API Document for

AG Game Integration

(For AG Client's Internal Use Only)

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

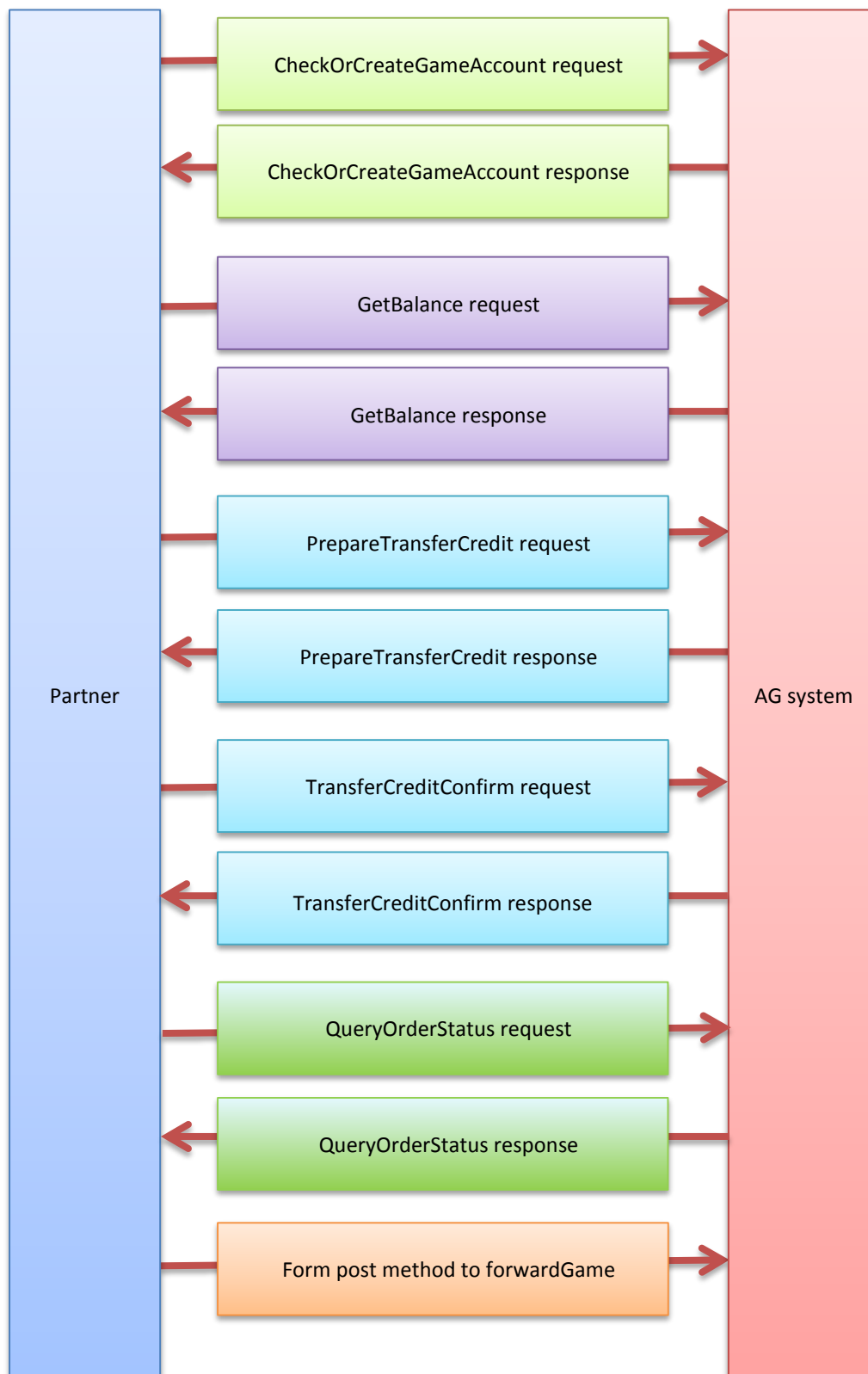|			
		Flow 3) Update DES encryption format	
24/02/2017	5.4	1) Update AGIN Platform "gameType" parameter value and remark for forwardGame API 2) Update QueryOrderStatus description	AG Team
28/03/2017	5.5	1) Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
09/06/2017	5.7	1) 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
18/07/2017	6.1	1) Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
04/08/2017	6.2	1) Update AGIN Platform "gameType" parameter value for forwardGame API	AG Team
11/08/2017	6.3	1) Update AGIN Platform "gameType" parameter value for forwardGame API to another "Gametype doc"	AG Team
04/09/2017	6.4	1) Update YOPLAY Platform "gameType" value to "Gametype doc"	AG Team
18/09/2017	6.5	1) Update "Gametype doc"	AG Team
25/09/2017	6.6	1) Update lang parameter remark for forwardGame API	AG Team
04/12/2017	6.7	1) Update the currency list and language list	AG Team
21/12/2017	6.8	1) Combine oddtype,cur,lang parameters with gametype document to a new parameters document	AG Team

