



**Push Balance**

**Financial Transactions**

## Revision History

| Date            | Changes               | Version | Author        |
|-----------------|-----------------------|---------|---------------|
| September, 2017 | First Release         | V2.0.1  | Marianna Reva |
| February, 2022  | Server address update | V2.0.2  | Razvan Andrei |

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## 1. Document Overview

The purpose of this document is to describe the push balance for the perspective programmer and integration experts.

## 2. General

The push balance is an informative action that does not carry direct financial changes or risks. It does not change the actual financial status of the player.

## 3. Functionality

The Push Balance API provides the operators with an ability to update player's balance on Ezugi servers. The operator will use the API only if the player's balance was updated due to player's activity on other game providers than Ezugi or due to funds withdraw/deposit.

## 4. Security

The hash signature will be created by using SHA256 hash algorithm and will create a signature by using a secret key and the push balance message. An output format is Base64 encoding. The value of the hash is unique to the hashed data. Any change in the data, even changing or deleting a single character, results in a different value. In addition, Ezugi will whitelist all range of IPs provided by operator.

## 5. Setup

Ezugi integrator will provide the hash in UUID format. It's the same Hash Signature Key provided at the beginning of the integration.

For Example: **6f2a6e62-fb91-4fb7-8e71-83a82f1fabae**

## 6. Connecting with Ezugi Servers

Integration server:

<https://engineint.tableslive.com/GameServer/OperatorGate>

## 7. Protocol:

Https POST communication based on Json string representation message type.

## 8. Fields Description Message

| Parameter Name | Parameter Format | Description   |
|----------------|------------------|---|
| operatorId     | int              | Defines the operator that the player belongs to. This is allocated by the Live Casino system in advance.  |
| uid            | string           | An operator's unique identification for each player.  |
| balance        | double           | Player's new balance  |
| timestamp      | long             | Time representation in UNIX milliseconds format. To see the system time in Ezugi system you can check <a href="https://www.epochconverter.com">https://www.epochconverter.com</a> or <a href="http://currentmillis.com/">http://currentmillis.com/</a> (Here you can find integration instructions) |
| MessageType    | Varchar          | Message type "PushBalance" will be sent by operator   |

## HTTP Header

| Header Name | Header Value   |
|-------------|--|
| hash        | An HmacSHA256 signature that was created by hashing the push balance request message and a secret key that was issued to operator by Ezugi. Signature creation examples can be found <a href="#">p.11 Creating base64 Hash Using HMAC SHA256</a> |

## 9. Response

The response on push balance request will be returned in a JSON format as follows: {

```
  "status": "Success"/"Failed"
}
```

## 10. Message Example

```
{
  "operatorId": 131245278,
  "uid": "12345",
  "balance": 100.0,
  "timestamp": 12879437712,
  "MessageType": "PushBalance"
}
```

## 11. Creating base64 Hash Using HMAC SHA256

### 11.2 Implementation methods for different languages

#### Java

```
public static String encode (String key, String data) throws Exception {
    Mac sha256_HMAC = Mac.getInstance("HmacSHA256");

    SecretKeySpec secret_key = new SecretKeySpec(key.getBytes(),
        "HmacSHA256"); sha256_HMAC.init(secret_key);

    return
        Base64.encodeBase64String(sha256_HMAC.doFinal(data.getBytes()))
    ;
}
```

#### PHP

Use the standard function `hash_hmac`

```
$s = hash_hmac('sha256', 'Message', 'secret', true);
echo base64_encode($s);
```

#### JavaScript

Use the CryptoJS library.

```
var hash = CryptoJS.HmacSHA256("Message", "secret"); var
hashInBase64 = CryptoJS.enc.Base64.stringify(hash);
```

#### Other Examples

Information about other languages you may find by here:

<https://www.jokecamp.com/blog/examples-of-creating-base64-hashes-using-hmacsha256in-different-languages/#csharp>

## 11.2 External Hashing Tool

We are using SHA-256 algorithm with Base 64 Encoding for output. Below is the tool which can help you to create manually hash signature.

<https://www.devglan.com/online-tools/hmac-sha256-online>

*Ensure SHA-256 algorithm and Base64 are chosen:*

Enter Plain Text to Compute Hash

```
{ "operatorId": "22222222", "uid": "11111", "balance": 123456.78, "MessageType": "PushBalance", "timestamp": 1644410263223 }
```

Enter the Secret Key

```
qqq3231-qqq-1512312-12312512
```

Select Cryptographic Hash Function

SHA-256

Output Text Format: ☐ Plain Text ☒ Base64

Compute Hash

Hashed Output:

```
/jQr4ShnrX/Rc/zEQI9Na4Oo20g5TZXxyrCrNKD/74E=
```