 8</p> <p>YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)</p>

3.7.3. API Response

JSON Result

```
{
  "result": "Return Result(true or false)",
  "data": {
    "UserName": "Member ID",
    "CreateTime": "Setting Time",
    "TransType": "Transferring Type (Deposit/Withdrawal)",
    "Amount": "Transfer amount",
    "Balance": "Limit",
    "Currency": "Currency",
    "TransID": "Transfer serial Number",
    "pagination": {
      "Page": "Pages",
      "PageLimit": "Total for each Page",
      "TotalNumber": "Total",
      "TotalPage": "Total Page"
    }
  }
}
```

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
```

```
<Data Page="Pages"PageLimit="Total for each Page"TotalNumber="Total"TotalPage="Total Page">
```

```
<Record>
```

```
<UserName>Member ID</UserName>
```

<CreateTime>Setting Time</CreateTime> <TransType>Transferring Type
(Deposit/Withdrawal)</TransType> <Amount>Transfer amount</Amount>
<Balance>Limit</Balance>

<Currency>Currency</Currency>

<TransID>Transfer serial Number</TransID>

</Record>

</Data>

3.8. BetRecord Method

3.8.1. API URL

<http://linkapi.gsoftbb.com>

3.8.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	No	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
rounddate	Yes	Date (ex: 2012/03/21, 2012-03-21) (Note: Cannot get record more than past 7 days)
starttime	No	Start Time (ex: 00:00:00)(BB SportValid)
endtime	No	End Time (ex:23:59:59)(BB SportValid)
gamekind	Yes	1: BB Sports、3: Live、5: Casino、12: Lottery、15: 3D Hall
subgamekind	Yes	Default is 1.

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		<p>When gamekind= 3 (Live), this parameter must set subgamekind value 1,2.</p> <p>When gamekind = 5 (Casino), 3 (Live), this parameter must set subgamekind value 1,2,3.</p> <p>When gamekind = 15 (3D Hall), this parameter must set subgamekind value 1,2,3.</p>
Gametype	Yes	When gamekind = 12 (Lottery), please specify each gametype parameters.
Page	No	Search Page
pagelimit	No	Total for each Page
key	Yes	<p>Security Code (All small letters) is composed of:</p> <p>key=A+B+C (security code)</p> <p>A= meaningless string code and the length is 1</p> <p>B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD)</p> <p>C= meaningless string code and the length is 1</p> <p>YYYYMMDD is Eastern Standard Time(GMT-4)(20151111)</p>

3.8.3. API Response

JSON Result

```
{
  "result": "Return Result(true or false)",
  "data": {
    "UserName": "Member ID",
    "WagersID": "Bet Number",
    "WagersDate": "Bet Time",
    "GameType": "Game Type",
    "RoundNo": "Game Round",
    "WagerDetail": "Wager Detail",
    "ExchangeRate": "Exchange rate with RMB",
    "Result": "Result of showdown",
    "BetAmount": "Bet Amount",
    "Payoff": "Payout Amount",
    "Currency": "Currency",
    "Commissionable": "Member's valid bet",
    "Origin": "1.行动装置  
下单: M <br>1-1.ios 手机: MI1 <br>1-2.ios 平板: MI2 <br>1-3.Android 手机: MA1 <br>1-4.Android 平板: MA2 <br>2.计算机下单:"
  }
}
```

P"}, "pagination": {"Page": "Pages", "PageLimit": "Total for each Page", "TotalNumber": "Total", "TotalPage": "Total Page"}}

XML Result

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>

<Data Page="Pages"PageLimit="Total for each Page"TotalNumber="Total"TotalPage="Total
Page"><Record>

<UserName>Member ID</UserName>

<WagersID>Bet Number</WagersID>

<WagersDate>Bet Time</WagersDate>

<GameType>Game Type</GameType>

<RoundNo>Round No</RoundNo>

<WagerDetail>Wager Detail</WagerDetail>

<ExchangeRate>Exchange rate with RMB</ExchangeRate>

<Result>Result of showdown</Result>

<BetAmount>Bet Amount</BetAmount> <Payoff>Payout Amount</Payoff>
<Currency>Currency</Currency>

<Commissionable>Member's valid bet</Commissionable> <Origin>1.行动装置下单: M
3-g. ios 手机: MI1
1-2.ios 平板: MI2
1-3.Android 手机: MA1
1-4.Android 平板: MA2
2.计算机下单: P</Origin> </Record>

</Data>
```

3.9. GetReport Method

3.9.1. API URL

<http://api.bbin.gsoftbb.com/api>

3.9.2. API Request

Parameter	Required	Description
-----------	----------	-------------

op	Yes	Prefix used in username [A01,...Z99]
frDate	Yes	Start Date (ex: yyyy-MM-dd ,yyyy-MM-ddTHH:mm:ss)
toDate	Yes	End Date (ex: yyyy-MM-dd ,yyyy-MM-ddTHH:mm:ss) frDate and toDate to less than or equal to 12 hours
auth	Yes	MD5 (Private key /Retrieve string begin /api until end of URL) MD5 (uppercase) Of Append Private Key string in beginning string Eg. <key>/api/GetReport?op=<op> &frDate=<start_date>&todate=<end_date>

Note:

This is customized API which help you get report by modified date that we pull from BBIN and put into our database server based on GMT +8. So, you are passing the frDate and toDate based on GMT+8 to pull the records from our own API database server. The GetReport show the settled records which means the betting records which are still running will not be shown. Please use the BetRecord method instead.

We have limit the date range frDate and toDate. The total duration between frDate and toDate must be less or equal to 12 hours.

E.g.:

<http://api.bbin.gsoftbb.com/api/GetReport?auth=271B8BB3E0147CCA5C7564A5281623F0&op=A01&frDate=2015-11-20T12%3a00%3a00&toDate=2015-11-20T12%3a30%3a00>

3.9.3. API Response**JSON Result**

```
{
  "error_code": 0,
  "error_message": "",
  "result": true,
  "data": [
    {
      "code": "",
      "message": "",
      "ptime": "A991000000",
      "wagersID": "45303811887",
      "wagersDate": "2015-11-20T11:08:03",
      "serialID": "",
      "roundNo": "",
      "gameCode": "",
      "gameType": "5063",
      "gameTypeName": "Donkey Game",
      "casinoType": "Casino",
      "result": "200"
    }
  ]
}
```

```
"resultType": "",  
"betAmount": "0.3",  
"card": "",  
"ptime": "-0.3",  
"currency": "RMB",  
"exchangeRate": "1.000000",  
"commissionable": "0.3",  
"commission": "",  
"isPaid": "",  
"ptime": "",  
"orderDate": null,  
"modifiedDate": null,  
"origin": "",  
"datecreated": "2015-11-20T11:14:51.11"}}}
```

XML Result

N/A

3.10. CreateMobileLogin Method

This method will be used for Mobile and also Desktop PC games.