Content

1 Structure

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

Partner		AG system
	CheckOrCreateGameAccount request →	
	← CheckOrCreateGameAccount response	
	GetBalance request →	
	← GetBalance response	
	PrepareTransferCredit request →	
	← PrepareTransferCredit response	
	TransferCreditConfirm request →	
	← TransferCreditConfirm response	
	QueryOrderStatus request →	
	← QueryOrderStatus response	
	Form post method to forwardGame →	

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2 Work flow

2.1 Register new account in AG game
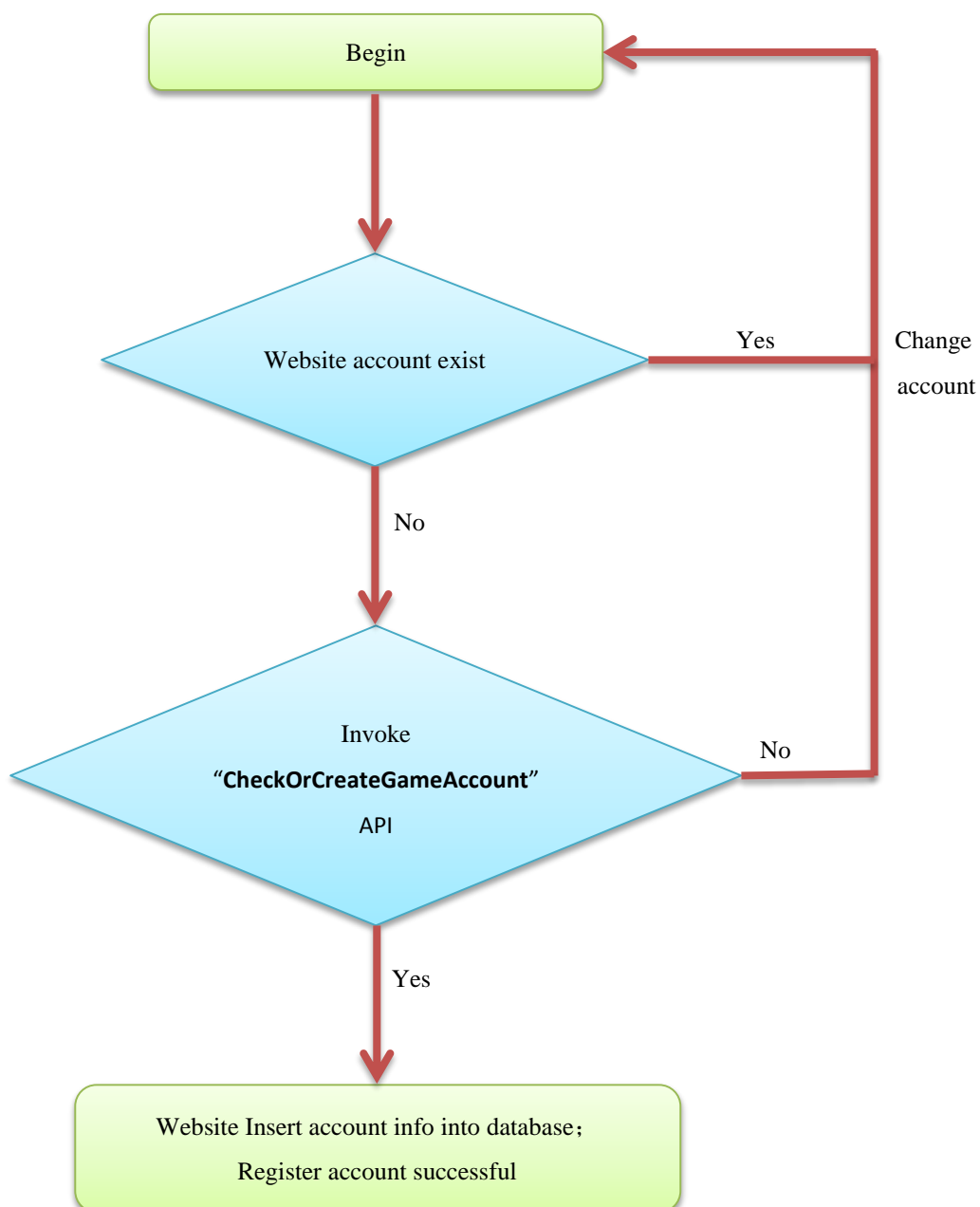
2.2 Query Customer Account Balance

```
                    ┌──────────────────────────────┐
                    │            Begin             │◄─────────────────┐
                    └──────────────────────────────┘                  │
                                   │                                  │
                                   ▼                                  │
                        ╱────────────────────╲                       │
                       ╱       Invoke          ╲        Fail          │
                      ╱  "CheckOrCreateGameAccount"──────────────── Show error message
                       ╲        API            ╱                      │
                        ╲────────────────────╱                        │
                                   │                                  │
                                Success                               │
                                   ▼                                  │
                        ╱────────────────────╲                       │
                       ╱       Invoke          ╲        Fail          │
                      ╱    "GetBalance" API     ╲──────────────────────┘
                       ╲                        ╱
                        ╲────────────────────╱
                                   │
                                Success
                                   ▼
                ┌──────────────────────────────────────────┐
                │ Website DB balance + "GetBalance" API balance │
                │          = Customer total balance          │
                └──────────────────────────────────────────┘
```

