

White Label API

For AG-IN Service

Customer Copy

Version 3.1

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Confidential

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Revision Control

Version	Revised On	Status	Revised By	Revision Description
1.5	6 Aug 2015	Draft	Alex	CasinoTypeName added in GetReport Added duplication checking for unique ID for each report Appendix for Backend Office
1.6	20 Aug 2015	Draft	Eddie	Add new Game Types
1.7	9 Sep 2015	Draft	Eddie	<ul style="list-style-type: none"> Change CheckOrCreateAccount error_code 20000 (member already exists) to 0 (OK) Enable function to change member oddtype via CheckOrCreateAccount & ForwardGame
1.8	2 Nov 2015	Draft	Eddie	<ul style="list-style-type: none"> Add new gameType in ForwardGame API & GetReport API Add new feature in ForwardGame API Add Mobile App Installation Guide in Appendix
1.9	22 Dec 2015	Draft	Eddie	Add new Game Types
2.0	13 June 2016	Draft	Alex	Update the GetReport for frDate and toDate must less than or equal to 12 hours Update Game Types
2.1	24 June 2016	Draft	Alex	Add new FIFA Game Type and YoPlay playtype Update PlatformType
2.2	29 June 2016	Draft	Alex	Add 3 new EGames (SB36, SB37, SB38)
2.3	20 Jan 2017	Draft	Wei Li	Update AG EGames list
2.4	7 Feb 2017	Draft	Alex	<ul style="list-style-type: none"> Update TransferType Added new status RED_POCKET for AG Ang Pao Promotion <p>(For AG red pocket rush event for 9th Feb – 11th Feb, 2017. Random Time 14:00 to 23:00 GMT+8)</p>
2.5	27 Feb 2017	Draft	Alex	<ul style="list-style-type: none"> Remove YoPlay Add description for Ultimate Holdem Update card list description
2.6	6 Mar 2017	Draft	Alex	<ul style="list-style-type: none"> Add Egames to support HTML5 version for "Samurai slots", "Happy Farm", "Chinese Chess slots" and

				"Summer Campsite" with respective code SB06、SB10、SB07、SB11
2.7	21 Aug 2017	Draft	Alex	<ul style="list-style-type: none"> Updated Forward GameType in Appendix 6.10.
2.8	5 Sep 2017	Draft	Alex	<ul style="list-style-type: none"> Added new gametype 220 Saiyan Battle Z
2.9	2 Oct 2017	Draft	Alex	<ul style="list-style-type: none"> Added YoPlay Platform for Casino
3.0	27 Oct 2017	Draft	Alex	<ul style="list-style-type: none"> Updated Forward GameType in Appendix 6.10. Added new games 802 - Gold Class 221 - Street Battle YP820 Jackpot Fruit Slot
3.1	16 Nov 2017	Draft	Alex	<ul style="list-style-type: none"> Update Appendix 6.11.2 E-Games

Approvals

Name/Title	Agreement	Signature	Approval Date
	Select action x.x		Select approval date

Primary Input

Document Use:	External
Document Title:	White Label API for AG-IN Service
Intended Audience:	Project Leaders, Developers, Others
Document Overview/Structure:	This is AG-IN Service WebAPI defines general guide lines and set of Methods for integrated with sports betting provider
Production Deployment Date:	

1. Overview

This API defines general guideline and set of Web API Method for integrating white label system.

2. General Guideline

2.1. Convention

- All methods support uses **HTTP GET** verb in the system.
- URL request is **case insensitive**.
- The query string is composed of a series of field-value pairs. Within each pair, the field name and value are separated by an equals sign, '='. The series of pairs is separated by the ampersand, '&' for URLs.

```
field1=value1&field2=value2&field3=value3...
```

- Query parameters in URL must be encoded before submit to the API.
- All the response of method is in **JSON** format as stream output.
- JSON property names is **case insensitive**.

2.2. Communication and Authentication

- All requests and responses are sending over HTTP protocol and support use **HTTP GET** verb to request data.
- The uses IP authentication by pairing with IP and Operator Code (op).
- An Operator Code (op) can have one or more IPs.
- Licensee required to register their IPs. If IP address is not registered, the API will return an **"Check permission failed"** error response.
- All URLs need to append with a query string parameters called **op** & **auth** for authorization.
- All methods need validation checking with **auth** value. It is a **MD5** hash string encoded from:-

- Private Key (will be provided)
- HTTP Request URL Path and Query
- The result of the MD5 value must be in **UPPERCASE** hexadecimal string.
- The Operator Code and Private Key will be provided to licensee.
- MD5 hashing failure will return the “Unauthorized access” error response.

2.3. Language

- System default language is **English**. Default language is applied when language is not specified.

2.4. Currency

- Licensee must provide the currency when request for the **Operator Code (op)**.
- Each **Operator Code** support one type of currency only.
- **For Withdraw, amount must be in Positive integer value.**
- **For GetBalance method, return balance is in integer value.**
- IDR and VND currency ratio is 1:1000
- Available currency - MYR, CNY, IDR, THB and VND

2.5. Date/Time Format

- All the Date/Time data is based on **ISO 8601** format and accurate to seconds. For example:
 - Date only : yyyy-MM-dd
 - Date and time : yyyy-MM-ddTHH:mm:ssZ

2.6. Error handling

All response should have error status to indicate whether there is error happened. An example of error strut is as following:

```
{
  "error_code": 0,
  "error_message": "OK"
}
```


In general, **error code is 0 means “no error”**. While all error code others than 0 means some error happens.

2.7. Logging

All requests and response include server errors are logged into the database. URL, IP address and timestamp will be logged. The logs can be view via Backend Office web site. It is useful for check and verify the operation of the API service.

2.8. System Maintenance

White label system will perform maintenance once a week on **every Monday from 12:30pm GMT+8 to 1:30pm GMT+8**. During this period, user will get error “*System is under maintenance*” message.

If there is urgent maintenance that does not follow the pre-defined period, otherwise we will notify 7 days in advance.

3. Staging Environment

3.1. Access Information

The service URL is <http://api.ag.gsoft88.net/api/>.

Operator code (op) and private key will be provided.

In order to access the service URL, licensee must provided their IP address.

3.2. Authorization Procedures

The Operator Code (op) and private key is confidential and intended solely for the use of the individual or entity to whom they are addressed. This information should not be disclosed to third parties.

The following procedures explain how to generate the **auth**:-

Create URL for the specified API Method with all the required query parameters (**NOT INCLUDE** the **auth** parameter). Please take note that the query parameters must be URL encoded first.

```
http://uat-api.ag.gsoft88.net/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.

