



API Document for AG Game Integration

(For AG Client's Internal Use Only)

Version Control

Date	Version	Description	Author
04/03/2015	2.7	Modify plaintext "loginname" specified parameters	AG Team
23/03/2015	2.8	1) Update Oddtype "A" & "C" bet amount range 2) Modify "GetBalance" API returning result 3) Precaution "QueryOrderStatus" API	AG Team
02/04/2015	2.9	Modify BBIN Platform "loginname" characters	AG Team
20/04/2015	3.0	Create "gameType" parameter value for forwardGame API	AG Team
01/06/2015	3.1	1) Modify BBIN & AGIN Platforms "gameType" parameter value for forwardGame API 2) New precaution of "QueryOrderStatus" API 3) Modify returning result description for "QueryOrderStatus" and "TransferCreditConfirm" API 4) New Parameter of forwardGame API for AGIN Mobile Web version of Baccarat	AG Team
06/07/2015	3.2	1) Create AGIN Platform "gameType" parameter value for forwardGame API 2) Create MG Platform "flashid" parameter for forwardGame API	AG Team
07/08/2015	3.3	1) Create AGIN Platform "gameType" parameter value for forwardGame API 2) Description of PT Platform "gameType" parameter value for forwardGame API	AG Team
26/08/2015	3.4	Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
14/09/2015	3.5	Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team

02/10/2015	3.6	Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
03/11/2015	3.7	1) Update AGIN Platform “gameType” parameter value for forwardGame API 2) Create AGTEX Platform “gameCategory” parameter for “PrepareTransferCredit” API & “TransferCreditConfirm” API	AG Team
23/11/2015	3.8	1) Create of BBIN curriery description 2) Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
27/11/2015	3.9	1) Create session token description	AG Team
07/12/2015	4.0	1)update invoking Forward Game API url 2) update 4.0 invoking API description	AG Team
29/12/2015	4.1	1)Update AGTEX Platform “gameType” parameter value for forwardGame API	AG Team
25/01/2016	4.2	Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
01/03/2016	4.3	Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
09/03/2016	4.4	1) Update Playngo Platform “loginname” parameter description 2) Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
07/04/2016	4.5	1) Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
09/05/2016	4.6	1) Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
06/06/2016	4.7	1) Update session token description 2) Update AGIN Platform “gameType” parameter value for forwardGame API 3) Update NMGE Platform “gameType” parameter	AG Team

		description for forwardGame API 4) Update NMGE Platform "billno" character specification 5) Update NMGE Platform "loginname" parameter description 6) Update ENDO platform "gameType" parameter description for forwardGame API 7) Update BG platform "gameType" parameter description for forwardGame API 8) Update PT platform "gameType" parameter description for forwardGame API	
28/06/2016	4.8	1) Update AGTEX Platform "gameType" parameter value for forwardGame API 1) Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
15/07/2016	4.9	1) Update MG Platform "gameType" parameter description for forwardGame API 2) NMGE platform change to MG platform	AG Team
05/08/2016	5.0	1) Update AGIN Platform "gameType" parameter value for forwardGame API 2) Optimize the Process of transfer credit & forward game and update invoke API Flow Description 3) Update the currency lists and language list	AG Team
05/10/2016	5.1	1) Update & Create AGIN Platform "gameType" parameter value for forwardGame API 2) Update the currency lists	AG Team
24/10/2016	5.2	1) Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
13/12/2016	5.3	1) Update AGIN Platform "gameType" parameter value for forwardGame API 2) Update Process of transfer credit to game or from game	AG Team

		Flow 3) Update DES encryption format	
24/02/2017	5.4	1) Update AGIN Platform “gameType” parameter value and remark for forwardGame API 2) Update QueryOrderStatus description	AG Team
28/03/2017	5.5	1) Update AGIN Platform “gameType” parameter value for forwardGame API	AG Team
09/06/2017	5.7	1) Update AGIN Platform “gameType” parameter values for forwardGame API	AG Team
15/06/2017	5.8	1) Update GetBalance description and “Parameter” description, customer’s balance now supports two decimal places	AG Team
22/6/2017	5.9	1) Update AGIN Platform “gameType” parameter values for forwardGame API	AG Team
11/7/2017	6.0	1) Update Sabah Platform “loginname” parameter description 2) Update the language list	AG Team