3.10.1. API URL

<http://api.bbin.gsoftbb.com/api>

3.10.2. API Request

Parameter	Required	Description
op	Yes	Prefix used in username [A01,...Z99]
member_id	Yes	Member ID is the username create in CreateMember API (Must has prefix) Eg. A01Alibaba
username (for mobile login and PC games login)	Yes	Friendly login name for player to use in mobile login max 50 chars (must be alphanumeric and not case sensitive) Username used for mobile that will need @gs eg. A01Alibaba, Alibaba888, Ali888baba
password	Yes	Password for player to use in mobile login Can be plain text or md5 encrypted password depend on actype
actype	Yes	0 – Plain Text password 1 – MD5 encrypted password
auth	Yes	Private key (All upper letters): MD5(Retrieve string begin /api until end of URL) MD5 (uppercase) Of Append Private Key string in beginning string
<p>Note:</p> <p>This is customized API which help you create a mobile login to use for BB-IN mobile app.</p> <p>E.g.:</p> <p>http://api.bbin.gsoftbb.com/api/CreateMobileLogin?auth=08498F104FC2CE6163F08ACEB82AEE7F&op=CMM&member_id=cmmdemo&username=demo&password=123456&actype=0</p>		

3.10.3. API Response

JSON Result

```
{
  "result": false,
  "error_code": 0,
  "error_message": "OK",
  "info": "0"
}
```

XML Result

N/A

3.11. GetMobileUsername Method

3.11.1. API URL

<http://api.bbin.gsoftbb.com/api>

3.11.2. API Request

Parameter	Required	Description
op	Yes	Prefix used in username [A01,...Z99]
member_id	Yes	Member ID is the username create in CreateMember API (Must has prefix) Eg. A01Alibaba
auth	Yes	Private key (All upper letters): MD5(Retrieve string begin /api until end of URL) MD5 (uppercase) Of Append Private Key string in beginning string

Note:

This is customized API which help you get a mobile login username to use for BB-IN mobile app.

E.g.:

http://api.bbin.gsoftbb.com/api/GetMobileUsername?auth=825052C7A0165F9BDAD8D3E2199427CB&op=CMM&member_id=cmmdemo

3.11.3. API Response

JSON Result

```
{  
  "result": false,  
  "error_code": 0,  
  "error_message": "",  
  "username": "demo"  
}
```

XML Result

N/A

3.12. SetMobilePassword Method

3.12.1. API URL

<http://api.bbin.gsoftbb.com/api>

Parameter	Required	Description
op	Yes	Prefix used in username [A01,...Z99]
member_id	Yes	Member ID is the username create in CreateMember API (Must has prefix) Eg. A01Alibaba
password	Yes	Password for player to use in mobile login Can be plain text or md5 encrypted password depend on actype
actype	Yes	0 – Plain Text password 1 – MD5 encrypted password
auth	Yes	Private key (All upper letters):

		MD5(Retrieve string begin /api until end of URL) MD5 (uppercase) Of Append Private Key string in beginning string
<p>Note:</p> <p>This is customized API which help you set a mobile login password to use for BB-IN mobile app.</p> <p>E.g.:</p> <p>http://api.bbin.gsoftbb.com/api/SetMobilePassword?auth=825503F5FA16C77BAD96CC554A13E481&op=CMM&member_id=cmmdemo&password=E10ADC3949BA59ABBE56E057F20F883E&actype=1</p>		

3.12.2. API Request

3.12.3. API Response

JSON Result

```
{
  "result": false,
  "error_code": 0,
  "error_message": "",
}
```

XML Result

N/A

3.13. Login2 Method

3.13.1. API URL

<http://888.gsoftbb.com>

3.13.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'

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username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
uppername	Yes	Upper Level ID e.g.:dagentxyzrmb
password	No	Password Note: There is no password to change in the BBIN API. So, password must be fixed. The password will be used for each time login and the password is not the same password used in Mobile.
Lang	No	Language: zh-cn(Simplified Chinese), zh-tw(Traditional Chinese), en-us(English), euc-jp(Japanese), ko(Korean), th(Thai), es(Spanish), vi(Vietnamese), khm(Khmer), lao(Laotian)
key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 6 B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD) C= meaningless string code and the length is 7 YYYYMMDD is Eastern Standard Time(GMT-4)(20161005)

3.13.3. API Response**JSON Result**

```
{“result”:”Return Result(true or false)”,”data”:{“Code”:”Code”,”Message”:”Message”}}
```

XML Result

```
<?xml version=“1.0” encoding=“UTF-8” standalone=“yes”?>
```

```
<Data>
```

```
<Record>
```

```
<Code>Code</Code>
```

```
<Message>Message</Message>
```

```
</Record>
```

```
</Data>
```

3.14. PlayGame Method

Required to call login2 first before call playgame method.

3.14.1. API URL

<http://888.gsoftbb.com>

3.14.2. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
gamekind	Yes	3 : BB Live Dealer 5 : BB Casino
gametype	Yes	Please see appendix 2 for gametype * 5042, 5054, 5067, 5068, 5069, 5087, 5090, 5096, 5903, 5904, 5905, 5907, 5908 currently no supported for direct go into game.
Gamecode	No	Please see appendix 4 BB Live Dealer Gamecode (this is mandatory field when gamekind = 3)
lang	No	Language: zh-cn(Simplified Chinese), zh-tw(Traditional Chinese), en-us(English), euc-jp(Japanese), ko(Korean), th(Thai), es(Spanish), vi(Vietnamese), khm(Khmer), lao(Laotian)
key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 6

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		<p>B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD)</p> <p>C= meaningless string code and the length is 6</p> <p>YYYYMMDD is Eastern Standard Time(GMT-4)(20161005)</p>
--	--	--

3.14.3. API Response

Direct login to BBIN game lobby.

e.g.playgame?website=gamingsoft&username=A19player&gamekind=3&gametype=3001&gamecode=1&lang=zh-cn&key-=.....

3.15. PlayGameByH5 Method

Required to call login2 first before call playgamebyh5 method.

3.16. API URL

<http://888.gsoftbb.com>

3.16.1. API Request

Parameter	Required	Description
website	Yes	website=gamingsoft value always 'gamingsoft'
username	Yes	Member ID must use a Prefix [A01,A02,...,Z99] used in username (Please enter 4-20 characters with only inclusive prefix) e.g.: A01PlayerXYZ
gamekind	Yes	3 : BB Live Dealer
gametype	Yes	Support gametype 3001
gamecode	Yes	Please see appendix 5 for HTML5 BB Live Gamecode

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lang	No	Language: zh-cn(Simplified Chinese), zh-tw(Traditional Chinese), en-us(English), euc-jp(Japanese), ko(Korean), th(Thai), es(Spanish), vi(Vietnamese), khm(Khmer), lao(Laotian)
key	Yes	Security Code (All small letters) is composed of: key=A+B+C (security code) A= meaningless string code and the length is 6 B=MD5('gamingsoft'+ username + KeyB + YYYYMMDD) C= meaningless string code and the length is 6 YYYYMMDD is Eastern Standard Time(GMT-4)(20161005)

3.16.2. API Response

Direct login to BBIN game lobby.

e.g. ...playgamebyh5?website=gamingsoft&username=A19player&gamekind=3&gametype=3001&gamecode=1&lang=zh-cn&key-=.....