```
http://uat-api.ag.gsoft88.net/api/Hello?auth=700F6CB4F5F64B7FCF1D5E734EB21EE2&op=vmsoft
```

3.2.1. HTTP Request Header

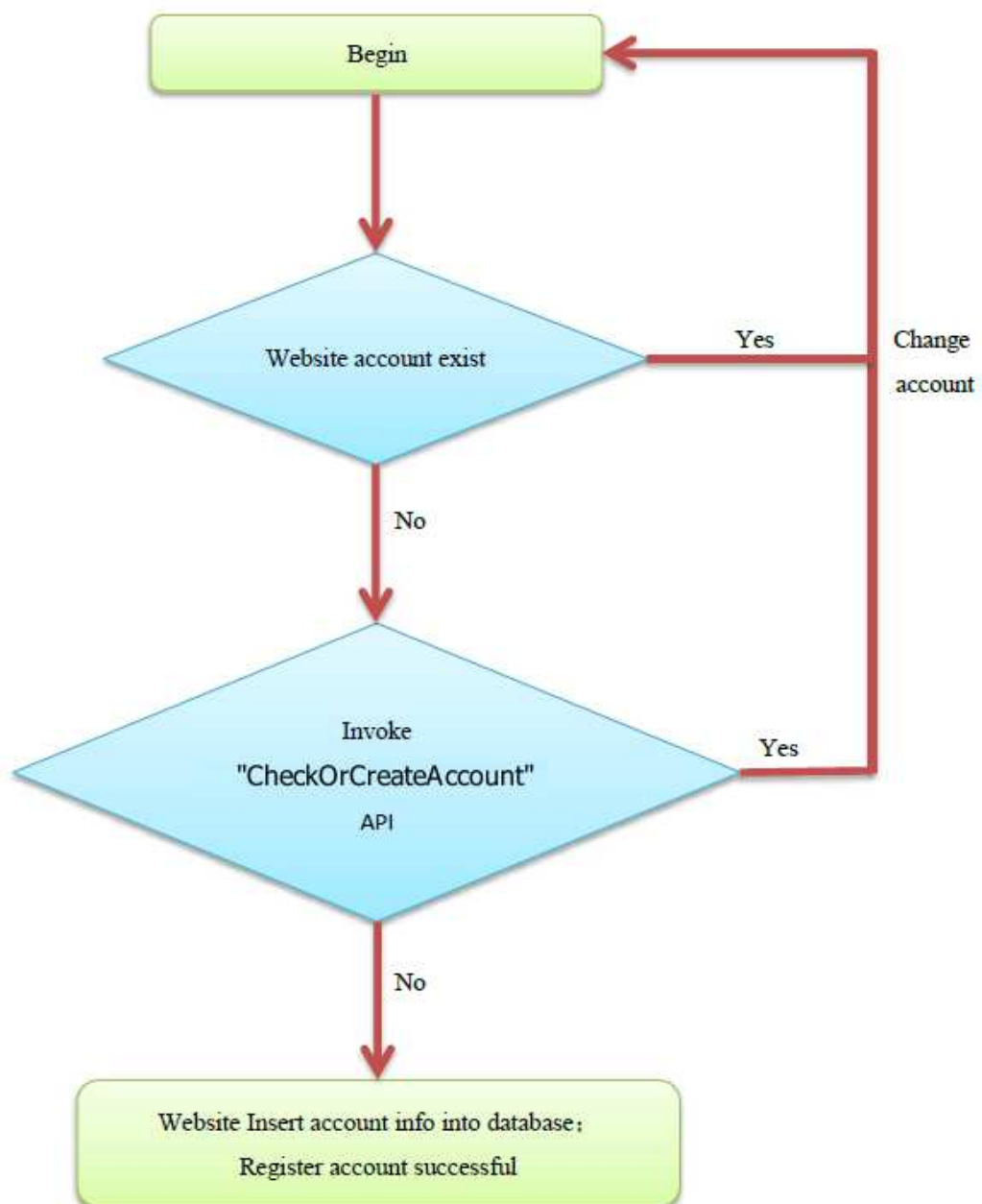
Name	Value
HTTP-Verb	GET
Content-Type	text/html; encoding='utf-8'

3.2.2. HTTP Response Header

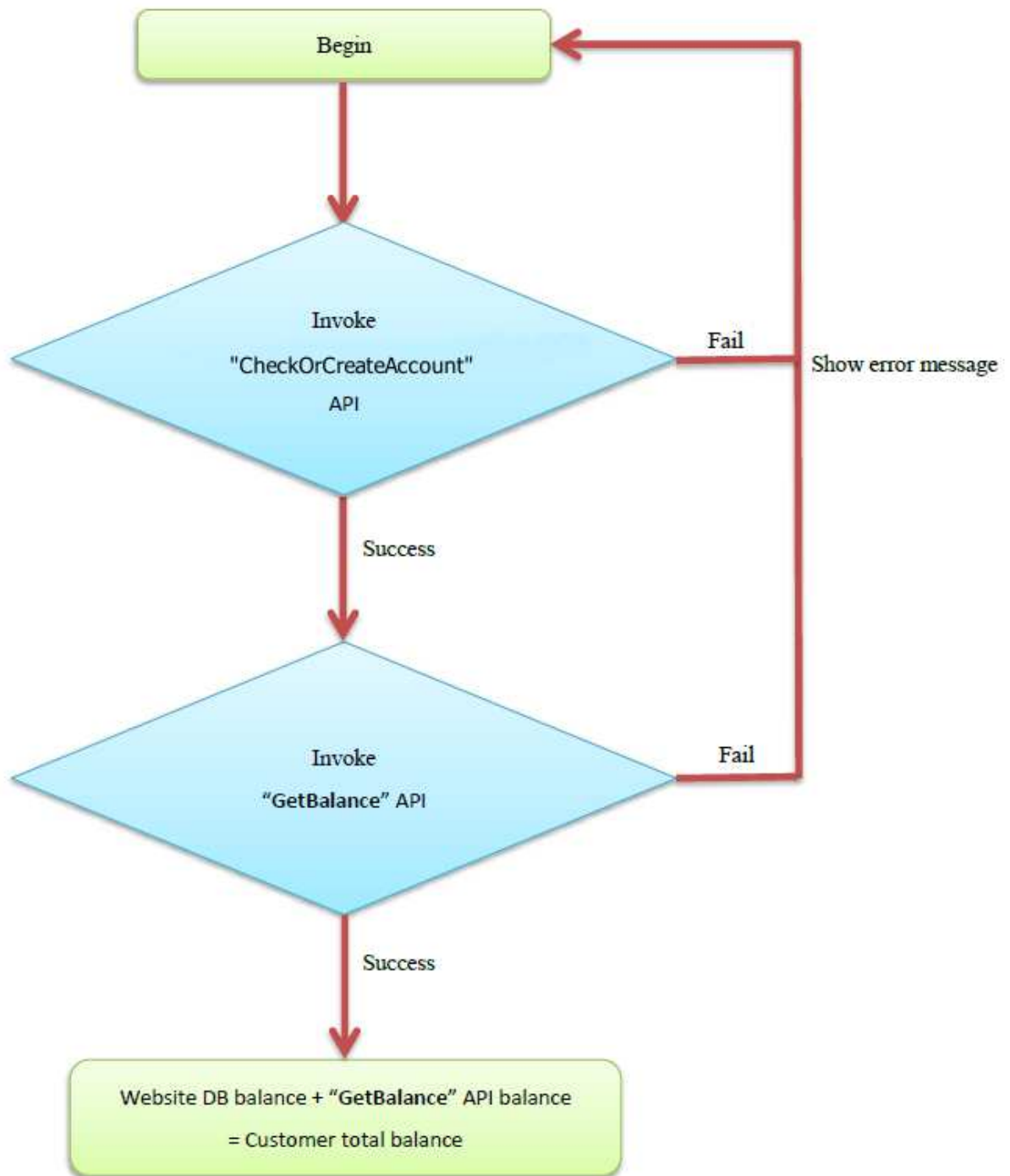
Name	Value
Content-Type	application/json; encoding='utf-8'

4. Work Flow

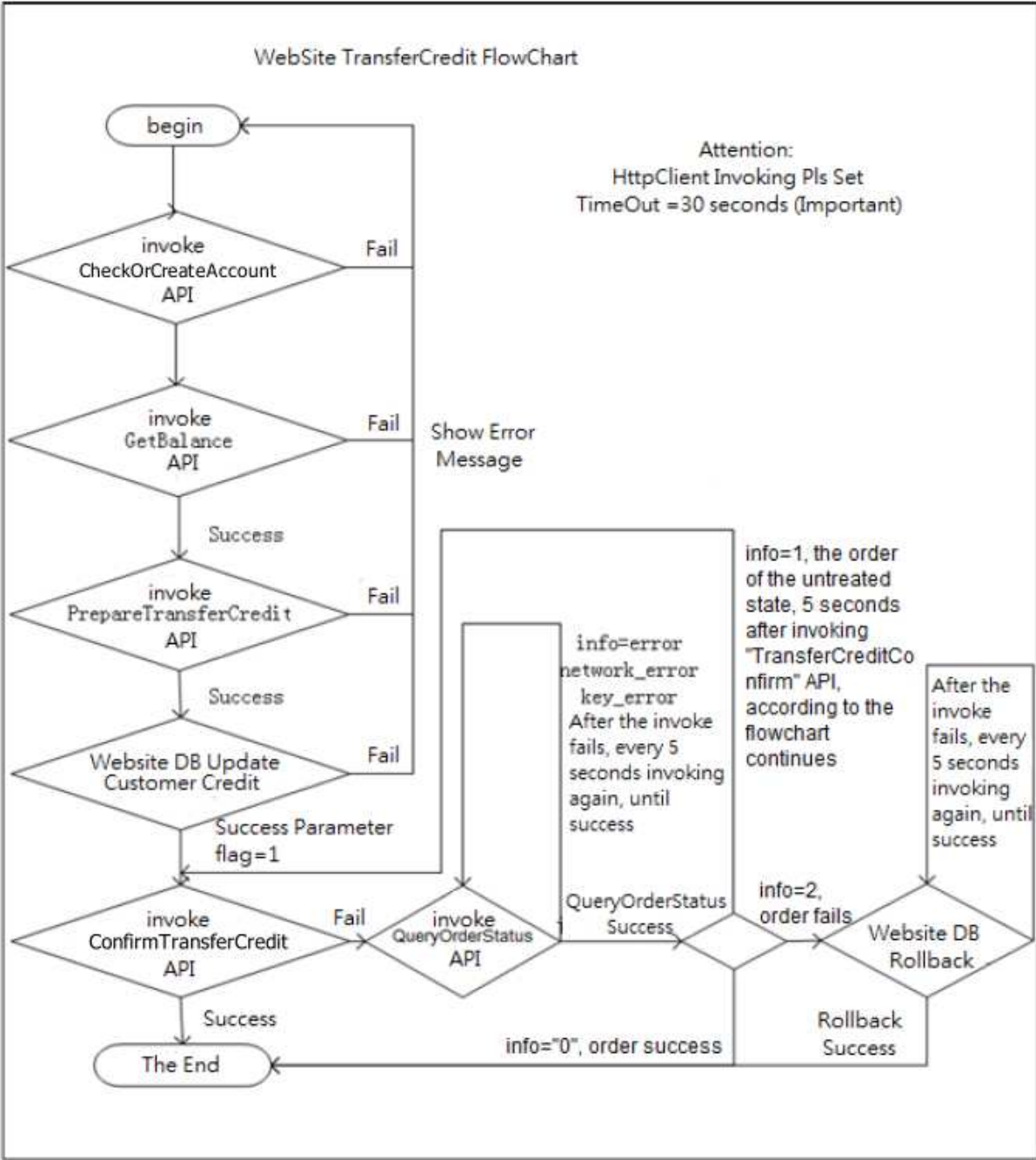
4.1. Create new account



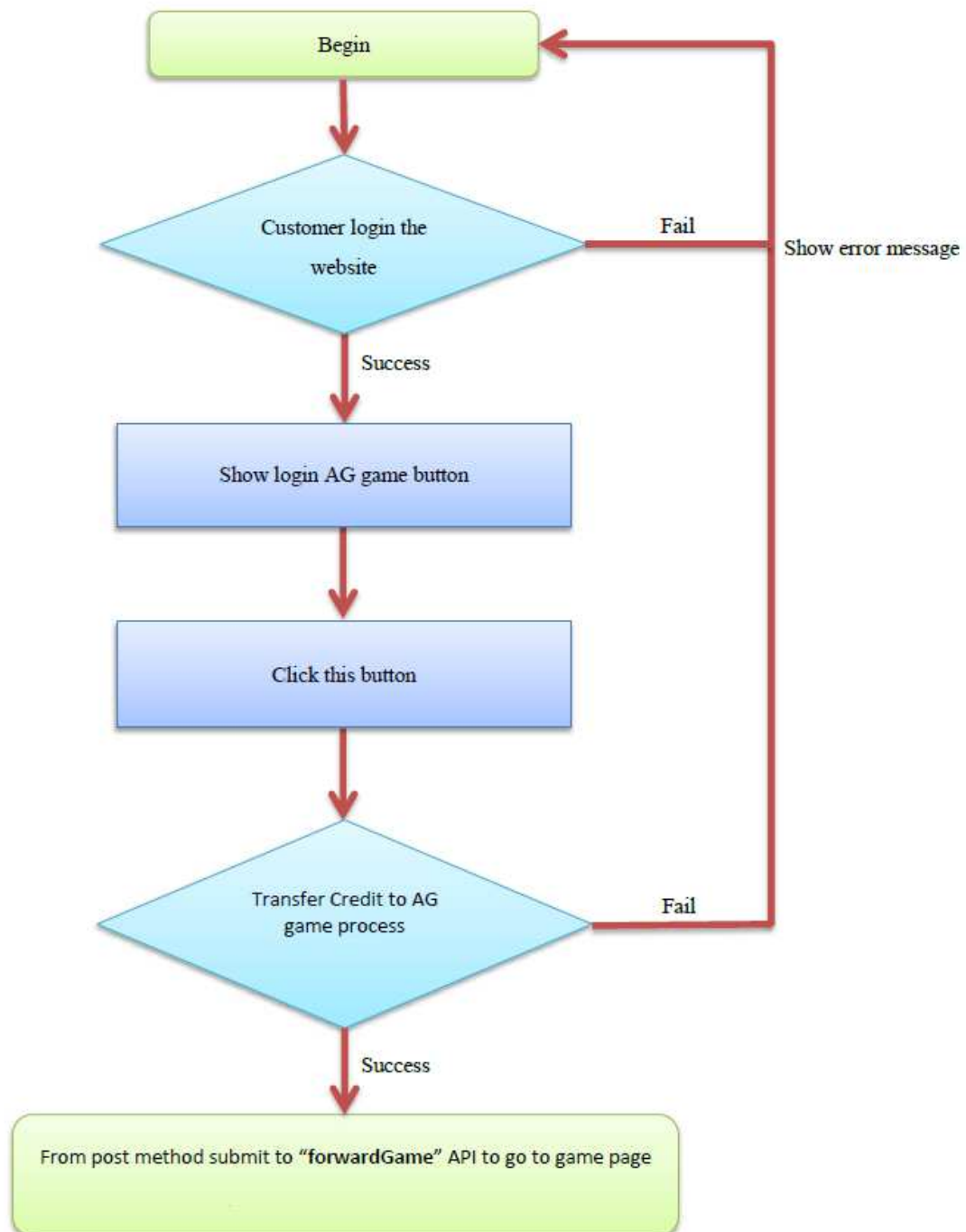
4.2. Query account balance



4.3. Transfer credit



4.4. Forward Game



5. API Methods

5.1. Hello

Say hello (API testing method)

5.1.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system to licensee
auth	String(50)	Yes	MD5 hash string for access authorization

5.1.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message

5.1.3. Example

Request:

```
http://api.ag.gsoft88.net/api/Hello?auth=700F6CB4F5F64B7FCF1D5E734EB21EE2&op=vmsoft
```

Response:

```
{  
  "error_code": 0,  
  "error_message": "hello, vmsoft"  
}
```


5.2. CheckOrCreateAccount

It is to create game account in the game database. If game account exist, this API just validate the account and the password. If the account is rightful, it will return 20000 else if account not exist, it will create a new game account and return 0.

5.2.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID length > 4 and < 30 and should in alphanumeric format .
password	String(20)	Yes	Password length > 4 and < 20
oddtype	String(3)	Yes	Odd Type (Please refer to Appendix. Odd Type). Invoke this API again using different value of oddtype able to modify the member's oddtype permanently. Invoke ForwardGame again to reflect the changes.
auth	String(50)	Yes	MD5 hash string for access authorization

5.2.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error
account	String(50)	Yes	Game account login name

5.2.3. Example

Request:

```
http://uat-api.ag.gsoft88.net/api/CheckOrCreateAccount?auth=7250EE13C3CE749D4AC50B6DBDC  
E2965&op=vmsoft&member_id=user04&password=12345678&oddtype=A
```


Response:

```
{
  "error_code": 0,
  "error_message": "",
  "info": "0",
  "account": "gsvmsoft0000000034",
}
```

5.3. GetAccountLogin

Get game account login name. It is useful when player need to login the game via mobile app.

5.3.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID length > 4 and < 30 and should in alphanumeric format .
auth	String(50)	Yes	MD5 hash string for access authorization

5.3.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
account	String(50)	Yes	Game account login name

5.3.3. Example

Request:

```
http://api.ag.gsoft88.net/api/GetAccountLogin?auth=EAC97CC8A9F9415DBC17EF190A5C44E0&op=vmsoft&member_id=user04
```

Response:

```
{
  "error_code": 0,
  "error_message": "OK",
}
```

5.4. GetBalance

Get member account available balance.

***Please take note that the return balance is in Integer format.**

5.4.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID length > 4 and < 30 and should in alphanumeric format .
auth	String(50)	Yes	MD5 hash string for access authorization

5.4.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error
balance	Integer	Yes	Account available balance

5.4.3. Example

Request:

```
http://api.ag.gsoft88.net
/api/GetBalance?auth=DF188A311FDB2032D4589FDF4A99CD61&op=vmsoft&member_id=user04
```

Response:

```

{
  "error_code": 0,
  "error_message": "OK",
  "info": "200",
  "balance": 200
}

```

5.5. PrepareTransferCredit

PrepareTransferCredit is preparing to transfer credit from website account to the game account or vice versa. After invoked this method, invoke ConfirmTransferCredit to confirm and verify the transaction.

***Please take note if doing testing on Production environment, please limit the transfer amount less than MYR 20.**

5.5.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID length > 4 and < 30 and should in alphanumeric format .
ticket_id	String(16)	Yes	A UNIQUE Transaction ID to identify the transaction record. Must be in alphanumeric format and assigned by licensee.
amount	Integer	Yes	Transaction amount
direction	Integer	Yes	0 = Withdraw 1 = Deposit
auth	String(50)	Yes	MD5 hash string for access authorization

5.5.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error

5.5.3. Example

Request:

```
http://api.ag.gsoft88./api/PrepareTransferCredit?auth=B5EC063577C02BFF3444AD53ACCC84C8&op=vmsoft&member_id=user04&ticket_id=T0001&amount=200&direction=1
```

Response:

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

5.6. ConfirmTransferCredit

ConfirmTransferCredit is confirm to transfer credit from website account to the game account or vice versa. Before invoke this method, PrepareTransferCredit method must invoke first.

5.6.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format .
ticket_id	String(16)	Yes	A UNIQUE ID (transaction ID) to identify the transaction record. Must be in alphanumeric format and assigned by licensee.
flag	Integer	Yes	Always pass 1 to flag as constant.
amount	Integer	Yes	Transaction amount
direction	Integer	Yes	0 = Withdraw 1 = Deposit
auth	String(50)	Yes	MD5 hash string for access authorization

5.6.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error

5.6.3. Example

Request:

```
http://api.ag.gsoft88./api/ConfirmTransferCredit?auth=A26C4BE6CAC39EFC5E2722798C7675F1&op=vmsoft&member_id=user04&ticket_id=T0001&amount=200&direction=1&flag=1
```

Response:

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

5.7. QueryOrderStatus

QueryOrderStatus is to querying the order's transfer status. Invoke this method if ConfirmTransferCredit return error.

If info = 0, ConfirmTransferCredit successfully.

If info = 1, Delay 5s and invoke ConfirmTransferCredit.

If info = 2, ConfirmTransferCredit failed.

5.7.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.

member_id	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format .
ticket_id	String(16)	Yes	A UNIQUE ID (transaction ID) to identify the transaction record. Must be in alphanumeric format and assigned by licensee.
auth	String(50)	Yes	MD5 hash string for access authorization

5.7.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error

5.7.3. Example

Request:

```
http://api.ag.gsoft88.net/api/QueryOrderStatus?auth=DE9EFD7E82A3FC0BC0180D9D433180E0&op=vmsoft&member_id=demo01&ticket_id=T0001
```

Response:

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

5.8. CheckTransferCredit

CheckTransferCredit is to check the transfer credit transaction. This method is useful for checking the transaction record if needed. The "**verified**" field is to indicate whether the specified transaction is valid or not.

5.8.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format .
ticket_id	String(16)	Yes	A UNIQUE ID (transaction ID) to identify the transaction record. Must be in alphanumeric format and assigned by licensee.
auth	String(50)	Yes	MD5 hash string for access authorization

5.8.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error
Transactions	Array	Yes	Contain the array of transaction records

5.8.2.1. Transactions

Field Name	Type	Required	Description
transfer_id	Integer	Yes	Transaction ID
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format .
ticket_id	String(16)	Yes	A UNIQUE ID (transaction ID) to identify the transaction record. Must be in alphanumeric format and assigned by licensee.

transfer_date	Date/Time	Yes	Transaction Date/Time in ISO 8601 format (GMT+8)
transfer_type	String	Yes	Transaction type IN = Deposit OUT = Withdraw
amount	Integer	Yes	Transfer amount in RMB
actype	String	Yes	Account type (Trial or Real)
currency	String	Yes	Always in RMB
verified	Integer	Yes	0 = Pending for confirmation 1 = Transaction confirmed
message	String	No	Error message for this transaction record

5.8.3. Example

Request:

```
http://uat-api.ag.gsoft88.net/api/CheckTransferCredit?auth=BF43E62BEC93A2F951F08DA2B799159F&op=vmsoft&ticket_id=T0001
```

Response:

```
{
  "error_code": 0,
  "transactions": [
    {
      "transfer_id": 23,
      "member_id": "user04",
      "ticket_id": "T0001",
      "transfer_date": "2015-07-23T13:59:52",
      "transfer_type": "IN",
      "amount": 200,
      "actype": 0,
      "verified": 1,
      "message": ""
    }
  ]
}
```

5.9. ForwardGame

It is to login member account and retrieve the game URL.



What's forwarding single EGame of AG ?

EGames of AG can support forwarding single EGame from now on, with the stable and quick way to access to the electronic games. There are two modes for selecting: mode one is forwarding single EGame by AGIN platform, mode two is forwarding single EGame by independent version of EGames platform lobby. According to your different needs, integrates the appropriate forwarding single EGame modes.

What's portfolio for forwarding single EGame of AG ?

Forwarding single EGame of AG which allows players to visit your website and view all AG launched EGame from an EGames page. The players will be able to enter the EGame by pressing button into the EGame. It is a fast entry. Players can save time to select the type of EGames before entering into the EGames platform lobby. Besides, popular EGames are shown on the same page. It can increase marketing effectiveness and the profitability of your website.

How to use forwarding single EGame of AG ?

Starting gameType "101" of table is supported forwarding single EGame of AG by AGIN platform, value inside bracket is supported forwarding single EGame of AG by independent version of EGames platform lobby. For example:

- 101 is forwarding single EGame "Fruit Slot" by AGIN platform
- 501 is forwarding single EGame "Fruit Slot" by independent version of EGames platform lobby.

EGames of AG materials for FTP server

- URL: ftp://115.160.153.18/Games
- ac / pw: guestftpuser / eytfgh28

5.9.1. Request

Field Name	Type	Required	Description
op	String(10)	Yes	The operator code provided by white label system.
member_id	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format .
dm	String	No	Partner's website URL For example, if your website domain is www.bet.com, the value of dm=www.bet.com Leave if blank to use default value "www.gsoft88.net"
lang	Integer	No	Display language (Please refer to Appendix. Language) Default value is 3 (English), leave it blank for default language. *Specified language only available for specified currency. For example licensee had chosen THB as their currency then Thai language will be available for their member. *Only English available for all currencies.
gameType	Integer	No	Please refer to Appendix. ForwardGame gameType (Leave it blank to show all game pages.)

			*Remark Mode 1) If bring EGames's gameType=1XX is forwarding single EGame inside AGIN Platform. Mode 2) If bring EGames's gameType=5XX or gameType=6XX is forwarding single EGame inside EGames Platform of independent version (Slot game without mainmenu bar)
oddtype	String(3)	No	Odd Type (Please refer to Appendix. Odd Type). Leave it blank if want to use the oddtype pre-defined by CheckOrCreateAccount.
auth	String(50)	Yes	MD5 hash string for access authorization

5.9.1. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Redirect URL

5.9.2. Example

Request:

```
http://api.ag.gsoft88.net/api/ForwardGame?auth=761874B96B73786C4F248497849F6E27&op=vmsoft&member_id=user04
```

Response:

```
{  
  "error_code": 0,  
  "error_message": "OK",  
  "info": "  
http://gi.gsoft8.com:81/forwardGame.do?params=22938541C651BBC84FA3C5757DDD14  
0EF70E19C5543650DD9760663B2BD49F84094D89E7681DFC92FBE6591D4D411CD9ADCD775D17  
FD8E51043D44F9A6045ED3A49A4A59F0D177457F0686C3E071926917062CABD35663063F45EE  
0A71CA7EAE1713D43E2BEE0B145A72E031F20FE0375E1622D4F92A2C779CACDBCBB0E34B9B4  
B7E102F636E6A2EA19E2362D999911AFD3EF4FF54C90B6E90D5E7F4D013A8ACDA154F16E7929  
5F&key=6c5bc15b3c9927c012e4839bca23441"  
}
```

5.10. GetReport

Retrieve report based on report type specified in **rType** parameters. Currently this method can retrieve 3 types of reporting: Bet Record (BR), Egames Bet Record (EBR) and Credit Transfer Record (TR).

AG-IN betting date are based on **GMT -4**.

However, AG-IN reporting files are processed and stored in our own API database server based on GMT +8.

So, in order to query report using “**GetReport**” API, you are passing the **frDate** and **toDate** based on GMT+8 to pull the records that are created and processed in our own API database server.

Total duration of FTP latency of the reporting file we received from AG-IN and own server process the data before it is stored in our own API database can be in an average 5 - 30 minutes depends on data/file size. So, **when you call the API, it will return data at most 30 minutes to see the bet records.**

Bet Record (BR) uses **billNo** as unique key. You should do a checking on the **billNo** to differentiate the data is already exists or not. If exists, you can do an update or merge with match of unique key.

Egames Bet Record (BR) uses **billNo** and **mainbillno** as unique key. You should do a checking on the **billNo** and **mainbillno** to differentiate the data is already exists or not. If exists, you can do an update or merge with match of unique key.

Credit Transfer Record (TR) uses **tradeNo** as unique key. You should do a checking on the **tradeNo** to differentiate the data is already exists or not. If exists, you can do an update or merge with match of unique key.

***Please refer to the time zone for each date/time field state in description column.**

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

5.10.1. Request

Field Name	Type	Required	Description
Op	String(10)	Yes	The operator code provided by white label system.
rType	String	Yes	Report Type (Please refer to Appendix. Data Type)

frDate	Date/Time	Yes	From Date/Time in ISO 8601 format (GMT+8) check against datecreated in API database
toDate	Date/Time	Yes	To Date/Time in ISO 8601 format (GMT+8) check against datecreated in API database frDate and toDate to less than or equal to 12 hours
auth	String(50)	Yes	MD5 hash string for access authorization

5.10.2. Response

Field Name	Type	Required	Description
error_code	Integer	Yes	Error code. Please refer to Appendix. Error Code Table
error_message	String(1000)	Yes	Error message
info	String	Yes	Extra information for error
type	String		Report Type (Please refer to Appendix. Data Type)
data	Array	Yes	Contain the array of records

5.10.2.1. Bet Record

Field Name	Type	Required	Description
OpCode	String(10)	Yes	The operator code provided by white label system.
MemberId	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format.
dataType	String	Yes	Data Type (Please refer to Appendix. Data Type)
billNo	String	Yes	Transaction ID (UNIQUE and persist for each record)
playerName	String	Yes	Game account login name
agentCode	String	Yes	Agent Code
gameCode	String	Yes	Game Code
netAmount	String	Yes	Net Amount
betTime	Date/Time	Yes	Bet Time in ISO 8601 format (GMT-4)
betAmount	Date/Time	Yes	Bet Amount
validBetAmount	Date/Time	Yes	Valid Bet Amount

flag	String	Yes	Flag Status (Please refer to Appendix. Flag Status).
casinoTypeName	String	Yes	Casino Type Name for the Game Type (Please refer to Appendix. Game Type)
gameType	String	Yes	Game Type (Please refer to Appendix. Game Type)
playType	String	No	Play Type (Please refer to Appendix. Play Type)
currency	String	Yes	Currency code (Please refer to Appendix. Currency Code)
tableCode	String	Yes	Table Code
loginIP	String	Yes	Login IP
recalcuTime	Date/Time	Yes	Recalculate Time (GMT-4)
platformId	String	Yes	Platform ID
playformType	String	Yes	Platform Type (Please refer to Appendix. Platform Type)
stringex	String	No	String
remark	String	No	Remark All Yoplay detail is show in this field: matchId:1224418, homeId:644, homeTeam:Sweden, awayId:645, awayTeam:Belgium, homeScore:0, awayScore:0, playtype:190, playtypeName:HOME, handicap:-1, odds:1.85, matchDateTime:2016-06-03T04:30:00
round	String	Yes	Game room type of Platform (Please refer to Appendix. Round Type)
result	String	Yes	String
beforeCredit	String	Yes	Player Betted Before Credit
deviceType	String	Yes	Device Type (Please refer to Appendix. Device Tpe)
begintime	Date/Time		Begin Time (GMT-4)
closetime	Date/Time		Close Time (GMT-4)
dealer	String	Yes	Dealer

shoecode	String	Yes	Shoe Code
bankerpoint	String	Yes	Banker Point
cardnum	String	Yes	Card Number
pair	String	Yes	Pair
dragonpoint	String	Yes	Dragon Point
tigerpoint	String	Yes	Tiger Point
cardlist	String	Yes	Card List (Please refer Appendix. Card List Information).
vid	String	Yes	Video ID
datecreated	Date/Time	Yes	Date created for record we capture in API database (GMT+8) from <i>frDate</i> and <i>toDate</i> .

5.10.2.2. Egames Bet Record

Field Name	Type	Required	Description
OpCode	String(10)	Yes	The operator code provided by white label system.
MemberId	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format.
dataType	String	Yes	Data Type (Please refer to Appendix. Data Type)
billNo	String	Yes	Transaction ID (UNIQUE and persist for each record)
playerName	String	Yes	Game account login name
agentCode	String	Yes	Agent Code
gameCode	String	Yes	Game Code
netAmount	String	Yes	Net Amount
betTime	Date/Time	Yes	Bet Time in ISO 8601 format (GMT-4)
betAmount	String	Yes	Bet Amount
validBetAmount	String	Yes	Valid Bet Amount
flag	String	Yes	Flag Status (Please refer to Appendix. Flag Status).
casinoTypeName	String	Yes	Casino Type Name for the Game Type (Please refer to Appendix. Game Type)
gameType	String	Yes	Game Type (Please refer to Appendix. Game Type)
playType	String	No	Play Type (Please refer to Appendix. Play Type)
currency	String	Yes	Currency code (Please refer to Appendix. Currency Code)

tableCode	String	Yes	Table Code
loginIP	String	Yes	Login IP
recalcuTime	Date/Time	Yes	Recalculate Time (GMT-4)
platformId	String	Yes	Platform ID
playformType	String	Yes	Platform Type (Please refer to Appendix. Platform Type)
stringex	String	No	String
remark	String	No	Remark
round	String	Yes	Game room type of Platform (Please refer to Appendix. Round Type)
result	String	Yes	String
slottype	String	Yes	Slot Type (Please refer to Appendix. Slot Type)
mainbillNo	String	Yes	Main Bill No
beforeCredit	String	Yes	Player Betted Before Credit
deviceType	String	Yes	Device Type (Please refer to Appendix. Device Type)
betAmountBase	String	Yes	Slot Game Betting Amount
betAmountBonus	String	Yes	Jackpot Game Betting Amount
netAmountBase	String	Yes	Slot Game Payout
netAmountBonus	String	Yes	Jackpot Game Payout
datecreated	Date/Time	Yes	Date created for record we capture in API database (GMT+8) from <i>frDate</i> and <i>toDate</i> .

5.10.2.3. Transfer Record

Field Name	Type	Required	Description
OpCode	String(10)	Yes	The operator code provided by white label system.
MemberId	String(30)	Yes	Member ID cannot be more than 30 chars and should be alphanumeric format.
dataType	String	Yes	Data Type (Please refer to Appendix. Data Type)
ID	String	Yes	Item Code
playerName	String	Yes	Game account login name
agentCode	String	Yes	Agent Code
TicketId	String	Yes	Transaction ID to identify the transaction record and assigned by licensee.
transferId	String	Yes	Transfer ID
tradeNo	String	Yes	Trade No

transferType	String	Yes	Transfer Type (Please refer to Appendix. Transfer Type)
transferAmount	String	Yes	Transfer Amount When transferType="DONATEFEE", types. transferAmount will be negative, not to 0, that is spending.
previousAmount	String	Yes	Previous Amount
currentAmount	String	Yes	Current Amount
flag	String	Yes	Transfer Status
currency	String	Yes	Currency code (Please refer to Appendix. Currency Code)
exchangeRate	String	Yes	Exchange Rate
IP	String	Yes	Player's IP
creationTime	Date/Time	Yes	Creation Time (GMT-4)
platformId	String	Yes	Platform ID
playformType	String	Yes	Platform Type (Please refer to Appendix. Platform Type)
gameCode	String	No	Game Code
datecreated	Date/Time	Yes	Date created for record we capture in API database (GMT+8) from frDate and toDate.

5.10.3. Example

Request:

```
http://api.ag.gsoft88.net/api/GetReport?auth=C9F976AF0A78617099A9E0C7AC90A43
F&op=vmtest&rType=BR&frDate=2015-07-30T00%3a00%3a00Z&toDate=2015-07-
30T12%3a00%3a00Z
```

Note: The maximum date range to get records for frDate to toDate is 12 hours.

BR Response Sample:

```
{
  error_code: 0,
  error_message: "",
  type: "BR",
  data: [
    {
      OpCode: "vmtest",
      MemberId: "real01",
      dataType: "BR",
      billNo: "15073007681856",
      playerName: "gsvmssoft0000000003",
    }
  ]
}
```

```

agentCode: "429001001001007",
gameCode: "GC005157300C5",
netAmount: "10",
betTime: "2015-07-30T07:02:37",
casinoTypeName: "Live",
gameType: "BAC",
betAmount: "10",
validBetAmount: "10",
flag: "1",
playType: "2",
currency: "MYR",
tableCode: "YE2",
loginIP: "219.92.242.240",
recalcuTime: "2015-07-30T07:03:07",
platformType: "AGIN",
remark: "",
round: "DSP",
result: "",
beforeCredit: "13.65",
deviceType: "0",
begintime: null,
closetime: null,
dealer: null,
shoecode: null,
bankerPoint: null,
cardnum: null,
pair: null,
dragonpoint: null,
tigerpoint: null,
cardlist: null,
vid: null,
datecreated: "2015-07-30T20:13:01"
},
{
  OpCode: "vmtest",
  MemberId: "real01",
  dataType: "BR",
  billNo: "15073007671104",
  playerName: "gsvmsoft0000000003",
  agentCode: "429001001001007",
  gameCode: "GC005157300C3",
  netAmount: "-10",
  betTime: "2015-07-30T07:00:26",
  casinoTypeName: "Live",
  gameType: "BAC",
  betAmount: "10",
  validBetAmount: "10",
  flag: "1",
  playType: "2",
  currency: "MYR",
  tableCode: "YE2",
  loginIP: "219.92.242.240",
  recalcuTime: "2015-07-30T07:01:07",
  platformType: "AGIN",
  remark: "",
  round: "DSP",
  result: "",
  beforeCredit: "23.65",
  deviceType: "0",
  begintime: null,
  closetime: null,
  dealer: null,
  shoecode: null,
  bankerPoint: null,
  cardnum: null,
  pair: null,
  dragonpoint: null,

```

```

tigerpoint: null,
cardlist: null,
vid: null,
datecreated: "2015-07-30T20:13:01"
    }
  ]
}

```

EBR Response Sample:

```

{
  error_code: 0,
  error_message: "",
  type: "EBR",
  data: [
    {
      OpCode: "vmtest",
      MemberId: "real01",
      dataType: "EBR",
      billNo: "15073006453551",
      playerName: "gsvmsoft0000000003",
      agentCode: "429001001001007",
      gameCode: "",
      netAmount: "-2",
      betTime: "2015-07-30T06:17:31",
      casinoTypeName: "Live",
      gameType: "FRU",
      betAmount: "2",
      validBetAmount: "2",
      flag: "1",
      playType: "null",
      currency: "MYR",
      tableCode: "null",
      loginIP: "219.92.242.131",
      recalcuTime: "2015-07-30T06:17:31",
      platformType: "AGIN",
      remark: "null",
      round: "SLOT",
      slottype: "1",
      result: "20;12,Star X 2,0.00;0.00,2.00,0.00,0.00,0.00,0.00,0.00,0.00",
      mainbillno: "15073006453551",
      beforeCredit: "186.65",
      betAmountBase: "2",
      betAmountBonus: "0",
      netAmountBase: "-2",
      netAmountBonus: "0",
      datecreated: "2015-07-30T19:25:04.41"
    },
    {
      OpCode: "vmtest",
      MemberId: "real01",
      dataType: "EBR",
      billNo: "15073006455521",
      playerName: "gsvmsoft0000000003",
      agentCode: "429001001001007",
      gameCode: "",
      netAmount: "-2",
      betTime: "2015-07-30T06:17:50",
      casinoTypeName: "Live",
    }
  ]
}

```

```

        gameType: "FRU",
        betAmount: "2",
        validBetAmount: "2",
        flag: "1",
        playType: "null",
        currency: "MYR",
        tableCode: "null",
        loginIP: "219.92.242.131",
        recalcuTime: "2015-07-30T06:17:50",
        platformType: "AGIN",
        remark: "null",
        round: "SLOT",
        slottype: "1",
        result: "5;2,Apple X 2,0.00;0.00,2.00,0.00,0.00,0.00,0.00,0.00,0.00",
        mainbillno: "15073006455521",
        beforeCredit: "184.65",
        betAmountBase: "2",
        betAmountBonus: "0",
        netAmountBase: "-2",
        netAmountBonus: "0",
        datecreated: "2015-07-30T19:25:05.16"
    }
}

```

TR Response Sample:

```

{
    error_code: 0,
    error_message: "",
    type: "TR",
    data: [
        {
            OpCode: "vmtest",
            MemberId: "real01",
            dataType: "TR",
            ID: "1C1655622FFC4CFEE050C77079613AD1",
            agentCode: "429001001001007",
            TicketId: "R0009",
            transferId: "E90_AGIN1507300620491290",
            tradeNo: "150730381667821",
            platformType: "AGIN",
            playerName: "gsvmsoft0000000003",
            transferType: "OUT",
            transferAmount: "-150",
            previousAmount: "174.65",
            currentAmount: "24.65",
            currency: "MYR",
            exchangeRate: "1",
            IP: "0",
            flag: "0",
            creationTime: "2015-07-30T06:21:06",
            gameCode: "",
            datecreated: "2015-07-30T19:25:04"
        }
    ]
}

```

6. Appendix

6.1. Language

Language	Value
zh-cn (Simplified Chinese)	1
zh-tw (Traditional Chinese)	2
en-us (English)	3
euc-jp (Japanese)	4
ko (Korean)	5
th (Thai)	6
es (Spanish)	7
vi (Vietnamese)	8
khm (Khmer)	9
lao (Lao)	10
id (Indonesian)	11
myr (Malaysia)	12
es (Spanish)	13
mx (Mexican)	14
de (German)	15
fr (French)	16
el (Greek)	17
it (Italian)	18
pl (Polish)	19
ru (Russian)	20
hu (Hungarian)	21
ro (Romanian)	22

6.2. Currency

Currency	Value
Chinese Yuan	CNY
Hong Kong Dollar	HKD
Korean Won	KRW

Malaysian Ringgit	MYR
Singapore Dollar	SGD
US Dollar	USD
Japan Yen	JPY
Thai Baht	THB
Bit Coin	BTC
Indonesian Rupiah	IDR
Vietnamese Dong	BND
Euro	EUR
Australian Dollar	AUD
Great Britain Pound	GBP
Swiss Franc	CHF
Mexican Peso	MXP
Canadian Dollar	CAD
Russian Ruble	RUB
Indian Rupee	INR
Romanian Leu	RON
Danish Krone	DKK
Norwegian Krone	NOK

6.3. Flag Status

Code	Status
1	Settled
0	Unsettled
-1	Modify Demo Credit
-2	Bill No. has been tampered
-8	Cancel particular Bill No.
-9	Cancel Bill No.

6.4. Odd Type

**Please refer Odd Type Table document for other currencies.*

Type	Bet Amount Range		
	CNY	MYR	THB
A	20-50000	5-1000	40-25000
B	50-5000	10-1000	100-10000
C	20-10000	5-200	40-5000
D	200-20000	50-5000	1000-100000
E	300-30000	60-6000	1500-150000
F	400-40000	80-8000	2000-200000
G	500-50000	100-10000	2500-250000
H	1000-100000	200-20000	5000-500000
I	2000-200000	500-50000	10000-1000000

6.5. Platform Type

Code	Name	Remark
AGIN	AGIN	Available
HUNTER	Fish Hunter	Only RMB currency
XIN	XIN Gaming	Available
YOPLAY	YoPlay	Not Supported
AG	AGQ	Not Supported
DSP	DSP	Not Supported
IPM	IPM	Not Supported
BBIN	BBIN	Not Supported
MG	Microgaming	Not Supported
SABAH	Saba	Not Supported
HG	HOGaming	Not Supported
PT	PlayTech	Not Supported
NMG	Microgaming (New)	Not Supported

6.6. Round Type

Code	Name	Remark
DSP	AGIN	AGIN Platform

AGQ	AGQ	AGIN Platform
VIP	VIP	AGIN Platform
SLOT	EGames	AGIN Platform
LED	BID	AGIN Platform

6.7. Slot Type

Code	Name	Remark
1	General	
2	Free	
100	Jackpot	
11	Individual Bonus or Party Bonus	

6.8. Data Type

Type	Description
BR	Bet Record
EBR	Egames Bet Record
TR	Transfer Record

6.9. Device Type

Type	Description
0	Computer
1	Mobile

6.10. ForwardGame - gameType

Mode 1 Code	Mode 2 Code	Name
0		All Games (Games Lobby)
1		AGQ
2		AGIN
3		MultiPlay
4		VIP
5		BID (LED)
6		FISH Hunter
8	500	EGAMES
11		AGIN Platform Mobile Web version of Game Lobby
12		AGQ Mobile web version of baccarat (AGIN Platform)
13		AGIN Mobile web version of baccarat (AGIN Platform)
15		AGIN Mobile web version of dragon tiger (AGIN Platform)
18		HTML5 Live Games
21		Baccarat of AGQ (AGIN Platform)
22		Baccarat of AGIN (AGIN Platform)
23		Dragon Tiger of AGQ (AGIN Platform)
24		Dragon Tiger of AGIN (AGIN Platform)
25		Roulette of AGQ (AGIN Platform)
26		Roulette of AGIN (AGIN Platform)
27		Sicbo of AGQ (AGIN Platform)
30		VIP (AGIN Platform)
31		VIP (LED) (AGIN Platform)
32		BullBull
33		Blackjack
34		Live
500		Independent version of XIN platform lobby
501	101	Fruit Slot
502	102	Video Poker 2 (Jacks or Better)
503	103	Beauty & Beach Volley
504	104	The Wealthy Lamb
505	105	Legend of Warriors

507	107	Speedy Lucky Wheel
508	108	Space Odyssey
509	109	Garden Vintage
510	110	Oden
511	111	Farm Café
512	112	Sweets Home
513	113	Samurai
514	114	Chinese Chess Slot
515	115	Mahjong Slot
516	116	Chess Slot
517	117	Happy Farm
518	118	Summer Campsite
519	119	Sea World Odyssey
520	120	Funny Clown
521	121	Amazing Rides
522	122	Spooky House
523	123	Crazy Circus
524	124	Ocean Theatre
525	125	Wonderful Waterpark
526	126	Aerial Warfare
527	127	Rock And Roll
528	128	Motor Gear
529	129	Egypt Mystery
530	130	Happy Hour
531	131	Jurassic Slot
532	132	God of Land Fortune
533	133	God of Bag Monk Fortune
534	134	God of Fortune
535	135	God of Wu Fortune
536	136	God of Gamble Fortune
537	137	Sexy Maid
539	139	Year of the Monkey
540	140	Deuces Wild
541	141	Bonus Deuces Wild

542	142	Sky Guardians
543	143	Monkey King
544	144	Candy Quest
545	145	Ice Crush
546	146	Fruit Slot 2
547	147	Euro Football Champ
548	148	Fish Hunter King
549	149	Shanghai Bund
550	150	Rio Fever
	200	Dragons Pearl
	201	Lucky 8
	202	Bling Bling
	203	Goldfish
	204	Chinese New Year
	205	Pirates
	206	Fruitmania
	207	Red Panda
	208	High Roller
	209	Dragon Boat Festival
	210	Moon Festival
	211	K-Pop
	212	Fantasies
	213	Phoenix and Dragon
	215	Kick Off
TA01		Multi Hand Blackjack Low Limits
TA02		Multi Hand Blackjack
TA03		Multi Hand Blackjack High Limits
TA04		Single Hand Blackjack Low Limits
TA05		Single Hand Blackjack
TA06		Single Hand Blackjack High Limits
TA07		Hilo Low Limits
TA08		Hilo
TA09		Hilo High Limits
TA0A		5H Hilo

TA0B	5H Hilo High Limits
TA0C	3H Hilo High Limits
TA0F	Roulette High Limits
TA0G	Roulette
TA0J	Shark Attack
TA0K	Fruit Mix
TA0L	The Mob
TA0M	Pharaoh's Secret
TA0N	Full Throttle
TA0O	Hunting Season
TA0Q	Day and Night
TA0R	Seven Wonders
TA0S	Soccer Challenge
TA0T	Diamonds And Pearls
TA0U	Lowriders
TA0V	Galactic Cash
TA0W	Jolly Roger
TA0X	Cafe de Paris
TA0Y	Golden Dragon
TA0Z	Jacks or Better
TA10	Joker Wild
TA11	Deuces Wild
TA12	Jacks or Better
TA13	Jacks or Better
TA14	Jacks or Better
TA15	Jacks or Better
TA17	Joker Wild
TA18	Joker Wild
TA19	Joker Wild
TA1A	Joker Wild
TA1C	Deuces Wild
TA1D	Deuces Wild
TA1E	Deuces Wild
TA1F	Deuces Wild

TAITA1N	Roulette Deluxe High Limits (mobile)
TAITA1O	Roulette Deluxe (mobile)
TAITA1P	Roulette Deluxe Low Limits (mobile)
TAITA1K	Roulette Deluxe High Limits (desktop)
TAITA1L	Roulette Deluxe (desktop)
TAITA1M	Roulette Deluxe Low Limits (desktop)
XINTG02	Baccarat (XIN's Slot Games)
800	Jackpot Lobby
220	Saiyan Battle Z
221	Street Battle
802	Gold Class
YP800	Yoplay Lobby
YP801	Forest Dance
YP802	BenzBNW
YP803	Run Hourse
YP804	Guess
YP805	Fruit Slot
YP806	Texas Cowboy
YP807	Birds & Beasts
YP808	Fruit Party
YP810	Fruit Slot Multiplayer
YP813	Fruit Slot Multiplayer
YP817	Yo Bull
YP818	Treasure Fruit Slot
YP820	Jackpot Fruit Slot

6.11. Report gameType

6.11.1. LIVE DEALER

Casino Type is "Live" for live dealer and live casino as shown below.

Code	Name	Remark
BAC	Baccarat	
CBAC	VIP Baccarat	

LINK	Interlink Baccarat
DT	Dragon Tiger
SHB	Sicbo
ROU	Roulette
FT	Fan Tan
LBAC	Bid Baccarat
ULPK	Ultimate Holdem
SBAC	Dragon Bonus Baccarat
NN	Bull Bull

6.11.2. EGames

Casino Type is “Casino” for below:

Code	Name
SL1	FIFA (2014 FIFA World Cup Brazil)
SL2	Fruit Shop Frenzy
SL3	3D Aquarlum
PK_J	Video Poker(jacks or better)
SL4	Speed Racing
PKBJ	Video poker2 (jacks or better)
FRU	Fruit Slot
HUNTER	Fish Hunter
SLM1	Beauty & Beach Volley
SLM2	The Wealthy Lamb
SLM3	Legend of Warriors
SC01	Lucky Slot
TGLW	Speedy Lucky Wheel
SLM4	Empress Wu Zetian
TGCW	Casino War
SB01	Space Odyssey
SB02	Vintage Garden
SB03	Oden

SB04	Farm Café
SB05	Sweets Home
SB06	Samurai
SB07	Chinese Chess Slot
SB08	Mahjong Slot
SB09	Chess Slot
SB10	Happy Farm
SB11	Summer Campsite
SB12	Sea World Odyssey
SB13	Funny Clown
SB14	Amazing Rides
SB15	Spooky House
SB16	Crazy Circus
SB17	Ocean Theatre
SB18	Wonderful Waterpark
SB25	God of Land Fortune
SB26	God of Bag Monk Fortune
SB27	God of Fortune
SB28	God of Wu Fortune
SB29	God of Gamble Fortune
SB19	Aerial Warfare
SB20	Rock And Roll
SB21	Motor Gear
SB22	Egypt Mystery
SB23	Happy Hour