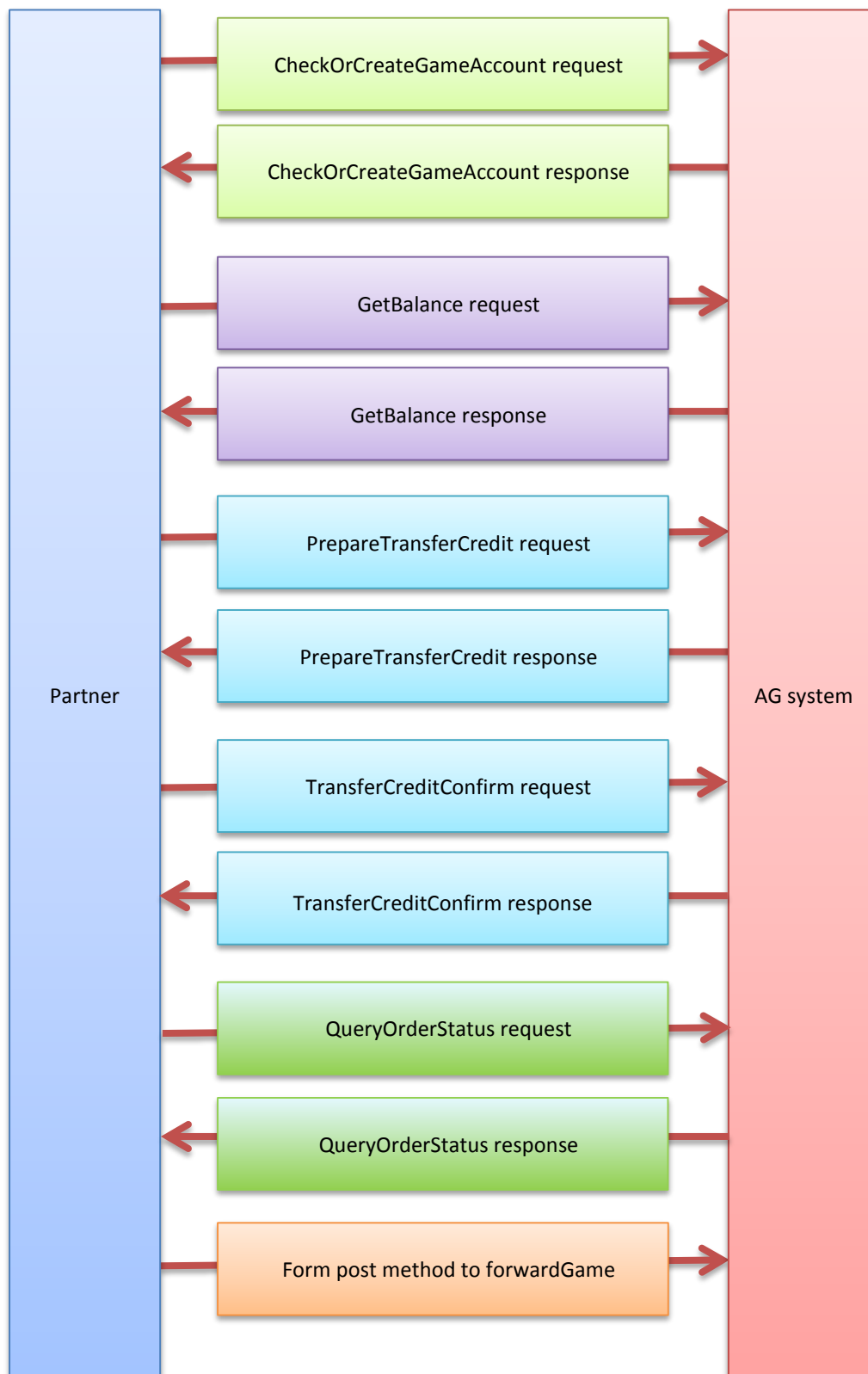
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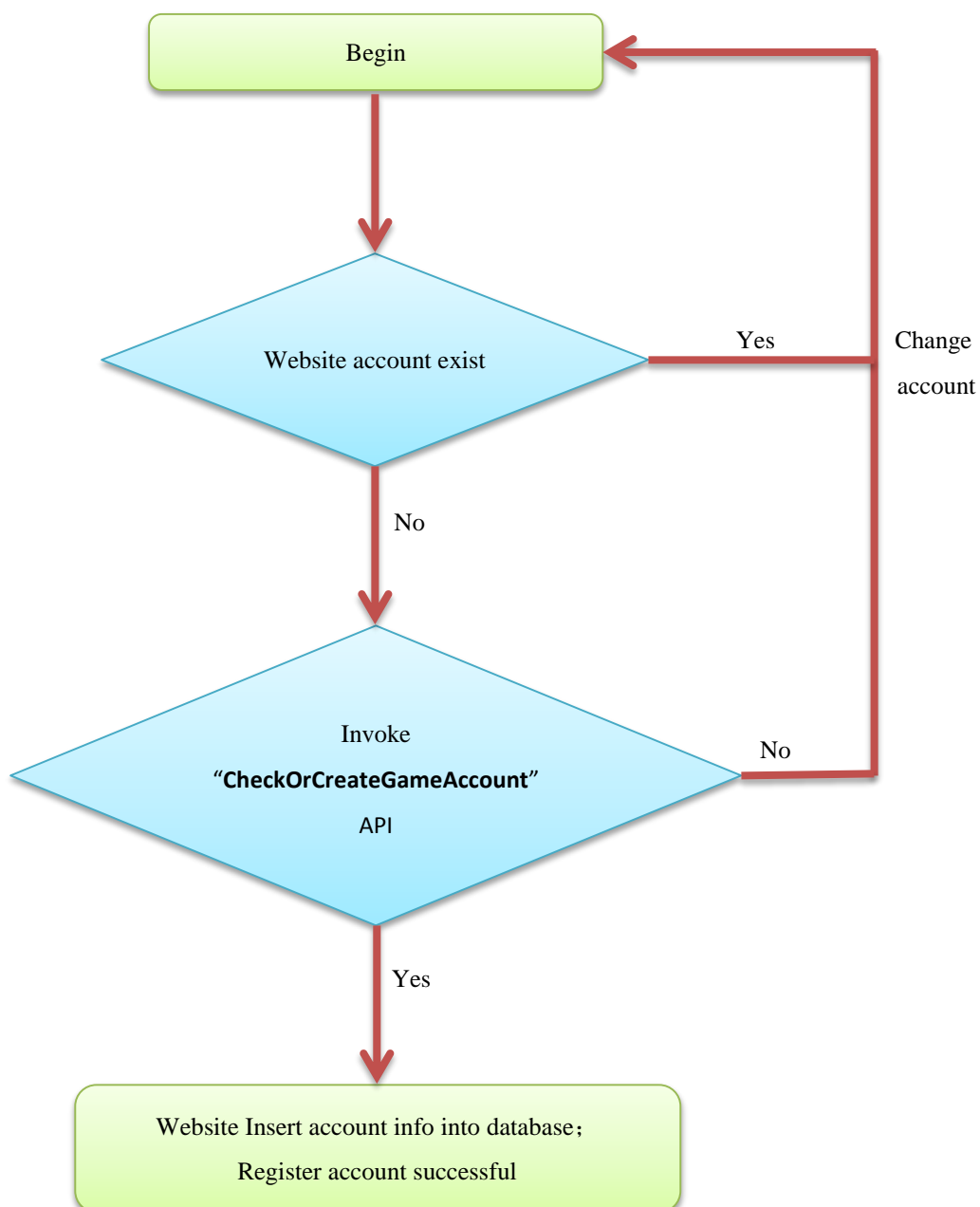
1 Structure