4. Desktop PC Games and Mobile Games**4.1. Desktop PC Games**

For Windows and Mac OS, must install adobe air <https://get.adobe.com/air/>

Download Page

<http://888.gsoftbb.com/app/flash/publicbmw/DesktopInstall/Installer2.php>

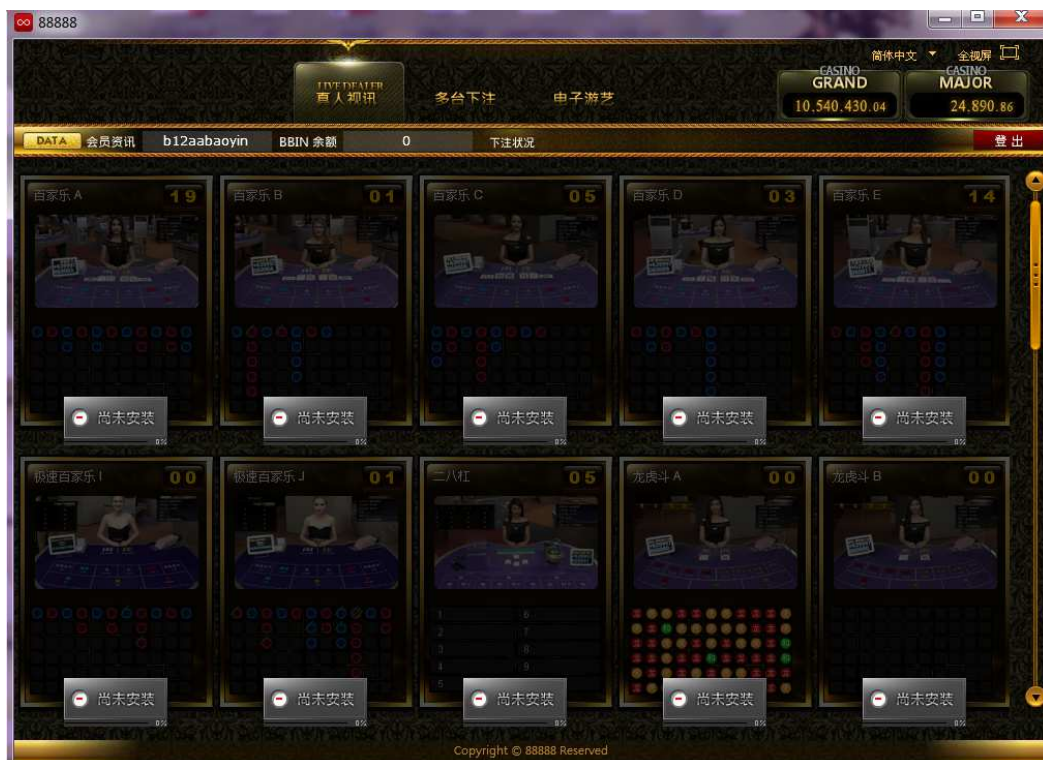
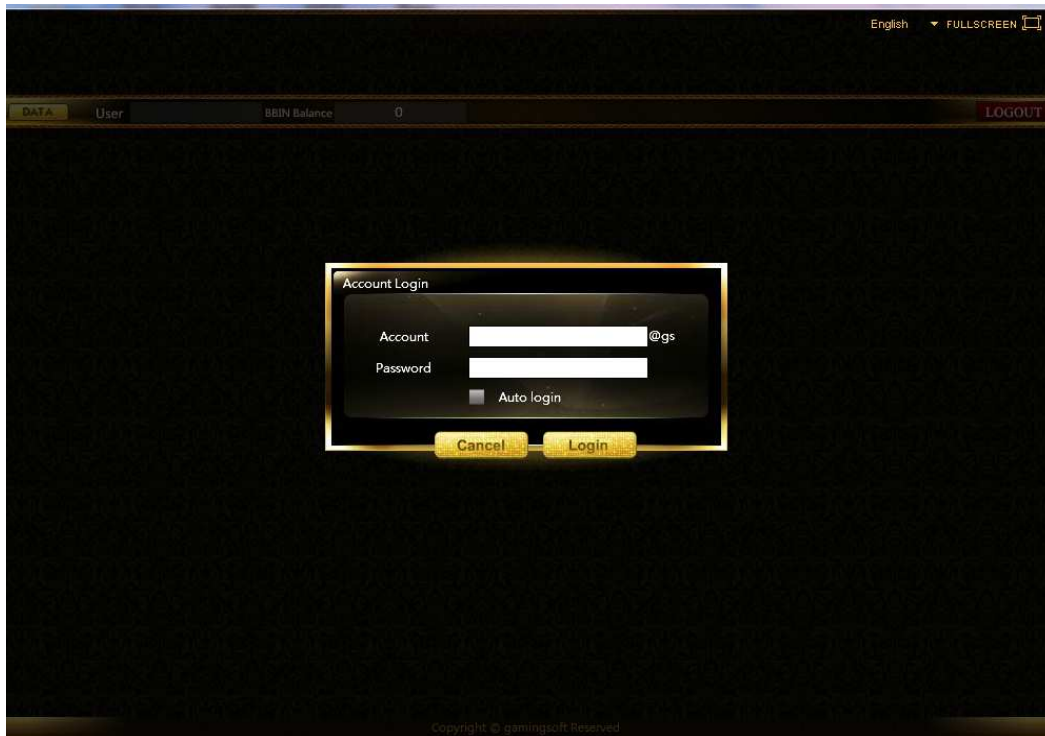
Full Installation

<http://dw1.bbimsgs.com/ipl/app/flash/publicbmw/DesktopInstall/installationFile/3820120/88888.zip>

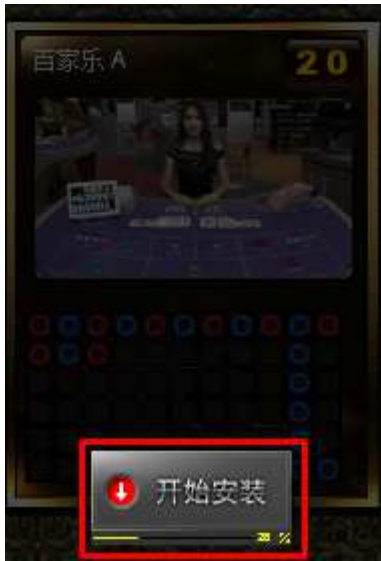
- 1) After download, for Windows OS, unzip the file and go to runtime folder and click setup.bat. It will install the Adobe Air and run the 88888.air.

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- 2) After finish installation, click the Games icon and the application will load.
- 3) User login use same username created via CreateMobileLogin API.



- 4) After login, click the icon to start download the games from Internet and play.



4.2. Mobile App for iOS and Android

- 1) Login and launch BBIN website
- 2) browse 777.gsoftbb.com/infe/rmobile to download mobile app (via QR Code)

English

HOME INTRODUCTION TROUBLESHOOTING

CASINO MOBILE

All in One

Integrate all games
Do whatever you want x Anytime & anywhere

bbin

The connection will be failed after 267 seconds.

For iOS & Android
QR Code

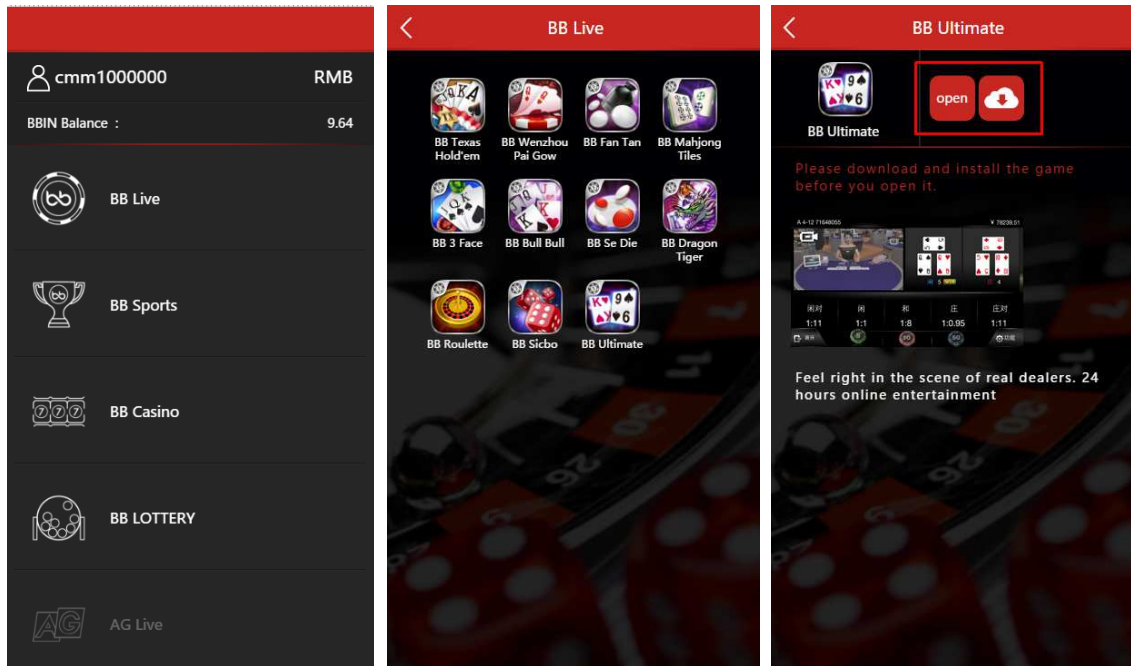
Play the mobile version on iOS & Android now. <http://777.gsoftbb.com/m>

For the best display, recommend using the built-in browser of iOS 8.0 or Android 4.0 or above system.