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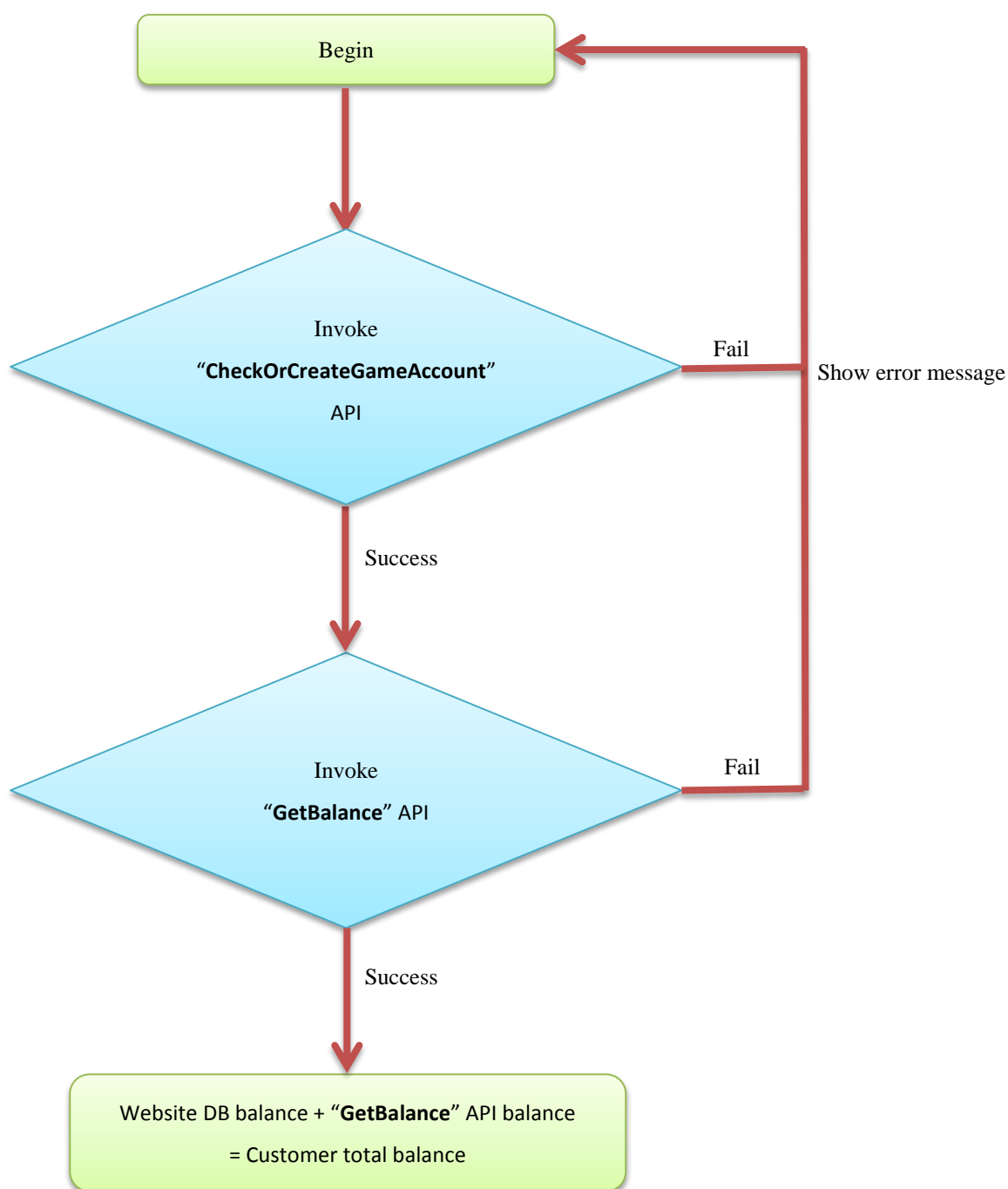
2.3 Transfer Credit to game or from game
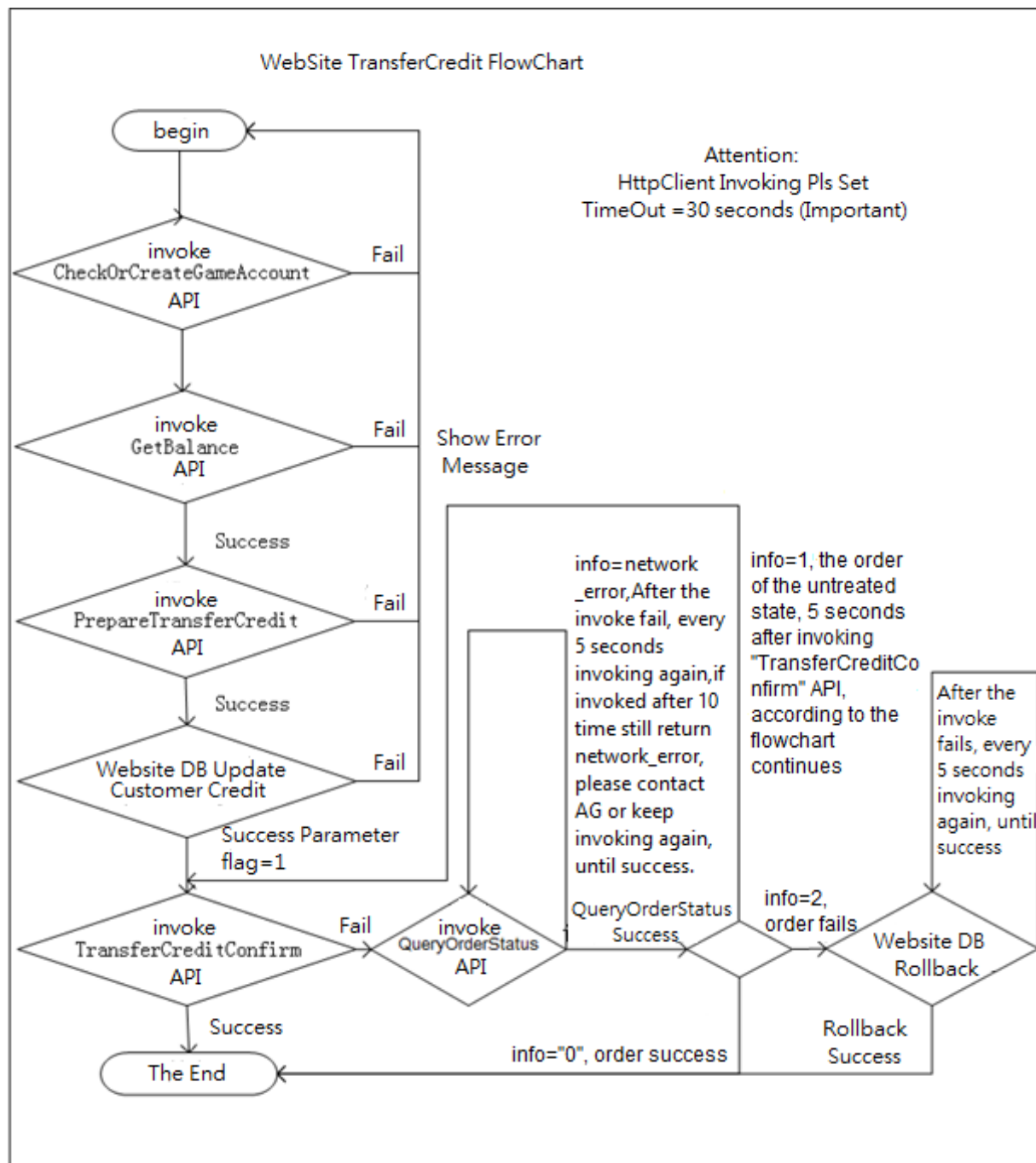
2.4   Forward to AG game from website

```
                        ┌─────────────────────────┐
                        │          Begin          │◄──────────────────┐
                        └─────────────────────────┘                   │
                                    │                                 │
                                    ▼                                 │
                             ◇ Customer login the ◇         Fail       │
                             ◇     website        ◇─────────────────── │
                                    │                                 │
                                    ▼                           Show error
                        ┌─────────────────────────┐            message
                        │ Show login AG game       │               │
                        │ platform button          │               │
                        └─────────────────────────┘               │
                                    │                             │
                                    ▼                             │
                        ┌─────────────────────────┐               │
                        │    Click this button     │               │
                        └─────────────────────────┘               │
                                    │                             │
```