There is total 6 API(s) to invoke integrating AG game, the structure as below:-

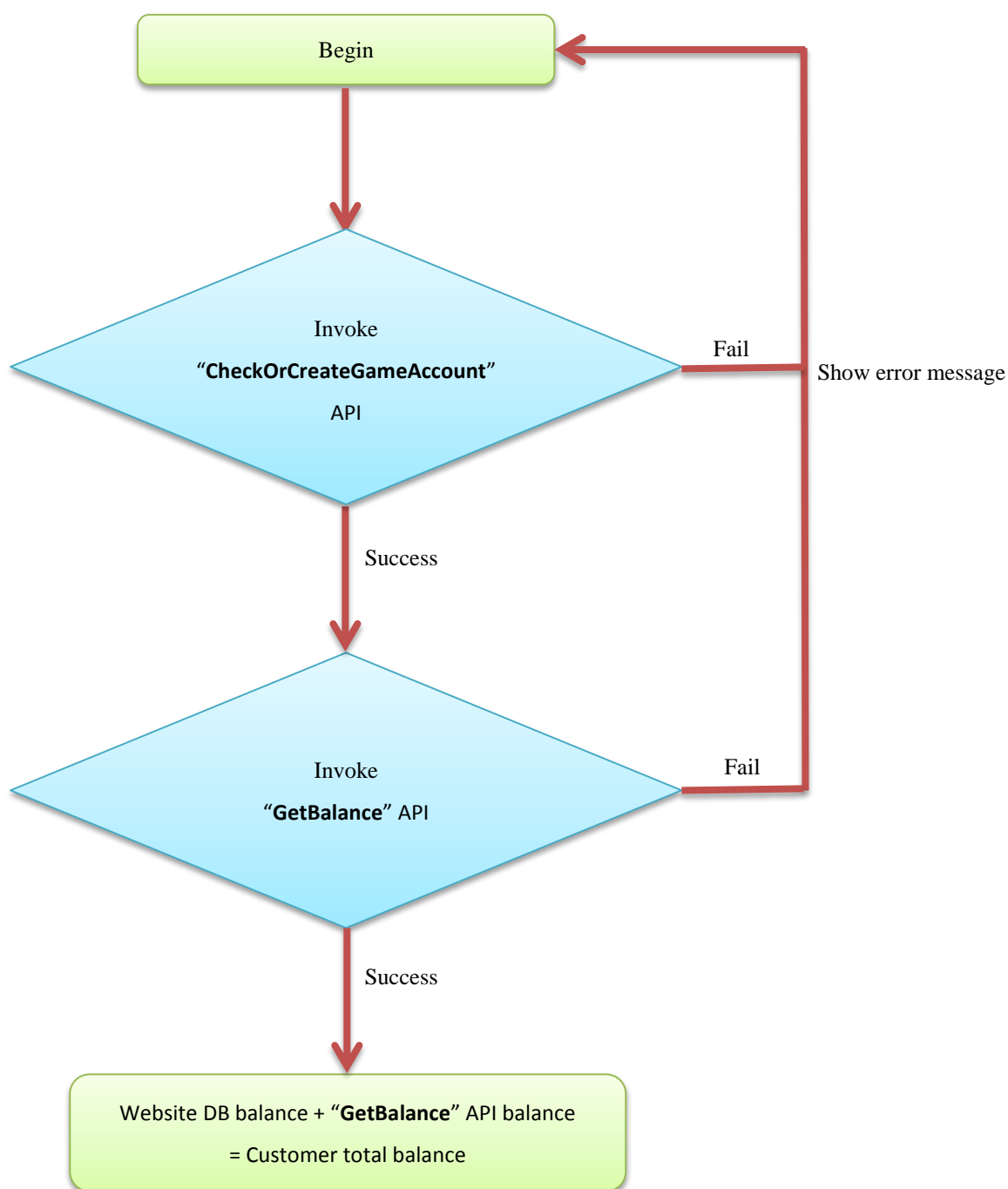


2 Work flow

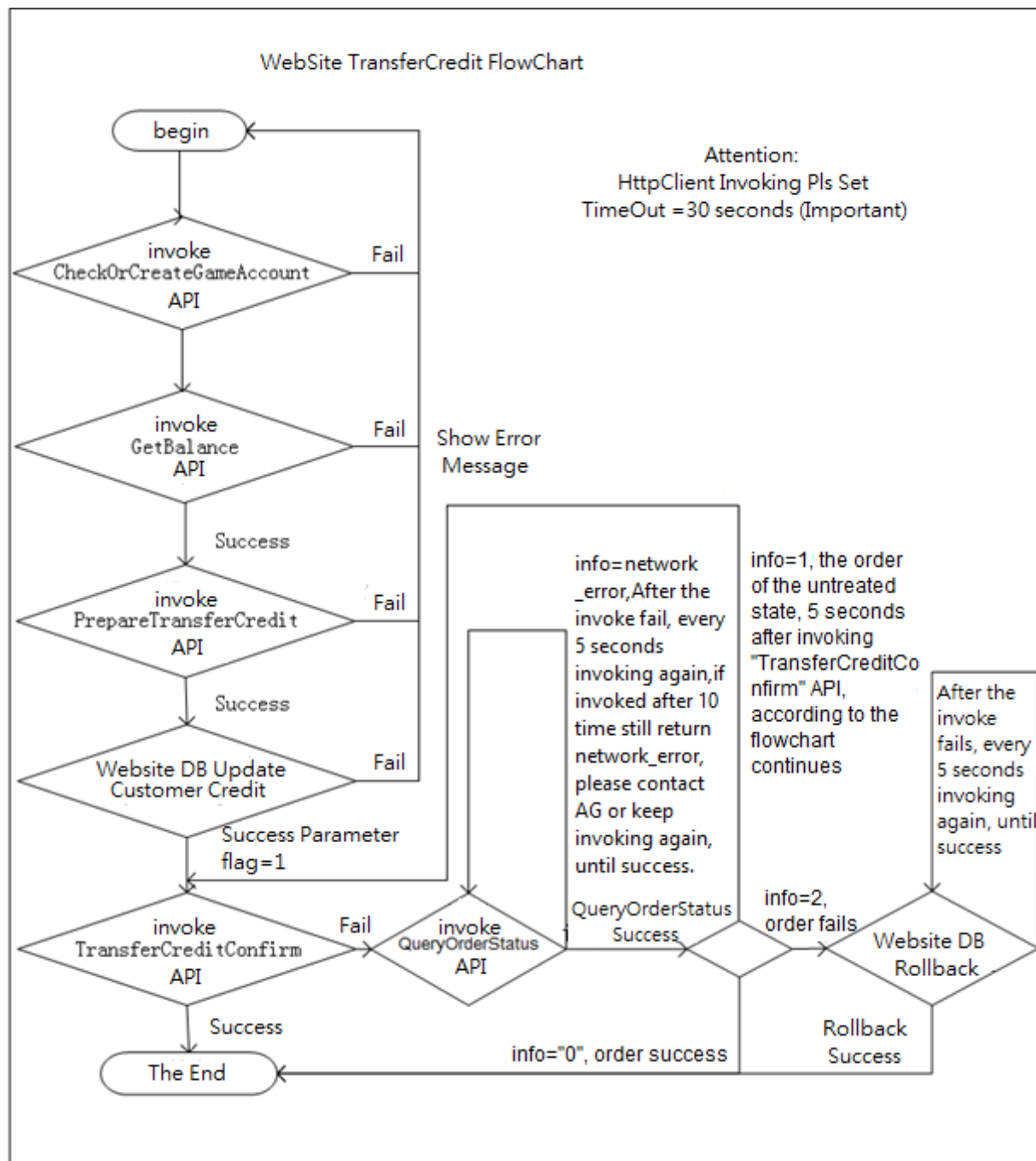
2.1 Register new account in AG game



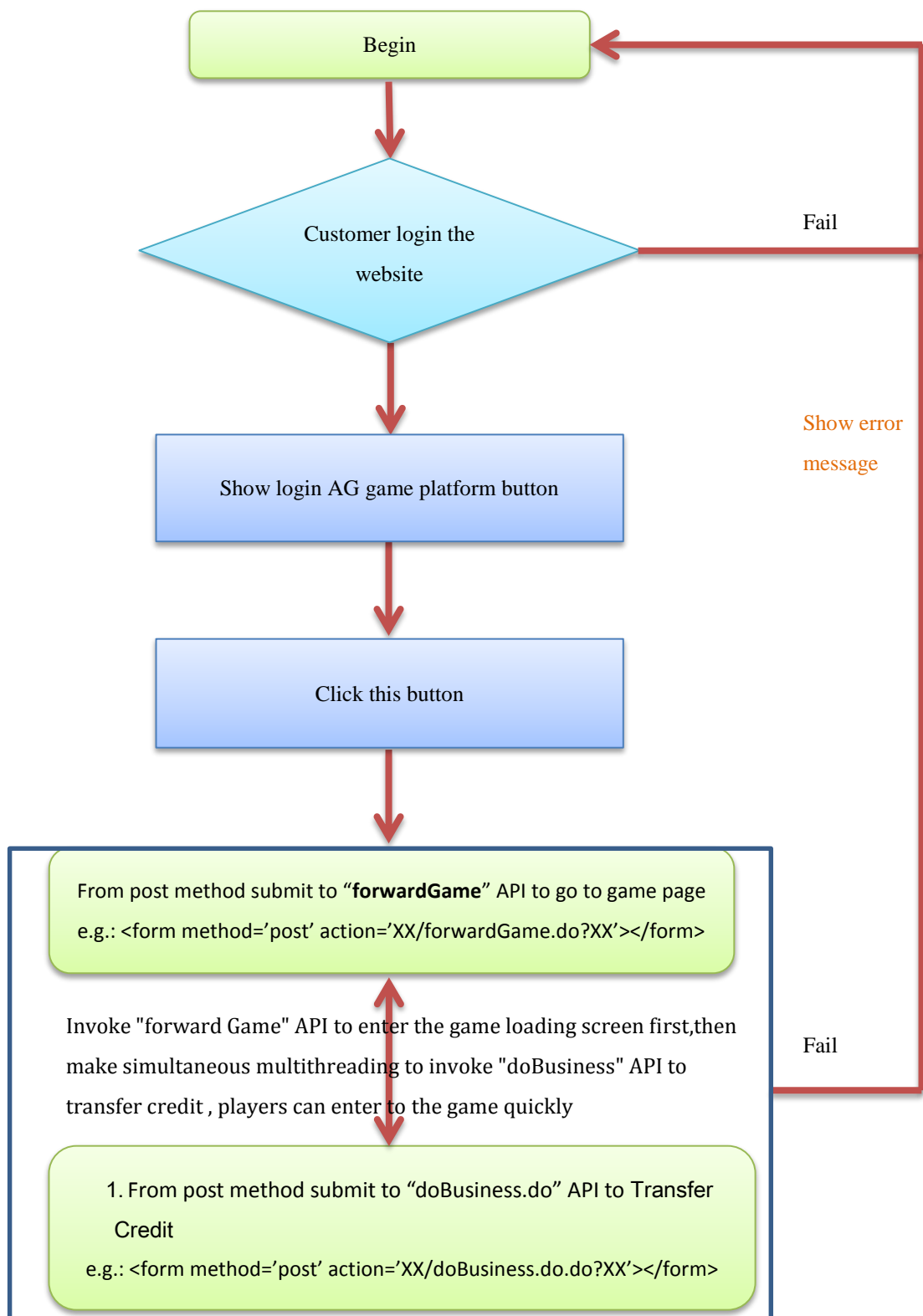
2.2 Query Customer Account Balance



2.3 Transfer Credit to game or from game



2.4 Forward to AG game from website



3 Game API Instruction

3.1 CheckOrCreateGameAccount

3.1.1 Description

The "CheckOrCreateGameAccount" API is for 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 will return 0, if not exist it will create a new loginname and return 0.