When you are not able to use mobile bet, please log in <http://777.gsoftbb.com/checkinfo> via your mobile device, then provide the responded code and your IP to online customer service centre. We will be at your assistance at all times.

or

- 1) Login and launch BBIN website in **mobile** view (mobile browser).
- 2) Click on the game product for open and download mobile app. For example:-



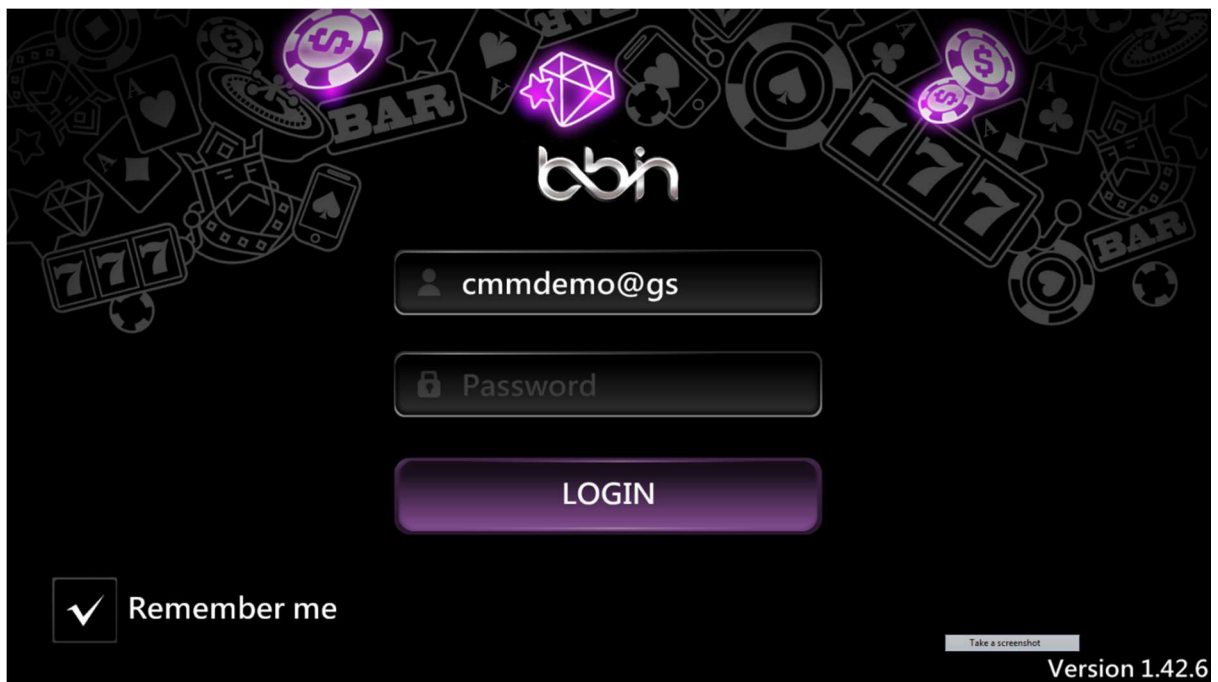
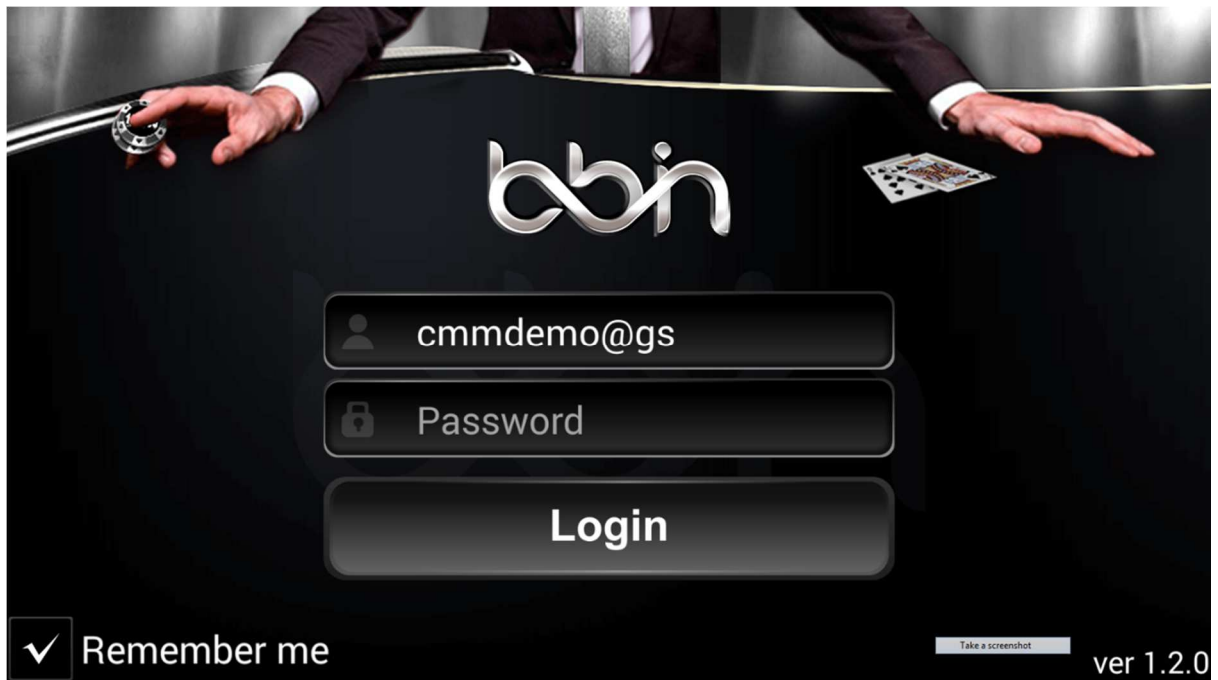
4.3. Mobile Login Method

4.3.1. Mobile App direct login

If using this method, operator must registered their member login using CreateMobileLogin API first.

After create the mobile login, deploy the login credential to the player for them to login directly.

Please add suffix @gs behind the username as the picture below.



4.3.2. Redirect from web

Launch BB-IN website using the mobile browser. BB-IN mobile website will allow user to launch the mobile games without required the player to type in username and password when mobile app started.

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If using this method, operator do not have to call CreateMobileLogin API to create login credential for player.

Mobile app must be installed first in player mobile device before they can launch the game via BB-IN mobile website.