From post method submit to "**forwardGame**" API to go to game page
e.g.: <form method='post' action='XX/forwardGame.do?XX'></form>

Invoke "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

Fail

1. From post method submit to "doBusiness.do" API to Transfer
   Credit
   e.g.: <form method='post' action='XX/doBusiness.do.do?XX'></form>

3   Game API Instruction

3.1   CheckOrCreateGameAccout

3.1.1 Description

The "CheckOrCreateGameAccout" 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=XXXXXXXXXXX&key=XXXXXXXXXXXXXXXX

3.1.3 Parameters:

DESEncrypt des = new DESEncrypt ("xxxxxxxx"); (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/\\\\/actype=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	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) **** loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s))** **** 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.)** **** loginname account of Sabah (only support alphabet(s) and**

	numeric combination(s))
method	Value = "lg" is representing (CheckOrCreateGameAccout)", 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)**

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=XXXXXXXXXXXXXXXX

3.2.3 Parameters:

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

3.2.3.1 params=des.encrypt("cagent=XXXXXXXX/\\\/loginname=XXXXXXX/\\\/method=gb/\\\/ 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 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 underscore(s) ****loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s))** **** 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.)**

	** 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)

3.2.3.2 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"**

3.2.4 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=XXXXXXXXXXXXXXXX

3.3.3 Parameters:

DESEncrypt des = new DESEncrypt("xxxxxxxx")(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 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 underscore(s) **loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s)) ** 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.) ** loginname account of Sabah (only support alphabet(s) and numeric combination(s))
method	Value = "tc" is representing "**PrepareTransferCredit**", it is a constant.
billno	billno=(cagent + sequence), sequence is an unique number(13~16 digits), eg: if cagent='XXXXX' and sequence=1234567890987, then billno= XXXXX1234567890987, **billno of BBIN Platform digits is allowed only, please use digit(s) and within 19 character(s) eg:123456445676789098 **billno of MG Platform digits is allowed only, please use digit(s) and within 8 character(s) eg:12345678
type	Value = "IN" or "OUT" IN: transfer credit from website account to the game account; OUT: transfer credit from game account to the website account
credit	Transfer credit(eg. 000.00), the amount will be accurate to 2 decimal places decimal place, e.g. 100.00 ** If AGIN using type=OUT / type=IN , Support the two

	digit after the decimal point. e.g. 100.01 ** If BBIN using type=OUT / type=IN, when out / in credit, only integer turn out, not with decimals
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)
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

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

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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 'TransferCreditConfrim' 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=XXXXXXXXXXX&key=XXXXXXXXXXXXXXXX