3.1.2 URL

<http://<server>/doBusiness.do?params=XXXXXXXXXX&key=XXXXXXXXXXXXXXXXXX>

3.1.3 Parameters:

DESEncrypt des = new DESEncrypt ("xxxxxxx"); (refer the classes description in the appendix, if php, please using "des.php" class to encrypt, "XXXXXX" is 'DES key' value refer to "readme.txt" / point 1 of "release note")

3.1.3.1 params=des.encrypt("cagent=XXXXXXXXX/\\\\\\loginname=XXXXXX/\\\\\\method=lg/\\\\\\va
ctype=0/\\\\\\password=XXXXXXXX/\\\\\\oddtype=XXX/\\\\\\cur=XXX");

Note: "XXXXXXXX" value to refer the documents "readme.txt" or "Release Note"

Parameter	Description
cagent	Proxy Code, Value="XXXXXXXX", it is a constant, Please refer to point 1 " Release Note " or " readme.txt "
loginname	<p>The loginname of player must not be more than 20 character(s) Not with special character(s), only digit(s), letter(s) or underscore(s)</p> <p>** loginname account of BBIN Platform (Please input at least 4 to 20 character(s), with only alphabet(s) and numeric combination(s))</p> <p>** loginname account of MG Platform (loginname must bring Cagent prefix,for example:if Cagent=AAA_NMGE,loginname must bring prefix AAA, the loginname is AAAxxxx.)</p> <p>** loginname account of Sabah (only support alphabet(s) and</p>

	numeric combination(s))						
method	Value = "lg" is representing (CheckOrCreateGameAccount)", it is a constant						
actype	actype=1 means real account; actype=0 means trial account, **trial account of AGIN Platform is defaulted credit \$2,000 CNY, the trial account cannot be transferred credit						
password	Password for game account must not be more than 20 character(s), and the following character(s) are not supported ' , " , \ , / , > , < , & , # , -- , % , ? , \$, space, double, byte char, tab, null, line feed (\N) **password of BBIN Platform must be 6 to 12 character(s) of English or Number(s). (0~9 & a~z)						
oddtype	Oddtype, is the bet range of player Value: A, B, C, D, E, F, G, H & I Default value: A Bet amount range for player (CNY): ** Other currencies betting amount range, please refer to "Sys Pub. Oddtype" of AGIN Platform Backend Office System A (20~50000) B (50~5000) C (20~10000) D (200~20000) E (300~30000) F (400~40000) G (500~50000) H (1000~100000) I (2000~200000) **Remark: 1) oddtype, if want to change the oddtype, you can choose designation parameter values of oddtype via API 2) If you want to use default oddtype without this parameter						
cur	Currency Type <table> <thead> <tr> <th>Currency</th><th>Value</th></tr> </thead> <tbody> <tr> <td>Chinese Yuan</td><td>CNY</td></tr> <tr> <td>Korean Won</td><td>KRW</td></tr> </tbody> </table>	Currency	Value	Chinese Yuan	CNY	Korean Won	KRW
Currency	Value						
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Korean Won	KRW						

Malaysian Ringgit	MYR
US Dollar	USD
Japan Yen	JPY
Thai Baht	THB
Bit Coin	BTC
Indonesian Rupiah	IDR
Vietnamese Dong	VND
Euro	EUR
Indian Rupee	INR
**Remark:- If BBIN using other currencies, must bring other value E.g. cur=xxx	

3.1.3.2 Key = MD5(params + " MD5_Encrypt_key");

Attention:

1. md5 is 32 lower case letter(s) or digit(s).
e.g.: MD5=cbff0df829bf59470950640f933af9c7
2. 'MD5_Encrypt_key' value, please refer the "Readme.txt" / point 1 of "Release Note"

3.1.4 Return result: XML

Return result of system e.g.: <result info=" " msg=""/>

Parameters :

Info value	info value description
0	Success
key_error	Key value is error(please refer 3.1.3.2)
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

msg value	info value description
String	Error description , if invoke fail , "msg" show the reason of failure. If invoke success, "msg" is

	null
--	------

3.2 GetBalance

3.2.1 Description:

The “GetBalance” API is getting the customer’s available balance in the database; invoke the “GetBalance” API to get the customer’s balance. The customer’s balance supports two digit after the decimal point.

3.2.2 URL

<http://<server>/doBusiness.do?params=XXXXXXXXXX&key=XXXXXXXXXXXXXXXXXX>

3.2.3 Parameters:

DESEncrypt des = new DESEncrypt(“xxxxxxx”) Please use ‘des.php’ to encrypt “des.php for this kind of appendix. 'DES key’s value is”xxxxxxx”, please refer to “readme.txt” / point 1 of “Release Note”)

3.2.3.1 params=des.encrypt(“cagent=XXXXXXXXX/\\\\\\loginname=XXXXXXXXX/\\\\\\method=gb/\\\\\\actype=0/\\\\\\password=XXXXXXXXX/\\\\\\cur=XXX”);

Note: “XXXXXXXX” value to refer the documents “readme.txt” or “Release Note”

Parameter	Description
cagent	Value =“XXXXXXXX”,it is a is a constant, please refer to “readme.txt” / point 1 of “release note”
loginname	<p>The loginname of player must not be more than 20 character(s)</p> <p>Not with special character(s), only digit(s), letter(s) or underscore(s)</p> <p>**loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s))</p> <p>** loginname account of MG Platform (loginname must bring Cagent prefix,for example:if Cagent=AAA_NMGE,loginname must bring prefix AAA, the loginname is AAAxxxx.)</p>

	** loginname account of Sabah (only support alphabet(s) and numeric combination(s))																								
method	Value = "gb" is representing "GetBalance", it is a constant																								
actype	actype=1 means real account actype=0 means trial account **trial account of AGIN Platform is defaulted credit \$2,000 CNY, the trial account cannot be transferred credit																								
password	Please refer the password description of CheckOrCreateGameAccount' (3.1.3.1)																								
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3.2.3.2 Key = MD5(params + " MD5_Encrypt_key");

Attention::

- md5 is 32 lower case letter(s) or digit(s)**
e.g.: MD5=cbff0df829bf59470950640f933af9c7
- 'MD5_Encrypt_key' value, please refer to "Readme.txt" / Point 1 of "Release Note"**

3.2.4 Return result: XML

Return result of system e.g.: <result info=" " msg=""/>

Parameters :

info value	info value description
000	URL will return the balance if success, Float, Remark: Support the two digit after the decimal point. e.g. 100.01
key_error	Key value is error (Refer 3.2.3.2)
network_error	Lost data because of network problem
error	Other error, please refer to "msg" description

msg value	info value description
String	Error description , if invoke fail , msg show the reason of failure. If invoke success , msg is null Error description example: The "loginname" which you want to query credit does not exist

3.3 PrepareTransferCredit

3.3.1 Description

"PrepareTransfreCredit" API is preparing to transfer credit from website account to the game account, or preparing to transfer credit from game account to website account.