5. Appendix

5.1. Appendix 1: Error Code

Error Code	Message	Description
10002	Insufficient Account Balance	Insufficient Account
10003	Transfer Failed	Transfer Failed
10005	Check Limit Error	Check Limit Error
10006	remit must be positive integer or floating point	remit needs to be positive
10007	The serial number of transaction is digits and it	The serial number of cannot be blank or 0. Transaction is digits and it cannot be blank or 0.
10008	remit cannot be smaller or equal to 0	remit cannot be smaller or equal to 0
10009	newcredit cannot be smaller than 0	newcredit cannot be smaller than 0
10010	credit cannot be smaller than 0	credit cannot be smaller than 0
10011	The format of transfer is wrong.	The transfer format is (remit,credit,newcredit) wrong
10012	action must be IN or OUT	Action must be IN or OUT
10013	The column of action is wrong	Action format error
10014	The serial number of transaction is too long. (int 19)	The transaction serial number too long. (int 19)
10015	The transfer is running, please wait	API is busy.
11000	Repeat Transfer	Repeat Transfer
0	Transfer Successful(New Transfer API)	Transfer Successful
21000	Add account failed.	Add account failed.
22000	User hasn't Login.	User is not log in
22001	User Logout	User is log out
22002	The user is not exist.	User is not exist

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22003	The user is not under this Agent.	User does not exist under this agent
22004	Username is not in the Member's Level.	Username is not in the member level.
22006	Upper Level is not exist.	Upper Level is not exist.
22011	The member is not exist.	The member is not exist.
23000	Hierarchy Error	System Error
23100	Cease User ID successful	Deactivate User ID Successful
23101	Activate User ID successful	Activate User ID successful
23103	Cease User ID failed	Deactivate User ID failed
23104	Activate User ID failed	Activate User ID failed
23105	Change Password successful	Change Password successful
23106	Change Password failed	Change Password failed
25000	Agent Login Successful	Back Office Login Successful
25001	Password is failed.	Password verification failed
25002	ID is failed. (the first letter is wrong)	New ID fails (the first letter is error)
25003	The Upper Level hasn't Login.	The Upper Level hasn't Login.
25004	The Upper Level is in the different system.	The Upper Level is in the different system.
25005	The Upper Level ID is Error.	The Upper Level ID Verification Failed
25100	Add Agent ID successful	Agent Account successfully added
30001	Successful	Setting Successful
30002	Failed	Setting Failed
40001	The owner is not exist.	The website is not exist.
40002	The member is ceased.	The member is deactivated
40003	The agent is ceased.	The agent is deactivated
40005	Level of the agent is wrong.	Upper Level Error
40006	User ID is failed.	User ID is failed.

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40007	Length of the password is wrong.	Password Length Error
40008	API is not open.	API is not open.
40009	Exceed the limit.	Exceed the limit.
40010	Start Date Error	Start Date Error
40011	End Date Error	End Date Error
40012	Start Time Error	Start Time Error
40013	End Time Error	End Time Error
40014	Date Error	Date Error
40015	Length of the account is too long.	The account is too long
44000	Key error	Key Error
44001	The parameters are not complete.	The parameters are not complete.
44002	Don't have authority.	No Authority
44003	Now the API is busy, please wait.	API is busy. (Please wait for the previous result has returned before sending next new request.)
44004	Now the API is busy, please wait.	API is busy.
45000	The game is not exist.	The table does not exist
45003	The Live game is not exist.	The Live game is not exist.
45005	The Casino game is not exist.	The Casino game is not exist.
45006	GameType Error	The table does not exist
44444	System is in maintenance	The system is under
44445	Game is in maintenance	The system is under
44900	IP is not accepted.	IP is not accepted.
47002	Parameter "action" is wrong.	Parameter "action" error.
47003	Parameter is wrong.	Parameter is wrong.
50001	Successful	Success
50002	Fail	Fail

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50003	HallID Error	Not select hall owner
90001	Insufficient Credit Amount (Transfer)	Transfer credit not enough
99999	Login Successful	Login Successful

5.2. Appendix 2: GameType

Error Code	Message
BB Sport	
BK	Basketball
BS	Baseball
F1	Others
FB	American Football
FT	Soccer
IH	Ice Hockey
SP	Outright Winner
TN	Tennis
CB	Combo Parlay
Lottery Games	
LT	Mark Six
BJ3D	3D Lotto
BBPK	BB PK3
BB3D	BB3D
BBKN	BB KENO
BJKN	Beijing KENO
BJPK	Beijing PK10
BBRB	BB Running
BBLT	BB Mark Six Bingo
SH3D	Shanghai Lotto
CQSC	Chongqing Lotto
TJSC	Tianjin Lotto
JXSC	Jiangxi Lotto
CQSF	Chongqing Fortune Farm
GXSf	Guangxi Happy 10
TJSF	Tianjin Happy 10
CAKN	Canada Keno
GDE5	Guangdong 11/5
JXE5	Jiangxi 11/5
SDE5	Shandong 11/5
CQWC	Chongqing Wild Card
JLQ3	Jilin Fast 3

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JSQ3	Jiangsu Fast 3
AHQ3	Anhui Fast 3
PL3D	Sports
LDDR	Ladder Game
BCRA	BB Bacca Lotto-A
BCRB	BB Bacca Lotto-B
BCRC	BB Bacca Lotto-C
BCRD	BB Bacca Lotto-D
BCRE	BB Bacca Lotto-E
RDPK	BB Rayden PK
BBQK	BB Quick Keno
BBLM	BB Acey Deucey
LKPA	BB Lucky Panda
LDRS	Classic Ladder
BBGE	BB Golden Egg
BBAD	BB Acey Deucey - Match
OTHER	Other
Live Games	
3001	Baccarat
3002	Mahjong Tiles
3003	Dragon Tiger
3005	3 Face
3006	Wenzhou Pai Gow
3007	Roulette
3008	Sic bo
3010	Texas Hold'em
3011	Se Die
3012	Bull Bull
3014	Unlimited Blackjack
3015	Fan Tan
3016	Fish Prawn Crab Dice
Casino Games	
5005	Alien War
5006	Straronic
5007	Fruits Boom
5008	Monkey GoGo
5009	King Kong
5010	Galaxy II

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5012	Galaxy
5013	Classic
5014	Jungle
5015	FIFA2010
5016	Prehistoric Jungle
5017	Star Wars
5018	Monkey King
5019	Fruit Paradise
5025	White Snake
5026	London 2012
5027	Kung Fu Loung
5028	Moon Festival Party
5029	X'mas Party
5030	Chinese Mammon
5034	Joker Poker
5035	Caribbean Poker
5039	Fish-Prawn-Crab Dice
5040	Deuces Wild
5041	7PK
5043	Diamond Fruits
5044	STAR 97II
5048	Spy Crisis
5049	Sex And Zen
5054	Six Shooter
5057	Star97
5058	Crazy Fruit
5060	Fantastic Animals 5 th
5061	Super 7
5062	Dragon Must Die
5063	Slot Cool Fruit
5064	Slot Poker
5065	Slot Mahjong Ball
5066	Slot Soccer
5067	A Chinese Odyssey
5068	Kuso Circus
5069	Fruit Fight
5070	Golden Wheel

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5073	BaccaratWheel
5076	Lucky Number
5077	Fruit
5078	Chess Wheel
5079	3D Lucky Number
5080	Lottery Wheel
5083	Guess Train
5084	Monster Legend
5088	Casino War
5089	Red Dog
5090	Fortune of the Golde Rooster
5091	Dynasty Warlord
5092	The Legend and the Hero
5093	Jin Ping Mai
5094	Jin Ping Mai 2
5095	Cock Fighting
5096	Wu Xing
5105	European Roulette
5106	THREE KINGDOMS
5107	American Roulette
5108	Jackpot Roulette
5109	French Roulette
5115	Classic BlackJack
5116	Spanish BlackJack
5117	Vegas BlackJack
5118	Bonus BlackJack
5131	Royal Texas Hold'em
5201	Flaming Mountain
5202	Pandora's Box
5203	Forever Love
5204	2014 FIFA
5402	Let's go Night-market !
5404	Beach Volleyball
5406	Starship27
5407	Don't call me Little Red
5601	Adventure of Mystical Land