SB24	Jurassic Slot
AV01	Sexy Maid
XG01	Dragons Pearl
XG02	Lucky8
XG03	Bling Bling
XG04	Goldfish
XG05	Chinese New Year
XG06	Pirates
XG07	Fruitmania

XG08	Red Panda
XG09	High Roller
SB30	Year of the Monkey
SB31	Sky Guardians
PKBD	Deuces Wild
PKBB	Bonus Deuces Wild
SB32	Monkey King
SB33	Candy Quest
SB34	Ice Crush
FRU2	Fruit Slot 2
TG01	Blackjack (Slot Games)
TG02	Baccarat (Slot Games)
TG03	Roulette (Slot Games)
SB35	Euro Football Champ
SB36	Fish Hunter King
SB37	Shanghai Bund
SB38	Rio Fever
SB39	Space Fruit
SB40	Qin Empire
TA01	Multi Hand Blackjack Low Limits
TA02	Multi Hand Blackjack
TA03	Multi Hand Blackjack High Limits
TA04	Single Hand Blackjack Low Limits
TA05	Single Hand Blackjack
TA06	Single Hand Blackjack High Limits
TA07	Hilo Low Limits
TA08	Hilo
TA09	Hilo High Limits
TA0A	5H Hilo
TA0B	5H Hilo High Limits
TA0C	3H Hilo High Limits
TA0F	Roulette High Limits
TA0G	Roulette
TA0Z	5H Jacks or Better

TA10	5H Joker Wild
TA11	5H Deuces Wild
TA12	1H Jacks or Better
TA13	10H Jacks or Better
TA14	25H Jacks or Better
TA15	50H Jacks or Better
TA17	1H Joker Wild
TA18	10H Joker Wild
TA19	25H Joker Wild
TA1A	50H Joker Wild
TA1C	1H Deuces Wild
TA1D	10H Deuces Wild
TA1E	25H Deuces Wild
TA1F	50H Deuces Wild
TA0U	Lowriders
TA0V	Galactic Cash
TA0W	Jolly Roger
TA0X	Cafe de Paris
TA0Y	Golden Dragon
XG10	Dragon Boat Festival
XG11	Moon Festival
XG12	K-Pop
XG13	Fantasies
XG14	Phoenix and Dragon
XG16	Kick Off
TA0P	GourMonsters
TA0S	Soccer Challenge
TA0L	The Mob
TA0M	Pharaoh's Secret
TA0N	Full Throttle
TA0O	Hunting Season
TA0Q	Day and Night
TA0R	Seven Wonders
TA0T	Diamonds And Pearls

TA1N	Roulette Deluxe High Limits (mobile)
TA1O	Roulette Deluxe (mobile)
TA1P	Roulette Deluxe Low Limits (desktop)
TA1K	Roulette Deluxe High Limits (desktop)
TA1L	Roulette Deluxe (desktop)
TA1M	Roulette Deluxe Low Limits (desktop)
SV41	Lucky Rooster
SX01	Saiyan Battle Z
SX02	Street Battle
SX03	Gold Class

6.11.3 YoPlay (EGames)

Code	Name	
YFP	Fruit Party	
YDZ	Texas Cowboy	
YBIR	Birds & Beasts	
YMFD	ForestDance Multiplayer	
YFD	Forest Dance	
YBEN	BenzBMW	
YHR	Run Horse	
YMFR	Fruit Slot	
YGS	Guess	
YFR	Fruit Slot	
YMGS	Guess Multiplayer	
YMBN	Yo Bull	
YGFS	Treasure Fruit Slot	
YJFS	Jackpot Fruit Slot	
YMBI	Birds and Beasts Multiplayer	

6.12. Play Type

6.12.1. Baccarat Play Type List

Value	Play Type	Rate
1	Banker	0.95
2	Player	1.00
3	Tie	8.00
4	Banker Pair	11.00
5	Player Pair	11.00
6	Big	0.50
7	Small	1.50
8	Banker Insurance bets	Pls refer to the rules of the game
9	Player Insurance Bets	Pls refer to the rules of the game
11	Banker no commission	When the value is 6 banker only receive 0.5, other is 1.00
12	Banker dragon bonus	Pls refer to the rules of the game
13	Player dragon bonus	Pls refer to the rules of the game

6.12.2. Dragon Tiger Play Type List

Value	Play Type	Rate
21	Dragon	1.00
22	Tiger	1.00
23	Tie (Dragon Tiger)	8.00

6.12.3. Sicbo Play Type List

Value	Play Type	Rate
41	big	1
42	small	1
43	single	1
44	double	1
45	all wei	24
46	wei 1	150

47	wei 2	150
48	wei 3	150
49	wei 4	150
50	wei 5	150
51	wei 6	150
52	single 1	Distinguish with dice (1,2,3) corresponding
53	single 2	Distinguish with dice (1,2,3) corresponding
54	single 3	Distinguish with dice (1,2,3) corresponding
55	single 4	Distinguish with dice (1,2,3) corresponding
56	single 5	Distinguish with dice (1,2,3) corresponding
57	single 6	Distinguish with dice (1,2,3) corresponding
58	double 1	8
59	double 2	8
60	double 3	8
61	double 4	8
62	double 5	8
63	double 6	8
64	combine 12	5
65	combine 13	5
66	combine 14	5
67	combine 15	5
68	combine 16	5
69	combine 23	5
70	combine 24	5
71	combine 25	5
72	combine 26	5
73	combine 34	5
74	combine 35	5
75	combine 36	5
76	combine 45	5
77	combine 46	5
78	combine 56	5

79	sum 4	50
80	sum 5	18
81	sum 6	14
82	sum 7	12
83	sum 8	8
84	sum 9	6
85	sum 10	6
86	sum 11	6
87	sum 12	6
88	sum 13	8
89	sum 14	12
90	sum 15	14
91	sum 16	18
92	sum 17	50

6.12.4. Roulette Play Type List

Value	Play Type	Rate
101	Direct	1:35
102	Separate	1:17
103	Street	1:11
104	Three Numbers	1:11
105	Triangle	1:8
106	Four Number	1:8
107	Row (1 st Row)	1:2
108	Row (2 nd Row)	1:2
109	Row (3 rd Row)	1:2
110	Line	1:5
111	1 st dozen	1:2
112	2 nd dozen	1:2
113	3 rd dozen	1:2
114	Red	1:1
115	Black	1:1
116	Big	1:1

117	Small	1:1
118	Odd	1:1
119	Even	1:1

6.12.5. Fantan Play Type List

Value	Play Type	Rate
130	1 Fan	2.8500
131	2 Fan	2.8500
132	3 Fan	2.8500
133	4 Fan	2.8500
134	1 Nim 2	1.9000
135	1 Nim 3	1.9000
136	1 Nim 4	1.9000
137	2 Nim 1	1.9000
138	2 Nim 3	1.9000
139	2 Nim 4	1.9000
140	3 Nim 1	1.9000
141	3 Nim 2	1.9000
142	3 Nim 4	1.9000
143	4 Nim 1	1.9000
144	4 Nim 2	1.9000
145	4 Nim 3	1.9000
146	Kwok (1,2)	0.9500
147	Odd	0.9500
148	Kwok (1,4)	0.9500
149	Kwok (2,3)	0.9500
150	Even	0.9500
151	Kwok (3,4)	0.9500
152	1 ₄ 2	0.4750
153	1 ₃ 2	0.4750
154	1 ₄ 3	0.4750
155	1 ₂ 3	0.4750
156	1 ₃ 4	0.4750

157	1 ₂ 4	0.4750
158	2 ₄ 3	0.4750
159	2 ₁ 3	0.4750
160	2 ₃ 4	0.4750
161	2 ₁ 4	0.4750
162	3 ₂ 4	0.4750
163	3 ₁ 4	0.4750
164	3:1 (3,2,1)	0.3200
165	3:1(2,1,4)	0.3200
166	3:1(1,4,3)	0.3200
167	3:1(4,3,2)	0.3200

6.12.6. Ultimate Holdem Play Type List

Value	Play Type	
180	ante + blind	
181	1 x play	
182	2 x play	
183	3 x play	
184	4 x play	

6.13. Transfer Type

Code	Remark
OUT	Transfer out
IN	Transfer in
RECALC	Recalculation
GBED	Agent change credit
RECKON	Reckon
BET	Bet
RECALC_ERR	Recalculate payout error
CHANGE_CUS_BALANCE	Change customer account balance
CHANGE_CUS_CREDIT	Change customer credit
RESET_CUS_CREDIT	Reset customer credit

DONATEFEE	Customer donate fee
CANCEL_BET	System cancel bet
CANCEL_BET_ERR	System cancel bet failed
PROPTEE	Gift
1	Scene hunting
2	Jackpot draw
3	Transfer
7	Fish King Award
RED_POCKET	Give red pockets (For AG red pocket rush event for 9 th Feb – 11 th Feb, 2017. 14:00 to 23:00)
COMP_ENROLL	Enroll Competition Fee
COMP_PRIZE	Competition price
COMP_REFUND	Competition refund

6.14. Card List Information

Type	Description
Baccarat Bid Baccarat	<Banker first card's flower>.<Banker first card's value>,< Banker second card's flower>.< Banker second card's value >,< Banker third card's flower >.< Banker third card's value >;< Player first card's flower>>.< Player first card's value >,< Player second card's flower>.< Player second card's value> Spades is S, Hearts is H, Diamonds is D & Clubs is C E.g.:D.8,H.1;S.13,C.10
Sicbo	Number of first dice, Number of second dice, Number of third dice E.g.: 1,3,6
Dragon Tiger	<Dragon's hand's flower>.< Dragon's hand's points>;<Tiger's hand's flower >.< Tiger's hand's points > Spades is S, Hearts is H, Diamonds is D & Clubs is C E.g.: H.3,H.5;S.1,D.12
Roulette	Result number
Fan Tan	Result number
Ultimate Holdem	<Player first card's flower>.<Player first card's value>,<Player second card's flower>.<Player second card's value>;<Public first card's flower>.<Public first card's value>,<Public second card's flower>.<Public second card's value>,<Public third card's flower>.<Public third card's value>,<Public fourth card's flower>.<Public fourth card's value>,<Public fifth card's flower>.<Public fifth card's value>;<Banker first card's flower>.<Banker first card's value>,< Banker second card's flower>.<Banker second card's value> Spades is S, Hearts is H, Diamonds is D & Clubs is C E.g.: S.8,S.6;C.9,D.10,H.2,H.4,S.7;S.9,C.10

6.15. BankerPoint of Ultimate Holdem

Type	Description
Ultimate Holdem	<p>Eg.: bankerPoint="314"</p> <p><The first set of numbers=Banker Card Type's code></p> <p>10=ROYAL_STRAIGHT_FLUSH 9=STRAIGHT_FLUSH 8=FOUR_OF_A_KIND 7=FULL_HOUSE 6=FLUSH 5=STRAIGHT 4=THREE_OF_A_KIND 3=TWO_PAIR 2=ONE_PAIR 1=HIGH_CARD</p> <p><The second set of numbers=Banker card's value></p> <p>14=A 13=K 12=Q 11=J 10=10 9=9 8=8 7=7 6=6 5=5 4=4 3=3 2=2</p>

6.16. PlayerPoint of Ultimate Holdem

Type	Description
Ultimate Holdem	<p>Eg.: bankerPoint="314"</p> <p><The first set of numbers=Banker Card Type's code></p> <p>10=ROYAL_STRAIGHT_FLUSH 9=STRAIGHT_FLUSH 8=FOUR_OF_A_KIND 7=FULL_HOUSE 6=FLUSH 5=STRAIGHT 4=THREE_OF_A_KIND 3=TWO_PAIR 2=ONE_PAIR 1=HIGH_CARD</p> <p><The second set of numbers=Banker card's value></p> <p>14=A</p>

13=K
12=Q
11=J