3.3.2 URL

<http://<server>/doBusiness.do?params=XXXXXXXXXX&key=XXXXXXXXXXXXXXXXXX>

3.3.3 Parameters:

DESEncrypt des = new DESEncrypt("xxxxxxx") Please use 'des.php' to encrypt "des.php for this kind of appendix. 'DES key's value is"xxxxxxx", please refer to readme.txt / point 1 of release note)

**3.3.3.1 params=des.encrypt("cagent=XXXXXXX/\\\\method=tc\\\\loginname=XXXXXXX/\\\\bill
no**

3.3.3.2 =XXXXXXXXXXXXXXXXXXXXX/\\\\type=IN/\\\\credit=000.00/\\\\actype=0/\\\\password
=XXXXXXXX/\\\\cur=XXX”);

Note: “XXXXXXXX” value to refer the documents “readme.txt” or “Release Note”

Parameter	Description
cagent	Value ="XXXXXXXX",it is a constant, please refer to "readme.txt" / point 1 of "release note"
loginname	<p>The loginname of player must not be more than 20 character(s)</p> <p>Not with special character(s), only digit(s), letter(s) or underscore(s)</p> <p>**loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s))</p> <p>** loginname account of MG Platform (loginname must bring Cagent prefix,for example:if Cagent=AAA_NMGE,loginname must bring prefix AAA, the loginname is AAAXxxx.)</p> <p>** loginname account of Sabah (only support alphabet(s) and numeric combination(s))</p>
method	Value = "tc" is representing "PrepareTransferCredit", it is a constant.
billno	<p>billno=(cagent + sequence), sequence is an unique number(13~16 digits), eg: if cagent='XXXXX' and sequence=1234567890987, then billno=XXXXX1234567890987,</p> <p>**billno of BBIN Platform digits is allowed only, please use digit(s) and within 19 character(s) eg:123456445676789098</p> <p>**billno of MG Platform digits is allowed only, please use digit(s) and within 8 character(s) eg:12345678</p>
type	<p>Value = "IN" or "OUT"</p> <p>IN: transfer credit from website account to the game account;</p> <p>OUT: transfer credit from game account to the website account</p>
credit	<p>Transfer credit(eg. 000.00), the amount will be accurate to 2 decimal places decimal place, e.g. 100.00</p> <p>** If AGIN using type=OUT / type=IN , Support the two</p>

	<p>digit after the decimal point. e.g. 100.01</p> <p>** If BBIN using type=OUT / type=IN, when out / in credit, only integer turn out, not with decimals</p>																								
actype	<p>actype= "1" means real account;</p> <p>actype= "0" means trial account</p> <p>**trial account of AGIN Platform is defaulted credit \$2,000 CNY, the trial account cannot be transferred credit</p>																								
password	<p>Please refer the password description of 'CheckOrCreateGameAccount' (3.1.3.1)</p>																								
fixcredit	<p>Unavailable credit</p> <p>***Remark</p> <p>AGTEX Platform need to invoking this Parameter, the other game platform no need</p>																								
gameCategory	<p>gameCategory= "1" means PvP</p> <p>gameCategory = "0" means hedge</p> <p>value is blank, default to 0</p> <p>***Remark</p> <p>AGTEX Platform need to invoking this Parameter, the other game platform no need</p>																								
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Vietnamese Dong	VND																								
Euro	EUR																								
Indian Rupee	INR																								

	currencies, must bring other value E.g. cur=xxx
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3.3.3.3 Key = MD5(params + " MD5_Encrypt_key");

Attention:

1. md5 is 32 lower case letter(s) or digit(s)
e.g.: MD5=cbff0df829bf59470950640f933af9c7
2. 'MD5_Encrypt_key' value, please refer the "Readme.txt" / Point 1 of "Release Note"

3.3.4 Return result: XML

Return result of system e.g.: <result info=" " msg=""/>

Parameter

info value	info value description
0	Success
key_error	Key value is error (refer 3.3.3.2)
duplicate_transfer	Duplicate transfer credit
network_error	Lost data
not_enough_credit	Inadequate amount transferring credit
error	Transfer credit error, please refer to msg

msg value	msg value description
String	Error description, if invoke fails, msg show the reason of failure, if invoke success, msg is null Error description example: Game account does not exist

3.4 TransferCreditConfirm

3.4.1 Description

Please check workflow 2.3, there are 2 steps for transferring credit

1. "PrepareTransferCredit" API only for validate the parameter, when 'PrepareTransferCredit' successful, must be invoked 'TransferCreditConfirm' API.
2. When invoking the 'TransferCreditConfirm' API returns 0 on success and you do not catch the

exception. AG will update the customer's credit and finished credit transfer.

****Attention: httpclient invoking please set timeout=>30**

3.4.2 URL

<http://<server>/doBusiness.do?params=XXXXXXXXXX&key=XXXXXXXXXXXXXXXXXX>

3.4.3 Parameters:

DESEncrypt des = new DESEncrypt("xxxxxxx") Please use 'des.php' to encrypt "des.php for this kind of appendix. 'DES key's value is"xxxxxxx", please refer to readme.txt or point 1 of "release note")

3.4.3.1 params=des.encrypt("cagent=XXXXXX\\\loginname=XXXXXX\\\method=tcc\\\billno=XXXXXXXXXXXXXXXXXXXX\\\type=IN\\\credit=000.00\\\vactype=0\\\flag=1\\\password=XXXXXXXX\\\cur=XXX");

Note: "XXXXXXXX" value to refer the documents "readme.txt" or "Release Note"

Parameter	Description
cagent	Value ="XXXXXXXX", it is a constant, please refer to "readme.txt" / point 1 of "release note"
loginname	<p>The loginname of player must not be more than 20 character(s)</p> <p>Not with special character(s), only digit(s), letter(s) or underscore(s)</p> <p>**loginname account of BBIN Platform (Please input at least 4 to 20 character(s), with only alphabet(s) and numeric combination(s))</p> <p>** loginname account of MG Platform (loginname must bring Cagent prefix, for example: if Cagent=AAA_NMGE, loginname must bring prefix AAA, the loginname is AAAXxxx.)</p> <p>** loginname account of Sabah (only support alphabet(s) and numeric combination(s))</p>
method	Value ="tcc" is representing TransferCreditConfirm, it is a constant
billno	Value refers to the 'PrepareTransferCredit' API billno
type	Value refers to the 'PrepareTransferCredit' API type
credit	Value refers to the 'PrepareTransferCredit' API credit

actype	Value refers to the 'PrepareTransferCredit' API actype																								
flag	Value=1 if invoke 'PrepareTransferCredit' API success Value=0 if invoke 'PrepareTransferCredit' has some error or error code.																								
password	Please refer the password description of 'CheckOrCreateGameAccount' (3.1.3.1)																								
fixcredit	Unavailable credit ***Remark AGTEX Platform need to invoking this Parameter, the other game platform no need																								
gameCategory	gameCategory= "1" means PvP gameCategory = "0" means hedge value is blank, default to 0 ***Remark AGTEX Platform need to invoking this Parameter, the other game platform no need																								
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Malaysian Ringgit	MYR																								
US Dollar	USD																								
Japan Yen	JPY																								
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Indonesian Rupiah	IDR																								
Vietnamese Dong	VND																								
Euro	EUR																								
Indian Rupee	INR																								