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5701	LinkGem
5703	I Am Rich
5704	Bull Fight
5705	Treasure Pot
5706	Chocolate Passion
5707	GOLDEN JAGUAR
5801	Dolphin Reef
5802	Achilles
5803	Aztec's Treasure
5804	Big Shot
5805	Caesar's Empire
5806	Enchanced Garden
5808	Ronin
5809	Tally Ho
5810	Victory
5811	A Night Out
5821	Football
5823	Big Prosperity
5824	Mystic Dragon
5825	Golden Lotus
5826	Pay Dirt
5827	Sea Captain
5828	T-Rex
5831	Golden Tour
5832	Highway Kings
5833	Silent Samurai
5835	Happy Golden Ox Of Happiness
5836	Triple Twister
5837	Happy Golden Monkey Of Happiness
5901 (Subgamekind 3)	Duo Bao
5902 (Subgamekind 2)	Candy Party
5903	Tomb of Dragon Emperor
5904 (Subgamekind 3)	Pop Bomber
5907	Chiu Wei Tai Chiou
5908	Candy Party 2

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(Subgamekind 2)	
5888	JACKPOT

5.3. Appendix 3: BetRecord Response

Field	Description
BB Sport	
Username	Member ID
WagersID	Bet Number
WagersDate	Bet Time
GameType	Game Type
ExchangeRate	Exchange rate with RMB
Result	Bet Result N: No Result C: Cancel W: Win L: Lose LW: Win Half LL: Lose Half 0: Tie D: UnAccept F: Cancel illegal Bets X: Hasn't Settled S: Waiting
BetAmount	Bet Amount
Payoff	Payout Amount
Currency	Currency
Commisionable	Member's valid bet
Origin	1.行动装置下单:M 1-1.ios手机:MI1 1-2.ios平板:MI2 1-3.Android手机:MA1 1-4.Android 平板:MA2 2.计算机下单:P
Lottery Games	
Username	Member ID
WagersID	Bet Number
WagersDate	Bet Time
GameType	Game Type
ExchangeRate	Exchange rate with RMB
Result	Bet Result W: Win L: Lose N: Tie 0: No result N2: Cancel

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BetAmount	Bet Amount
Payoff	Payout Amount
Currency	Currency
Commission	Bonus Rebate
IsPaid	Y: Paid out, N: No Pay out
Origin	1.行动装置下单: <i>M</i> 1-1.ios手机: <i>MI1</i> 1-2.ios平板: <i>MI2</i> 1-3.Android手机: <i>MA1</i> 1-4.Android 平板: <i>MA2</i> 2.计算机下单: <i>P</i>
3D Hall	
Username	Member ID
WagersID	Bet Number
WagersDate	Bet Time
SerialID	Round
GameType	Game Type
Result	Bet Result 1: Win 3: Lose -1: Cancel 0: Hasn't Settled -77: Hasn't Settled
BetAmount	Bet Amount
Payoff	Payout Amount
Currency	Currency
ExchangeRate	Exchange rate with RMB
Commissionable	Member's valid bet
Live Games	
Username	Member ID
WagersID	Bet Number
WagersDate	Bet Time
GameType	Game Type
SerialID	Round

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RoundNo	Event
WagerDetail	Refer Appendix 6
GameType	Game Type
GameCode	Table Number
Result	Result of the game show.
ResultType	Bet Result -1: Cancel, 0: Hasn't Settled
Card	Result
BetAmount	Bet Amount
Payoff	Payout Amount
Currency	Currency
ExchangeRate	Exchange rate with RMB
Commissionable	Member's valid bet
Origin	1.行动装置下单:M 1-1.ios手机:MI1 1-2.ios平板:MI2 1-3.Android手机:MA1 1-4.Android 平板:MA2 2.计算机下单:P
Casino Games	
Username	Member ID
WagersID	Bet Number
WagersDate	Bet Time
GameType	Game Type
Result	Bet Result -1: Cancel 1: Win 200: Lose 0: Hasn't Settled -77: Hasn't Settled
BetAmount	Bet Amount
Payoff	Payout Amount
Currency	Currency
ExchangeRate	Exchange rate with RMB
Commissionable	Member's valid bet

5.4. Appendix 4: PlayGame BB Live GameCode Response

Name of Game	BB Live Dealer Game (Game Code)	Table Number	Live Game Hall
Baccarat	1	A	BB Live Dealer
Baccarat	2	B	BB Live Dealer
Baccarat	3	C	BB Live Dealer
Baccarat	6	D	BB Live Dealer
Baccarat	7	E	BB Live Dealer
Baccarat	23	V1	VIP lobby
Baccarat	24	V2	VIP lobby
Baccarat	25	V3	VIP lobby
Baccarat	36	I	BB Live Dealer
Baccarat	37	J	BB Live Dealer
Baccarat	38	M1	BID-Live
Baccarat	39	M2	BID-Live
Baccarat	40	M3	BID-Live
Baccarat	41	M4	BID-Live
Baccarat	42	M5	BID-Live
Baccarat	43	M6	BID-Live
Baccarat	44	FB1	BID-Live
Baccarat	51	FB1	BID-Live Dealer
Baccarat	52	TB1	BID-Live Dealer
Baccarat	53	TB2	BID-Live Dealer
Mahjong Tiles	1	A	BB Live Dealer
Dragon Tiger	1	A	BB Live Dealer
Dragon Tiger	6	B	BB Live Dealer

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3 Face	1	A	BB Live Dealer
Wenzhou Pai Gow	1	A	BB Live Dealer
Roulette	1	A	BB Live Dealer
Roulette	4	M1	BID-Live
Sic Bo	1	A	BB Live Dealer
Sic Bo	3	M1	BID-Live
Sic Bo	4	B	BB Live Dealer
Texas Hold'em	1	A	BB Live Dealer
Se Die	1	A	BB Live Dealer
Bull Bull	1	A	BB Live Dealer
Unlimited Blackjack	1	A	BB Live Dealer
Fan Tan	1	A	BB Live Dealer
Fish Prawn Crab Dice	1	A	BB Live Dealer

5.5. Appendix 5: PlayGameByH5 BB Live GameCode Response

Name of Game	BB Live Dealer Game (Game Code)	Table Number	Live Game Hall
Baccarat	1	A	BB Live Dealer
Baccarat	2	B	BB Live Dealer
Baccarat	3	C	BB Live Dealer
Baccarat	6	D	BB Live Dealer
Baccarat	7	E	BB Live Dealer
Baccarat	36	I	BB Live Dealer
Baccarat	37	J	BB Live Dealer

5.6. Appendix 6: PlayGameByH5 BB Live GameCode Response

WagerDetail		
Example	"2,1:35,5.00,0.00*5,1:35,5.00,0.00*9,1:35,5.00,0.00" Odds, Odds, Betting, Choosing * Opposition, Odds, Play Mode, Payout * Opposition, Odds, Play Mode, Picking "	
Symbol	Example	Remarks
*	1*2*3	Different bet format
,	* Opposition, Odds, Play Mode, Payout	In order to show the sub-single play, odds, betting play mode and other information.