3.4.3 Parameters:

DESEncrypt des = new DESEncrypt("xxxxxxxx")(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/\\\/billn o=XXXXXXXXXXXXXXXXX/\\\/type=IN/\\\/credit=000.00/\\\/actype=0/\\\/flag=1/\\\/pas sword=XXXXXXXX/\\\/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 underscore(s) **loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s)) ** 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.) ** loginname account of Sabah (only support alphabet(s) and numeric combination(s))
method	Value ="tcc" is representing TransferCreditComfirm, 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

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=XXXXXXXXXXX&key=XXXXXXXXXXXXXXXXX

3.5.3 Parameters:

DESEncrypt des = new DESEncrypt("xxxxxxxx")(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=XXXXXXXX/\\\/billno=XXXXXXX/\\\/
method=qos/\\\/actype=0/\\\/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**

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

Attention::

1. **md5 is 32 lower case letter(s) or digit(s)**

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=XXXXXXXXXXXXXXXX&key=XXXXXXXXXX

3.6.3 Parameters:

DES Encrypt des = new DES Encrypt ("xxxxxxxx") (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)

3.6.3.1 params=des.encrypt("cagent=xxxxx/\\\\/loginname=xxxx/\\\\/actype=1/\\\\/password=XXX XXX/\\\\/dm=www.xxx.com/\\\\/sid=XXXXXXXX1023456789098/\\\\/lang=1/\\\\/gameType=1/\\\\/oddtype=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 underscore(s) **loginname account of BBIN Platform (Please input at leaset 4 to 20 character(s), with only alphabet(s) and numeric combination(s))** ** 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.) ** loginname account of Sabah (only support alphabet(s) and numeric combination(s))
password	Please refer the password description of CheckOrCreateGameAccount' (3.1.3.1)
dm	'dm' parameter represents the partner's website for example,if your website domain is www.bet.com, the value 'dm=www.bet.com' ** dm can also be like website ip (dm = 123.22.112.1)
sid	sid = (cagent+sequence), 13~16 digit(s), e.g.: cagent = 'XXXXX' 及 sequence = 1234567890987, sid = XXXXX1234567890987
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**
gameType	**Remark:** 1) Parameter values list of all platform gameType, pls refer to "GameType for AG Game Integration.doc"
mh5 (optional)	mh5=y means AGIN Platform Mobile Web version ** For more details, please refer to updated "AGIN Mobile Web version of Baccarat x.x.pdf" 1) If not add this parameter, you can still forward to the current PC FLASH version. 2) If using AGIN Mobile Web version, please contact AG to open it in advance. 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, pls refer to "GameType for AG Game Integration.doc"
session_token (optional)	When player login to website, Session Token will be saved in memory of website , is used for verify the legitimacy of players ** Note: If integrate Iframe must bring session_token

      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 Requred[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=XXXXXXXX";


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

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```
*/
```

String encrypt_key=" XXXXXXXX";

```
/*
*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

*/

<u>**method.addRequestHeader(**"User-Agent", "WEB_LIB_GI_81288128"**);**</u> (this is Requred[you must setting

<u>User-Agent]);</u>

client.executeMethod(method);

String result= method.getResponseBodyAsString();

Invoking of "CheckOrCreateGameAccout", "GetBalance", "PrepareTransferCredit" & "TransferCreditConfirm" API(s) are same process, you can referring this example, but "FrowardGame" 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=XXXXXXXX/\\\\/loginname=vtest1/\\\\/actype=0/\\\\/password=XXXXXX/\\\\/sid=XXXXXXXX

1023456789098";

/*

*des encryption key

*key is a constant, you can using "XXXXXXXX" in your project

*/

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String encrypt_key=" XXXXXXXX";

```
/*

*des encryption key, if you use PHP, please wrirte 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：IGcOAYEQN88F1NFLtBOK29IcQSW2a8b/G8UgSaeEyaA=

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

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

php ciphertext：IGcOAYEQN88F1NFLtBOK29IcQSW2a8b/G8UgSaeEyaA=

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

C# ciphertest：16B0A9DE89D488910CE71B2AB1EA7FCFD8ACBEA6DD2B0B8AEF8040CCA2FE51FB

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

Example：md5("aaa")=47bce5c74f589f4867dbd57e9ca9f808, but not
47BCE5C74F589F4867DBD57E9CA9F808