3.4.3.2 Key = MD5(params + " MD5_Encrypt_key");

Attention:

1. md5 is 32 lower case letter(s) or digit(s)
e.g.: MD5=cbff0df829bf59470950640f933af9c7
2. 'MD5_Encrypt_key' value, please refer to "Readme.txt" / point 1 of "Release Note"

3.4.4 Return result: XML

Return result of system e.g.: <result info=" " msg=""/>

Parameter :

info value	info 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(refer 3.4.3.2)
duplicate_transfer	Duplicate transfer credit
network_error	Lost data because of network problem
error	Transfer credit error, please read" msg" description

****Remark: Handling of error message, please refer to flowchart 2.3**

msg value	msg description
String	Error description , if invoke failure , msg show the reason of failure. If invoke success , msg is null

3.5 QueryOrderStatus

1) Note: The "QueryOrderStatus" API of AGIN Platform must be invoked every time (please refer to flowchart 2.3). Such as invoking "PrepareTransferCredit" API returns 0 on success while "TransferCreditConfirm" API encounters network_error or other issues, "QueryOrderStatus" API should be invoked

Remark: Same as AGQ Platform (Express Edition), AGTEX Platform, PT Platform

2) Note: ENDO Platform shares the same wallet with AGIN Platform and use the same cagent.
"QueryOrderStatus" API should be invoked

3) Note: As Sabah Platform, IPM Platform, OG Platform MG Platform, XTD Platform, BBIN Platform & HG

Platform without this function, so invoking of these Platform, it does not invoking the API

4) Note: As the TransferCredit function will decrease the account's amount in PT platform, so avoid testing TransferCredit function.

3.5.1 Description

“QueryOrderStatus” API using for querying the order’s transfer status from our database, invoking “QueryOrderStatus” API to check the status of order(s).

3.5.2 URL

<http://<server>/doBusiness.do?params=XXXXXXXXXX&key=XXXXXXXXXXXXXXXXXX>

3.5.3 Parameters:

DESEncrypt des = new DESEncrypt(“xxxxxxx”) Please use ‘des.php’ to encrypt “des.php for this kind of appendix. 'DES key's value is"xxxxxxx", please refer to “readme.txt” / point 1 of “release note”)

3.5.3.1 **params**=des.encrypt(cagent=XXXXXXXXX/\V\billno=XXXXXXXXX/\V\method=qos/\V\actype=0/\V\cur=XXX”);

Note: “XXXXXXXX” value to refer the documents “readme.txt”or “Release Note”

Parameter	Description				
cagent	Value =“XXXXXXXX”,it is a is a constant, please refer to “readme.txt” / point 1 of “release note”				
billno	billno=(cagent + sequence), sequence is an unique number(13~16 digit(s)),eg: if cagent='XXXXX' and sequence=1234567890987, then billno= XXXXX1234567890987,				
method	Value = “qos” means QueryOrderStatus, it is a constant				
actype	actype= “1” means real account; actype= “0” means trial account **trial account of AGIN Platform is defaulted credit \$2,000 CNY, the trial account cannot be transferred credit				
cur	Currency Type <table> <tr> <th>Currency</th><th>Value</th></tr> <tr> <td>Chinese Yuan</td><td>CNY</td></tr> </table>	Currency	Value	Chinese Yuan	CNY
Currency	Value				
Chinese Yuan	CNY				

Korean Won	KRW
Malaysian Ringgit	MYR
US Dollar	USD
Japan Yen	JPY
Thai Baht	THB
Bit Coin	BTC
Indonesian Rupiah	IDR
Vietnamese Dong	VND
Euro	EUR
Indian Rupee	INR
**Remark:- If BBIN using other currencies, must bring other value E.g. cur=xxx	

3.5.3.2 Key = MD5(params + " MD5_Encrypt_key");

Attention::

1. md5 is 32 lower case letter(s) or digit(s)
e.g.: MD5=cbff0df829bf59470950640f933af9c7
2. 'MD5_Encrypt_key' value, please refer the "Readme.txt" / point 1 of "Release Note"

3.5.4 Return result: XML

Return result of system e.g.: <result info=" " msg=""/>

Parameter :

info value	info 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 (refer 3.5.3.2)
network_error	Lost data because of network problem
error	Transfer credit error, please read" msg" description

****Remark: Handling of error message, please refer to flowchart 2.3**

msg value	msg description
String	Error description , if invoke failure , msg show the reason of failure. If invoke success , msg is null

3.6 forwardGame

3.6.1 Description

You must using form post method to submit this URL, you will go into the game page
e.g.: <form method='post' action='XXX/forwardGame.do?XXX'></form>.

Attention: http client invoking pls set timeout=>30 seconds(important)

Attention: invoking forward game api,pls using gci domain, eg:http://gci.xxxxxx.81/

3.6.2 URL

<http://<server>/forwardGame.do?params=XXXXXXXXXXXXXXXXX&key=XXXXXXXXXX>

3.6.3 Parameters:

DES Encrypt des = new DES Encrypt ("xxxxxxx")(Please use 'des.php' to encrypt "des.php for this kind of appendix. 'DES key's value is"xxxxxxx", please refer to readme.txt / point 1 of release note)

3.6.3.1params=des.encrypt("cagent=xxxxx/\\\loginname=xxxx/\\\actype=1/\\\password=XXX
XXX/\\\dm=www.xxx.com/\\\sid=XXXXXXXX1023456789098/\\\lang=1/\\\gameType=1/\\\o
ddtype=XXX/\\\session_token=XXX/\\\cur=XXX");

Note: "XXXXXXXX" value to refer the documents "readme.txt" or "Release Note"

Parameter	Description
cagent	Value ="XXXXXXXX",it is a is a constant, please refer to readme.txt / point 1 of release note.
loginname	The loginname of player must not be more than 20 character(s) Not with special character(s), only digit(s), letter(s) or

	<p>underscore(s)</p> <p>**loginname account of BBIN Platform (Please input at least 4 to 20 character(s), with only alphabet(s) and numeric combination(s))</p> <p>** loginname account of MG Platform (loginname must bring Cagent prefix,for example:if Cagent=AAA_NMGE,loginname must bring prefix AAA, the loginname is AAAxxxx.)</p> <p>** loginname account of Sabah (only support alphabet(s) and numeric combination(s))</p>																		
password	Please refer the password description of 'CheckOrCreateGameAccount' (3.1.3.1)																		
dm	<p>'dm' parameter represents the partner's website for example,if your website domain is www.bet.com, the value 'dm=www.bet.com'</p> <p>** dm can also be like website ip (dm = 123.22.112.1)</p>																		
sid	<p>sid = (cagent+sequence), 13~16 digit(s), e.g.: cagent = 'XXXXXX' 及 sequence = 1234567890987, sid = XXXXX1234567890987</p>																		
actype	<p>actype=1 means real account actype=0 means trial account</p> <p>**trial account of AGIN Platform is defaulted credit \$2,000 CNY, the trial account cannot be transferred credit</p>																		
lang	<p>Display language</p> <p>Default value: 1</p> <table> <thead> <tr> <th>Language</th><th>Value</th></tr> </thead> <tbody> <tr> <td>zh-cn (Simplified Chinese)</td><td>1</td></tr> <tr> <td>zh-tw (Traditional Chinese)</td><td>2</td></tr> <tr> <td>en-us (English)</td><td>3</td></tr> <tr> <td>euc-jp (Japanese)</td><td>4</td></tr> <tr> <td>ko (Korean)</td><td>5</td></tr> <tr> <td>th (Thai)</td><td>6</td></tr> <tr> <td>vi (Vietnamese)</td><td>8</td></tr> <tr> <td>id (Indonesian)</td><td>11</td></tr> </tbody> </table>	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	vi (Vietnamese)	8	id (Indonesian)	11
Language	Value																		
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vi (Vietnamese)	8																		
id (Indonesian)	11																		
gameType	GameType (AGIN Platform, if value empty, it will show all game pages)																		