3001 (Baccarat)

Play Mode	Explain
1	Banker
2	Player
3	Tie
4	Banker Pair
5	Player Pair
6	Big
7	Small
8	Banker odd
9	Banker even
10	Player odd
11	Player even
12	Either Pair
13	Perfect Pair
14	Banker(No Comm)
15	Super Six(No Comm)

3002 (Mahjong Tiles)

Play Mode	Explain
1	Player 1 win
2	Player 1 lose
3	Player 2 win
4	Player 2 lose
5	Player 3 win
6	Player 3 lose
7	Player 1 tie
8	Player 1 pair
9	Player 2 tie
10	Player 2 pair
11	Player 3 Tie
12	Player 3 pair

3003 (Dragon Tiger)

Play Mode	Explain
1	Tiger
2	Dragon
3	Tie
4	Tiger Odd
5	Tiger Even
6	Dragon Odd
7	Dragon Even
8	Tiger Black
9	Tiger Red
10	Dragon Black
11	Dragon Red

3005 (3 Face)

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Play Mode	Explain
1	Player 1 Win
2	Player 1 Lose
3	Player 1 Tie
4	Player 1 (3 Face)
5	Player 1 Pair Plus
6	Player 2 Win
7	Player 2 Lose
8	Player 2 Tie
9	Player 2 (3 Face)
10	Player 2 Pair Plus
11	Player 3 Win
12	Player 3 Lose
13	Player 3 Tie
14	Player 3 (3 Face)
15	Player 3 Pair Plus
16	Banker Pair Plus

3006 (Wenzhou Pai Gow)

Play Mode	Explain
1	Player 1Win
2	Player 1Lose
3	Player 2Win
4	Player 2Lose
5	Player 3Win
6	Player 3Lose

3007 (Roulette)

Play Mode	Explain
-----------	---------

0	Straight Up(0)
1	Straight Up(1)
2	Straight Up(2)
3	Straight Up(3)
4	Straight Up(4)
5	Straight Up(5)
6	Straight Up(6)
7	Straight Up(7)
8	Straight Up(8)
9	Straight Up(9)
10	Straight Up(10)
11	Straight Up(11)
12	Straight Up(12)
13	Straight Up(13)
14	Straight Up(14)
15	Straight Up(15)
16	Straight Up(16)
17	Straight Up(17)
18	Straight Up(18)
19	Straight Up(19)
20	Straight Up(20)
21	Straight Up(21)
22	Straight Up(22)
23	Straight Up(23)
24	Straight Up(24)
25	Straight Up(25)
26	Straight Up(26)
27	Straight Up(27)
28	Straight Up(28)
29	Straight Up(29)
30	Straight Up(30)
31	Straight Up(31)

32	Straight Up(32)
33	Straight Up(33)
34	Straight Up(34)
35	Straight Up(35)
36	Straight Up(36)
37	Split Bet(0,1)
38	Split Bet(0,2)
39	Split Bet(0,3)
40	Split Bet(1,2)
41	Split Bet(1,4)
42	Split Bet(2,3)
43	Split Bet(2,5)
44	Split Bet(3,6)
45	Split Bet(4,5)
46	Split Bet(4,7)
47	Split Bet(5,6)
48	Split Bet(5,8)
49	Split Bet(6,9)
50	Split Bet(7,8)
51	Split Bet(7,10)
52	Split Bet(8,9)
53	Split Bet(8,11)
54	Split Bet(9,12)
55	Split Bet(10,11)
56	Split Bet(10,13)
57	Split Bet(11,12)
58	Split Bet(11,14)
59	Split Bet(12,15)
60	Split Bet(13,14)
61	Split Bet(13,16)
62	Split Bet(14,15)
63	Split Bet(14,17)

64	Split Bet(15,18)
65	Split Bet(16,17)
66	Split Bet(16,19)
67	Split Bet(17,18)
68	Split Bet(17,20)
69	Split Bet(18,21)
70	Split Bet(19,20)
71	Split Bet(19,22)
72	Split Bet(20,21)
73	Split Bet(20,23)
74	Split Bet(21,24)
75	Split Bet(22,23)
76	Split Bet(22,25)
77	Split Bet(23,24)
78	Split Bet(23,26)
79	Split Bet(24,27)
80	Split Bet(25,26)
81	Split Bet(25,28)
82	Split Bet(26,27)
83	Split Bet(26,29)
84	Split Bet(27,30)
85	Split Bet(28,29)
86	Split Bet(28,31)
87	Split Bet(29,30)
88	Split Bet(29,32)
89	Split Bet(30,33)
90	Split Bet(31,32)
91	Split Bet(31,34)
92	Split Bet(32,33)
93	Split Bet(32,35)
94	Split Bet(33,36)
95	Split Bet(34,35)

96	Split Bet(35,36)
97	Street Bet(1,2,3)
98	Street Bet(4,5,6)
99	Street Bet(7,8,9)
100	Street Bet(10,11,12)
101	Street Bet(13,14,15)
102	Street Bet(16,17,18)
103	Street Bet(19,20,21)
104	Street Bet(22,23,24)
105	Street Bet(25,26,27)
106	Street Bet(28,29,30)
107	Street Bet(31,32,33)
108	Street Bet(34,35,36)
109	Triple Bet(0,1,2)
110	Triple Bet(0,2,3)
111	Corner Bet(1,2,4,5)
112	Corner Bet(2,3,5,6)
113	Corner Bet(4,5,7,8)
114	Corner Bet(5,6,8,9)
115	Corner Bet(7,8,10,11)
116	Corner Bet(8,9,11,12)
117	Corner Bet(10,11,13,14)
118	Corner Bet(11,12,14,15)
119	Corner Bet(13,14,16,17)
120	Corner Bet(14,15,17,18)
121	Corner Bet(16,17,19,20)
122	Corner Bet(17,18,20,21)
123	Corner Bet(19,20,22,23)
124	Corner Bet(20,21,23,24)
125	Corner Bet(22,23,25,26)
126	Corner Bet(23,24,26,27)
127	Corner Bet(25,26,28,29)

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128	Corner Bet(26,27,29,30)
129	Corner Bet(28,29,31,32)
130	Corner Bet(29,30,32,33)
131	Corner Bet(31,32,34,35)
132	Corner Bet(32,33,35,36)
133	Four No.(0,1,2,3)
134	Line Bet(1,2,3,4,5,6)
135	Line Bet(4,5,6,7,8,9)
136	Line Bet(7,8,9,10,11,12)
137	Line Bet(10,11,12,13,14,15)
138	Line Bet(13,14,15,16,17,18)
139	Line Bet(16,17,18,19,20,21)
140	Line Bet(19,20,21,22,23,24)
141	Line Bet(22,23,24,25,26,27)
142	Line Bet(25,26,27,28,29,30)
143	Line Bet(28,29,30,31,32,33)
144	Line Bet(31,32,33,34,35,36)
145	Column Bet(1st)
146	Column Bet(2nd)
147	Column Bet(3th)
148	Dozens Bet(1st)
149	Dozens Bet(2nd)
150	Dozens Bet(3th)
151	Red/Black(Red)
152	Red/Black(Black)
153	Odd/Even(Odd)
154	Odd/Even(Even)
155	High/Low (1-18)
156	High/Low (19-36)

3008 (Sic Bo)

Play Mode	Explain
1	Big/Small Bet(Small)
2	Big/Small Bet(Big)
4	Points/4Point
5	Points/5Point
6	Points/6Point
7	Points/7Point
8	Points/8Point
9	Points/9Point
10	Points/10Point
11	Points/11Point
12	Points/12Point
13	Points/13Point
14	Points/14Point
15	Points/15Point
16	Points/16Point
17	Points/17Point
18	Two Dice Combination(1,2)
19	Two Dice Combination(1,3)
20	Two Dice Combination(1,4)
21	Two Dice Combination(1,5)
22	Two Dice Combination(1,6)
23	Two Dice Combination(2,3)
24	Two Dice Combination(2,4)
25	Two Dice Combination(2,5)
26	Two Dice Combination(2,6)
27	Two Dice Combination(3,4)
28	Two Dice Combination(3,5)
29	Two Dice Combination(3,6)
30	Two Dice Combination(4,5)
31	Two Dice Combination(4,6)

32	Two Dice Combination(5,6)
33	Specific Double(1,1)
34	Specific Double(2,2)
35	Specific Double(3,3)
36	Specific Double(4,4)
37	Specific Double(5,5)
38	Specific Double(6,6)
39	Specific Triples(1,1,1)
40	Specific Triples(2,2,2)
41	Specific Triples(3,3,3)
42	Specific Triples(4,4,4)
43	Specific Triples(5,5,5)
44	Specific Triples(6,6,6)
45	Any Triple
46	Three Forces(1)
47	Three Forces(2)
48	Three Forces(3)
49	Three Forces(4)
50	Three Forces(5)
51	Three Forces(6)
52	Odd/Even(Odd)
53	Odd/Even(Even)