10=10
9=9
8=8
7=7
6=6
5=5
4=4
3=3
2=2

6.17. Error Code

Code	Message	Remark
0	OK	Successfully executed
99999	System is under maintenance	
10000	Unauthorized access	Authentication failed to validate
10001	Permission failed	Client IP is restricted, only allowed IP can access the API
10002	System exception error	Error detail in message
10004	Database operation error	Error detail in message
10005	Provider response error	Please refer to Appendix. Info Error Message
10006	Reponse data is empty	
20000	member_id already exists	
20001	member_id not exists	
20002	ticket_id already exists	
20003	ticket_id not exists	
30000	auth cannot be blank	
30001	op cannot be blank	
30002	member_id cannot be blank	
30003	password cannot be blank	
30004	oddtype cannot be blank	
30005	ticket_id cannot be blank	
30010	rMode cannot be blank	
30011	rType cannot be blank	
30012	frDate cannot be blank	
30013	toDate cannot be blank	

30021	op length must less than 10 characters
30022	member_id length must less than 30 characters
30023	password length must between 4 to 20 characters
30025	ticket_id length must within 20 characters
30026	amount value must larger than 0
30032	Invalid member_id format (accept alphanumeric format only without any whitespace)
30033	Invalid password format (accept alphanumeric format only without any whitespace)
30035	Invalid ticket_id format (accept alphanumeric format only without any whitespace)
30040	rMode value must be 0, 1 or 2
30041	rType value must be BR, EBR or TR
30042	frDate must be in ISO 8601 datetime format
30043	toDate must be in ISO 8601 datetime format

6.18. Info Error Message

Info value	Info value description
0	Success
1	Failure, the order of the untreated state
2	Failure because of the invalid transfer credit
key_error	Key value is error
network_error	Lost data because of network problem
account_add_fail	Add this new account fail, maybe the password not right or account already exist
error	Other error, please refer to “msg” description
duplicate_transfer	Duplicate transfer credit
account_not_exist	Game account does not exist
not_enough_credit	Inadequate amount transferring credit
000	URL will return the balance if success, Integer, e.g. 100

6.19. Backend office

The backend office screenshot and description as below. We authorise the agent to login and view the backend office to view report, transactions and API logging information.

- a) The Bet Record Page: This is the bet record page in backend office and it is only showing bet records from past 90 days in the system. All date/ time is in GMT -4.

VM Soft. - AGIN Agent Site Hello, [Logout](#) | [Log off](#)

View Bets View E-Games Bets View Transactions View Logs Check Transaction

Betting Details

From: 2015-07-01 To: 2015-08-11 Go

All date/ time is in GMT-4. Select Date From and Date To based on GMT-4.

Copy CSV Excel PDF Print

Show 10 entries

Bill No.	Member ID	Agent Code	Game Code	Game Type	Bet Time	Net Amount	Bet Amount	Valid Bet Amount	Flag Description	Recalculate Time	Detail	Remark
15073007961894	real01	429001001001007	GC000137300C2	Baccarat	2015-07-30 07:02	\$10.00	\$10.00	\$10.00	Settled	2015-07-30 07:03	Results: Before Credit: \$12.05 Device Type: 7	Remark:
15073007961894	real01	429001001001007	GC000137300C2	Baccarat	2015-07-30 07:00	\$10.00	\$10.00	\$10.00	Settled	2015-07-30 07:01	Results: Before Credit: \$12.05 Device Type: 7	Remark:
15073006464804	real01	429001001001007	GC000137300C2	Baccarat	2015-07-30 06:59	\$10.00	\$10.00	\$10.00	Settled	2015-07-30 06:59	Results: Before Credit: \$12.05 Device Type: 7	Remark:

- b) The EGames Bet Record Page: This is the EGames bet record page in backend office and it is only showing bet records from past 90 days in the system. All date/ time is in GMT -4.

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Help, Logout | Log Off

View BetsView E-Games BetsView TransactionsView LogsCheck Transaction

E-Games Betting Details

From: 2015-07-01To: 2015-08-11Go

All date/ time is in GMT-4. Select Date From and Date To based on GMT-4.

CopyCSVExcelPDFPrint

Show 10 entries

Bill No.	Main Bill No	Member ID	Agent Code	Game Code	Game Type	Bet Time	Net Amount	Bet Amount	Valid Bet Amount	Flag Description	Recalculate Time	Detail	Remark
15081002406935	15081002406935	real01	429001001001007	Farm Café	2015-08-10 02:18	\$5.00	\$5.00	\$5.00	Settled	2015-08-10 02:18	Results: 11,10,2,2,5,5,2,11,7,8,10,7,4,3,11 Slot Type: General Net Amount Bonus: \$5.00 Net Amount Bonus: \$5.00	Before Credit: \$12.05 Bet Amount Bonus: \$5.00 Bet Amount Bonus: \$5.00	
15081002406935	15081002406935	real01	429001001001007	Farm Café	2015-08-10 02:17	\$5.00	\$5.00	\$5.00	Settled	2015-08-10 02:17	Results: 9,8,10,1,10,11,10,4,8,7,4,201,9,7,4 Slot Type: General Net Amount Bonus: \$5.00 Net Amount Bonus: \$5.00	Before Credit: \$12.05 Bet Amount Bonus: \$5.00 Bet Amount Bonus: \$5.00	

- c) The Credit Transfer Page: This is the Transfer record page in backend office and it is only showing bet records from past 90 days in the system. All date/ time is in GMT -4.

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View Bets View E-Games Bets View Transactions View Logs Check Transaction

Hello, [vntest](#) | Log off

Transaction Details

From: 2015-08-01 To: 2015-08-11 [Go](#)

All date/ time is in GMT-4. Select Date from and Date To based on GMT-4.

Search: [Copy](#) [CSV](#) [Excel](#) [PDF](#) [Print](#)

Show 10 entries

Transfer ID	Trade No	Member ID	Agent Code	Game Code	Ticket ID	Transfer Time	Transfer Amount	Previous Amount	Current Amount	Transfer Type	Exchange Rate	Currency
EPG_AGIN150807013481401	150807481408483	real01	429001001001007		T00011	2015-08-07 03:16	\$30.00	\$23.65	\$53.65	Transfer In	1	MYR
Total:							\$30.00	\$23.65	\$53.65			
Grand Total:							\$30.00	\$23.65	\$53.65			

Showing 1 to 1 of 1 entries

Previous [1](#) Next

d) The Log Page: This is the Logging page in backend office and it is only showing logging information per day when calling our API.

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View Bets View E-Games Bets View Transactions View Logs Check Transaction

Hello, [vntest](#) | Log off

Agent Log

Date: 2015-08-10 [Go](#)

Search: [Copy](#) [CSV](#) [Excel](#) [PDF](#) [Print](#)

Show 10 entries

LogID	OpCode	IP Address	Request URL	Log Detail	Date
33615	vntest	119.81.255.134	http://api.ag.gov88.net/api/ForwardGame?agent=EPG_AGIN150807013481401&username=gmmsa0000000031/&actype=171/&password=1234/&idtype=87/&cur=MYR/&vm=www.gov88.net/&id=EPG_AGIN1508100131844631/&lang=3	agent=EPG_AGIN150807013481401;username=gmmsa0000000031/&actype=171/&password=1234/&idtype=87/&cur=MYR/&vm=www.gov88.net/&id=EPG_AGIN1508100131844631/&lang=3	2015-08-10 12:13:15 PM

Showing 1 to 1 of 1 entries

Previous [1](#) Next

e) The Check Transaction Page: This is the check transaction page in backend office and agent can pass the ticket ID to see the transaction detail.

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View Bets View E-Games Bets View Transactions View Logs Check Transaction

Hello, [vntest](#) | Log off

Check Transaction

Agent Detail:
All form fields are required.
Operator: [vntest \(vntest\)](#)

Ticket ID: T00011

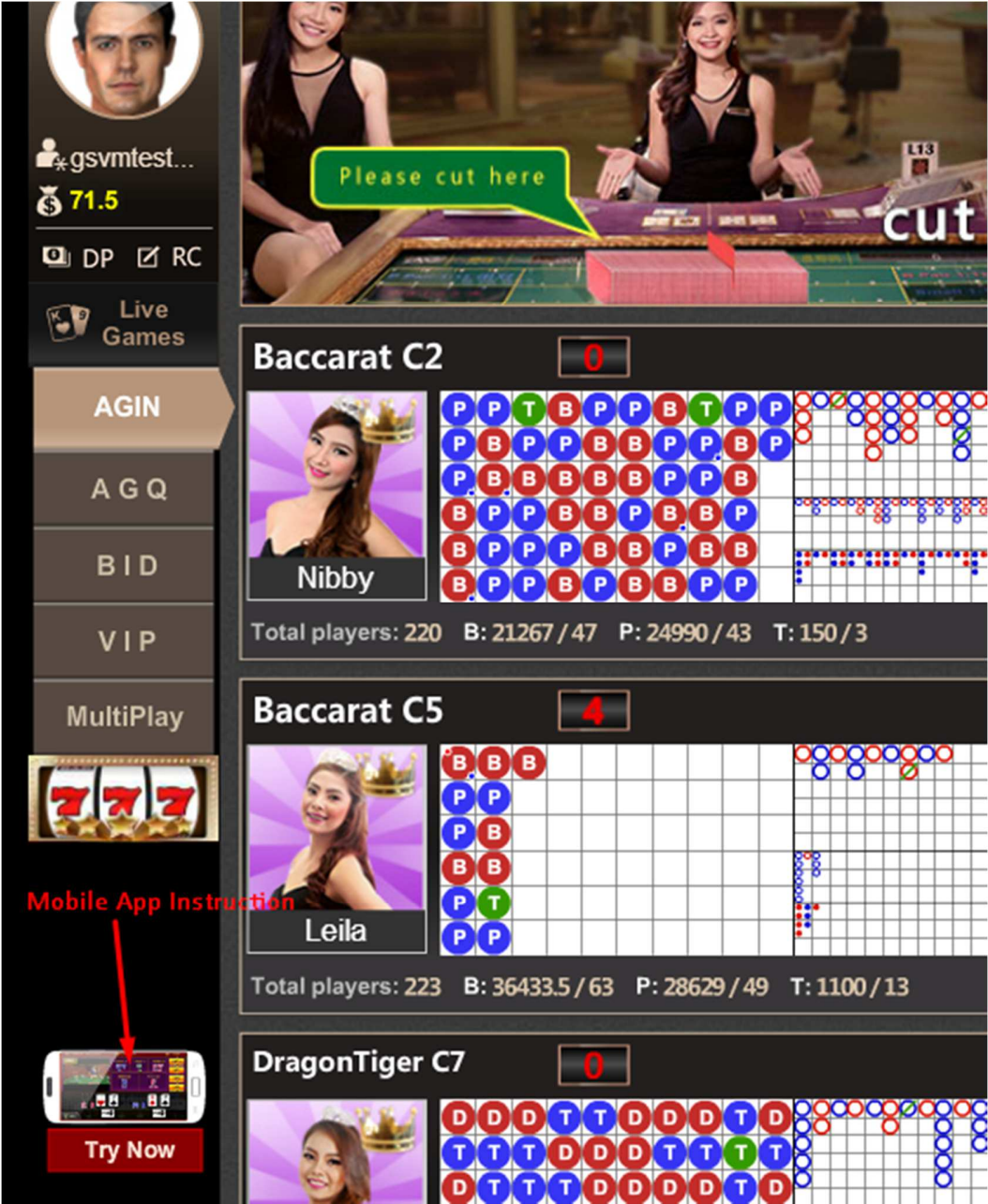
[Check Detail](#)

Transaction Detail
Ticket ID: T00011
Member ID: real01
Transaction Date: 2015-08-07T15:15:48
Transaction Type: Transfer In
Amount: 30
Verified: valid
Remarks:

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6.20. Mobile App

1) Login into the AG-IN Game Lobby and click the mobile app link as below image



2) Set the mobile password

Mobile App

Mobile Account Setting

Your Mobile Account is: G8gsvmtstdemo01

Mobile Password:

Please type 6 to 16 alphanumeric digits

Confirm Password:

Please type the same mobile Password

3) Download the mobile app using QRCode or access to <http://agin.cc>

How to Download

Download with the following link in mobile phone browser:

agin.cc

OR



Download Mobile Version with QR Code

4) Read the **Installation Guide** provide by AG for more information