Value	GameType
0	Game Lobby
1	AGQ
2	AGIN
3	MultiPlay
4	VIP
5	BID (LED)
6	Fish Hunter
8	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
TA0P	Gour Monsters
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	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
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)

	<p>XINHTG02 Baccarat (XIN's Slot Games)</p> <p>800 Jackpot Lobby</p> <p>**Remark:</p> <p>1) If bring XIN's Slot Games gameType=1XX or gametype=2XX is forwarding single Slot Game inside XIN Platform for mobile H5 version (For details, please refer to doc of Forwarding Single Slot Game of XIN Presentation)</p> <p>2) If bring XIN's Slot Games gameType=5XX or gametype=6XX is forwarding single Slot Game inside XIN Platform for website version (For details, please refer to doc of Forwarding Single Slot Game of XIN Presentation)</p> <p>GameType (BBIN Platform, if value empty, it will show all game pages)</p> <table> <thead> <tr> <th>Value</th><th>GameType</th></tr> </thead> <tbody> <tr> <td>1</td><td>LIVE DEALER (Live Games)</td></tr> <tr> <td>3</td><td>LOTTO (Lottery Games)</td></tr> <tr> <td>4</td><td>BB SPORTS (BB Sport)</td></tr> <tr> <td>5</td><td>CASINO (EGames)</td></tr> </tbody> </table> <p>GameType (PT Platform)</p> <p>**Remark:</p> <p>1) If PT's gameType has bring different parameter values, you can forwarding a single game (including Live Dealer and EGames)</p> <p>2) Parameter values list of PT's gameType, pls contact AG's customer service for collection.</p> <p>GameType (AGTEX Platform)</p> <table> <thead> <tr> <th>Value</th><th>GameType</th></tr> </thead> <tbody> <tr> <td>0</td><td>Game Lobby</td></tr> <tr> <td>1</td><td>Texas Hold'em</td></tr> <tr> <td>2</td><td>3D Mahjong</td></tr> <tr> <td>3</td><td>Web Mahjong</td></tr> <tr> <td>4.</td><td>Flash Mahjong</td></tr> </tbody> </table>	Value	GameType	1	LIVE DEALER (Live Games)	3	LOTTO (Lottery Games)	4	BB SPORTS (BB Sport)	5	CASINO (EGames)	Value	GameType	0	Game Lobby	1	Texas Hold'em	2	3D Mahjong	3	Web Mahjong	4.	Flash Mahjong
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	<p>GameType (MG Platform)</p> <p>Value GameType</p> <p>0 (or value empty) Live Dealer (remark: Transfer Credit mode)</p> <p>** Remark:-</p> <p>1) If MG's gameType has bring different parameter values, you can forwarding a single game</p> <p>2) Parameter values list of MG's gameType,pls contact AG's customer service for collection.</p> <p>GameType (ENDO Platform)</p> <p>** Remark:-</p> <p>1) If ENDO's gameType has bring different parameter values, you can forwarding a single game.</p> <p>2) Parameter values list of ENDO's gameType, pls contact AG's customer service for collection.</p>
oddtype	<p>Oddtype, is the bet range of player</p> <p>Value: A, B, C, D, E, F, G, H & I</p> <p>Default value: A</p> <p>Bet amount range for player (CNY):</p> <p>** Other currencies betting amount range, please refer to "Sys Pub. Oddtype" of AGIN Platform Backend Office System</p> <p>A (20~50000)</p> <p>B (50~5000)</p> <p>C (20~10000)</p> <p>D (200~20000)</p> <p>E (300~30000)</p> <p>F (400~40000)</p> <p>G (500~50000)</p> <p>H (1000~100000)</p> <p>I (2000~200000)</p> <p>**Remark:</p> <p>1) oddtype, if want to change the oddtype, you can choose</p>

	<p>designation parameter values of oddtype via API</p> <p>2) If you want to use default oddtype without this parameter</p>																								
cur	<p>Currency Type</p> <table> <tr> <th>Currency</th><th>Value</th></tr> <tr> <td>Chinese Yuan</td><td>CNY</td></tr> <tr> <td>Korean Won</td><td>KRW</td></tr> <tr> <td>Malaysian Ringgit</td><td>MYR</td></tr> <tr> <td>US Dollar</td><td>USD</td></tr> <tr> <td>Japan Yen</td><td>JPY</td></tr> <tr> <td>Thai Baht</td><td>THB</td></tr> <tr> <td>Bit Coin</td><td>BTC</td></tr> <tr> <td>Indonesian Rupiah</td><td>IDR</td></tr> <tr> <td>Vietnamese Dong</td><td>VND</td></tr> <tr> <td>Euro</td><td>EUR</td></tr> <tr> <td>Indian Rupee</td><td>INR</td></tr> </table> <p>**Remark:-</p> <p>If BBIN using other currencies, must bring other value E.g. cur=xxx</p>	Currency	Value	Chinese Yuan	CNY	Korean Won	KRW	Malaysian Ringgit	MYR	US Dollar	USD	Japan Yen	JPY	Thai Baht	THB	Bit Coin	BTC	Indonesian Rupiah	IDR	Vietnamese Dong	VND	Euro	EUR	Indian Rupee	INR
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Vietnamese Dong	VND																								
Euro	EUR																								
Indian Rupee	INR																								
mh5 (optional)	<p>mh5=y means AGIN Platform Mobile Web version</p> <p>** For more details, please refer to updated "AGIN Mobile Web version of Baccarat x.x.pdf"</p> <p>1) If not add this parameter, you can still forward to the current PC FLASH version.</p> <p>2) If using AGIN Mobile Web version, please contact AG to open it in advance.</p> <p>3) If using parameter for md5=y, you may setting related value of GI gameType to forwarding different game of AGIN Platform Mobile Web version</p> <p>GI gameType value of AGIN Platform Mobile Web version as below:-</p> <p>101 Fruit Slot</p> <p>10 Lottery</p> <p>11 AGIN Platform Mobile web version of Game Lobby</p> <p>12 AGQ Mobile web version of baccarat</p>																								

	<p>(AGIN Platform)</p> <p>13 AGIN Mobile web version of baccarat (AGIN Platform)</p> <p>14 AGQ Mobile web version of dragon tiger (AGIN Platform)</p> <p>15 AGIN Mobile web version of dragon tiger (AGIN Platform)</p>
session_token (optional)	<p>When player login to website, Session Token will be saved in memory of website , is used for verify the legitimacy of players</p> <p>** Note:</p> <p>If integrate Iframe must bring session_token</p>

3.6.3.2 Key = MD5(params + " MD5_Encrypt_key");

Attention:

1. md5 is 32 lower case letter(s) or digit(s)
e.g.: MD5=cbff0df829bf59470950640f933af9c7
2. 'MD5_Encrypt_key' value, please refer the "Readme.txt" / Point 1 of "Release Note"

3.6.4 Return result: XML

Return no result, using form post method to submit this URL and you will get into the game page.

3.7 Website service operators should provide the following API to AG

3.7.1 Description

By providing <http://<server>/xxxx.xx?> and the value of md5, we can invoke this API of parameters to return to the website form the game.