3010 (Texas Hold'em)

Play Mode	Explain
1	Ante
2	Flop
3	Turn
4	River
5	Bonus

3011 (Se Die)

Play Mode	Explain
1	4 White
2	4 Red
3	3 White 1 Red
4	3 Red 1 White
5	Odd
6	Even

3012 (Bull Bull)

Play Mode	Explain
1	Player 1 Equal
2	Player 1 Double
3	Player 1 Prepaid Amount
4	Player 2 Equal
5	Player 2 Double
6	Player 2 Prepaid Amount
7	Player 3 Equal
8	Player 3 Double
9	Player 3 Prepay Amount

3014 (Unlimited Blackjack)

Play Mode	Explain
1	Player
2	Split
3	Insurance
4	Double

3015 (Fan Tan)

Play Mode	Explain
1	One Fan
2	Two Fan
3	Three Fan
4	Four Fan
5	1 Nim 2
6	1 Nim 3
7	1 Nim 4
8	2 Nim 1
9	2 Nim 3
10	2 Nim 4
11	3 Nim 1
12	3 Nim 2
13	3 Nim 4
14	4 Nim 1
15	4 Nim 2
16	4 Nim 3
17	Kwok (1,2)
18	Kwok (2,3)
19	Kwok (3,4)
20	Kwok (4,1)
21	2,3 One Nga
22	2,4 One Nga
23	3,4 One Nga
24	1,3 Two Nga
25	1,4 Two Nga
26	3,4 Two Nga
27	1,2 Three Nga
28	1,4 Three Nga
29	2,4 Three Nga
30	1,2 Four Nga

31	1,3 Four Nga
32	2,3 Four Nga
33	Ssh (4,3,2)
34	Ssh (1,4,3)
35	Ssh (2,1,4)
36	Ssh (3,2,1)
37	odd
38	even

3016 (Fish Prawn Crab Dice)

Play Mode	Explain
1	Big/Small Bet(Small)
2	Big/Small Bet(Big)
4	Points/4Point
5	Points/5Point
6	Points/6Point
7	Points/7Point
8	Points/8Point
9	Points/9Point
10	Points/10Point
11	Points/11Point
12	Points/12Point
13	Points/13Point
14	Points/14Point
15	Points/15Point
16	Points/16Point
17	Points/17Point
18	Designate a color on 1 dice(Green)
19	Designate a color on 1 dice(Blue)
20	Designate a color on 1 dice(Red)
21	Designate a color on 2 dice(Green)























22	Designate a color on 2 dice(Blue)
23	Designate a color on 2 dice(Red)
24	Designate a color on 3 dice(Green)
25	Designate a color on 3 dice(Blue)
26	Designate a color on 3 dice(Red)
27	A color on 3 dice
28	Specific Triples(1,1,1)
29	Specific Triples(2,2,2)
30	Specific Triples(3,3,3)
31	Specific Triples(4,4,4)
32	Specific Triples(5,5,5)
33	Specific Triples(6,6,6)
34	Any Triple
35	Three Forces(1)
36	Three Forces(2)
37	Three Forces(3)
38	Three Forces(4)
39	Three Forces(5)
40	Three Forces(6)
41	Odd/Even(Odd)
42	Odd/Even(Even)

5.7. Appendix 7: Card

Baccarat(3001)

Card	
format	"C.10,D.9*D.11,C.4" Banker's hand*Player's hand
Code	Explain
S(Spade)	♠
H(Heart)	♥
C(Club)	♣
D(Diamond)	♦


Name of Parameter	Picture(s)	Name of Parameter	Picture(s)
S.1		H.1	
S.2		H.2	
S.3		H.3	
S.4		H.4	
S.5		H.5	
S.6		H.6	
S.7		H.7	
S.8		H.8	
S.9		H.9	
S.10		H.10	
S.11		H.11	
S.12		H.12	
S.13		H.13	
C.1		D.1	
C.2		D.2	

C.3		D.3	
C.4		D.4	
C.5		D.5	
C.6		D.6	
C.7		D.7	
C.8		D.8	
C.9		D.9	
C.10		D.10	
C.11		D.11	
C.12		D.12	
C.13		D.13	
Result			
format	"9,4" Banker's point,Player's point		

Mahjong Tiles(3002)

Card			
format	"0.8,0.9*0.4,0.3*0.7,0.9*0.5,0.7" Banker's hand*Player 1's hand*Player 2's hand*Player 3's hand		
Name of Parameter	Picture(s)	Name of Parameter	Picture(s)

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O.1		O.2	
O.3		O.4	
O.5		O.6	
O.7		O.8	
O.9		O.10	
Result			
format	"7,7,6,2" Banker's points, Player 1's points, Player 2's points, Player 3's points		

Dragon Tiger(3003)

Card	
format	"S.7*H.10" Dragon*Tiger
Result	
format	"7,10" Dragon's points*Tiger's points

3 Face(3005)

Card	
format	"S.7,S.5,D.2*S.4,C.3,S.10*D.3,C.4,D.12*H.7,C.6,H.5" Banker's hand*Player 1's hand*Player 2's hand*Player 3's hand
Result	
format	"4,7,P7,8" Banker's points, Player 1's points, Player 2's points, Player 3's points
How to exchange the points	

Explain	 are community cards. Community card stands for P. Two community cards are 2P, three community cards are 3P. The other cards add up and the unit digit will be the points.
	For example: Player 2 has  . J, Q, K are P. Thus,  ( +  + ) is 7P.

Wenzhou Pai Gow(3006)

Card	
format	"S.6,H.9*D.8,H.8*D.5,S.1*C.10,H.5" Banker's Patterns*Player 1's hand*Player 2's hand*Player 3's hand
Result	
format	"P1W, P2L, P3L" Player 1 won,Player 2 lost,Player 3 lost W : Win、 L : Lose

Roulette(3007)

Card	
format	"26" Number(s)
Result	
format	"26" Number(s)

Sic Bo(3008)

Card	
format	"2,3,5" Dice 1,Dice 2,Dice 3
Result	
format	"2,3,5" Dice 1,Dice 2,Dice 3

Texas Hold'em(3010)

Card	
format	"H.11,S.9*D.3,C.7*C.13,S.4,C.9,H.4,S.11" Banker's Patterns*Player's hand*Community card(s)
Result	
format	"S.11,H.11,C.9,S.9,C.13(TwoPair)" Card combination(s)(Card Type) The result is (Banker / Player) + 3 Community cards = the best hand.

Se Die(3011)

Card	
format	" "
Result	
format	"2 White 2 Red" The amount of white buttons The amount of red buttons

Bull Bull(3012)

Card	
format	"D.4,D.7,H.6,S.4,H.1*C.1,C.10,H.3,D.8,D.9*D.12,D.11,H.5,C.13,C.4*S.1,D.10,C.11,D.3,S.8" Banker's Patterns*Player 1's hand*Player 2's hand*Player 3's hand
Result	
format	"No Bull,Bull1,Bull9,No Bull" Name of Banker's hand,Name of Player 1's hand,Name of Player 2's hand,Name of Player 3's hand

Unlimited Blackjack(3014)

Card	
format	" "
Result	

format	"24,15" Banker's point Player's point,Split ※If the player does not split cards, result will not respond "split information".
--------	---

Fan Tan(3015)

Card	
format	" "
Result	
format	"4" The amount of buttons

Fish Prawn Crab Dice(3016)

Card	
format	"2,3,5" Dice 1,Dice 2,Dice 3
Result	
format	"2,3,5" Dice 1,Dice 2,Dice 3