3.7.2 URL

<http://<server>/xxxx.xx?id=xxxxxx&type=xx&stamp=xxx&feature=xxxx>

3.7.3 Parameters:

Parameter	Description
id	Loginname of game account
type	Constant Value =1 account record Value =2 operator record Value =3 update personal data Value =6 deposit Value =7 game rule Value =9 register real account Value =10 new register promotion Value =12 exit game Value =13 customer service page With different value, you will get return to different page of the website. If there is no such function button in the flash game, no value needed
stamp	The current time of the system, milliseconds since year 1700
feature	MD5(id+ type + stamp + "XXXXXX"), MD5 is 32 lower case letter(s) or digit(s) e.g.: MD5=cbff0df829bf59470950640f933af9c7 "XXXXXX" is MD5 key, please refer to Point 1 of Release Note. Once finished this API, please provide the API document and the value of MD5 key to us for invoking

3.7.4 Return result

No return result. When the API is called , the website will be redirected to different page of the website.

Code example:

```

If(feature =Md5(id+ type + stamp + "XXXXXX")){
    If(value=7){
        Request.sendRedirect(http://xxx.com/xxxx.jsp);
    }
} else {
    Return "error, invalid invoking API";
}

```

4 Appendix

4.0 Invoke API Flow Description

Please follow the flow chart 2.4. When the website clicks AG game, Invoking "forward Game" API to enter the game loading screen first, then make simultaneous multithreading to invoke "doBusiness" API to transfer credit, players can enter to the game quickly

4.1 Api invoking specification

Attention : if api url like <http://xxxxx/doBusiness.do>, pls invoking gi domian ,eg:<http://gi.xxxx.81/>

If api url like <http://xxxxx/forwardGame.do>, pls invoking gci omain ,eg:<http://gci.xxxx.81/>

4.2 Parameters of setting timeout

Attention : HttpClient invoking please set timeout>=30 seconds

4.3 Pay attention to the parameter

cagent=XXXXXXXX' and the DESEncrypt("XXXXXXXX"). This is just sample, please follow the point 1 of release note doc to find the value.

4.4 Setting of httpclient

For API invoking , you have to set httpclient "User-Agent". Value="WEB_LIB_GI_XXXXXX", XXXXXX stand for the value of cagent. Please follow the point 1 of Release note to check the value.

Attention: For invoking the API of "forwardGame", it is not necessary to set this.

Example:

If cagent=AAA_BBB, User-Agent="WEB_LIB_GI_AAA_BBB";

1) Java code:

```
HttpClient hc =new HttpClient();
.....
method.addRequestHeader("User-Agent", "WEB_LIB_GI_AAA_BBB "); ( this is Required[Must be
setting User-Agent]);
.....
```

2) Asp.net code:

```
WebClient client = new WebClient();
client.Headers["User-Agent"] = " WEB_LIB_GI_AAA_BBB ";
```

3) PHP code:

```
$ch = curl_init();
curl_setopt($ch, CURLOPT_URL, 'http://<server>/doBusiness.do');
curl_setopt($ch, CURLOPT_USERAGENT, ' WEB_LIB_GI_AAA_BBB ');
$html = curl_exec($ch);
```

4.5 Invoking of “GetBalance” API example

(This is java code, you can using PHP code, and process is same)

Example : When invoking “GetBalance” API , the parameter will be as below :

```
cagent=81288128;
loginname=vtest1;
method=gb
```

Java code as below :

```
/*
 * Please follow the instruction of cagent , loginname method with the API document
 */
String
params="cagent=81288128/\\loginname=vtest1/\\method=gb/\\actype=0/\\password=XXXXXXXXX";

/*
 *des encryption key
 *key is a constant, you can using "XXXXXXXXX" in your project
 */

String encrypt_key=" XXXXXXXXX";

/*
 *des encryption class, If you use PHP , Please write as PHP DES encrypt class
 */
DES Encrypt des =new DESEncrypt(encrypt_key);
```



```
/*
*encrypt the parameters
*/
String targetParams=des.encrypt(params);

/*
*use md5 encrypt targetParams
*/
String key= MD5(targetParams +" MD5_Encrypt_key");

/*
*You can use php http client to invoke this URL
*/

String url= https://<server>/doBusiness.do?params=+targetParams+"&key="+key;

/*
*use httpclient class to access the URL to get the XML result
*Please write the PHP httpclient yourself to invoke the url and get the XML result
*/

HttpClient hc =new HttpClient();

/*According to the API document , if XML return result, the result will be like this:
*<?xml version="1.0" encoding="UTF-8"?><result info="123.00" />
*and then use the php to parse the result to get the 'info' value, make sure you are using php post method to
access the URL
*/
PostMethod method = new PostMethod(url);

/*
*this is required, value="WEB_LIB_GI_"+cagent
*You must setting User-Agent value to be "WEB_LIB_GI_"+cagent , cagent's value
*/
method.setRequestHeader("User-Agent", "WEB_LIB_GI_81288128"); ( this is Required[you must setting
User-Agent]);
```

```
client.executeMethod(method);  
String result= method.getResponseBodyAsString();
```

Invoking of "CheckOrCreateGameAccount", "GetBalance", "PrepareTransferCredit" & "TransferCreditConfirm" API(s) are same process, you can referring this example, but "ForwardGame" API is different processing, pls refer to API doc (4.4)

4.6 "forwardGame" API invoking example (Please refer to the code of API doc, point 4.3)

For example : if parameter value as below :

```
cagent= XXXXXXXX;  
loginname=vtest1;  
credit=123.00;  
sid=XXXXXXXX1023456789098;
```

So Java code will be shown as below:

```
/*  
 * pls refer to point 3 of API doc as description for cagent , loginname , credit & sid  
 */  
  
String  
params="cagent=XXXXXXXXX\\loginname=vtest1\\actype=0\\password=XXXXXX\\sid=XXXXXXXXX  
1023456789098";  
  
/*  
 *des encryption key  
 *key is a constant, you can using "XXXXXXXX" in your project  
 */  
  
String encrypt_key=" XXXXXXXX";  
  
/*  
 *des encryption key, if you use PHP, please write as PHP des encryption class  
 */  
  
DESEncrypt des =new DESEncrypt(encrypt_key);
```

```

/*
*encryption parameters (params)
*/
String targetParams=des.encrypt(params);

/*
* use md5 to encrypt targetParams
*/
String key= MD5(targetParams +" MD5_Encrypt_key");
/*
*Please use php http request to go to this URL
*/

String url= https://<server>/forwardGame.do?params=+targetParams+"&key="+key;

/*
*Please use post method to invoke URL。 If there is no error message, it will go to the game page
*If use "form" to submit , please use"post" method

<form id="f1" method='post'
action='XXX/forwardGame.do?XXX' ></from>
document.getElementById("f1").submit();
*/

```

4.7 DES encryption format (Please see the attachment of code sample)

Please make sure php des encryption result is the same as java

DES Encrypt will result in some special characters , if you get "keyerror" in result , please use regular expression to filtrate it

DES Key=12341234

Java plaintext : cagent=81288128/\\\method=tc

Java ciphertext : IGcOAYEQN88F1NFLtBOK29lcQSW2a8b/G8UgSaeEyaA=

Please make sure php des encryption result is the same as java

php plaintext : cagent=81288128/\\\method=tc

php ciphertext : IGcOAYEQN88F1NFLtBOK29lcQSW2a8b/G8UgSaeEyaA=

C# plaintext : cagent=81288128/\\\\method=tc

C# ciphertext : 16B0A9DE89D488910CE71B2AB1EA7FCFD8ACBEA6DD2B0B8AEF8040CCA2FE51FB

4.8 MD5 is 32 lower case letter(s) or digit(s)

Example : md5("aaa")=47bce5c74f589f4867dbd57e9ca9f808, but not

47BCE5C74F589F4867DBD57E9CA9F808