Vendor Bonus API (Extended Version)

Extended version of Vendor Bonus API requires clients to create a user in the EveryMatrix system themselves through the use of **Create User** API method prior to making **Award Bonus**/**Forfeit Bonus** calls to the system.

Extended API encompasses the following methods:

- **Create User**
- **Award Bonus**
- **Forfeit Bonus**

Create User

> **This method is applicable to Casino Engine Direct clients only.**

Definition:	Creates a user in the EveryMatrix system.
URI (stage):	`http://guc-stage.everymatrix.com/userSession/generic/CreateUser`
URI (prod):	`http://guc.everymatrix.com/userSession/generic/CreateUser`

Request Parameters

Parameter	Type	M/O	Description
DomainId	*Integer*	Mandatory	Domain identifier in the EveryMatrix system.
CountryAlpha3Code	*String*	Mandatory	A three-letter code of the player's country, as defined by ISO 3166-1 alpha-3 Country Codes.
Gender	*String*	Mandatory	The player's gender. Possible values are: **Male**, **Female**.
Alias	*String*	Mandatory	The player's alias.
City	*String*	Optional	The player's city of residence.
Lang	*String*	Optional	The two-letter language code as defined by ISO 639-1 Language Codes.
Currency	*String*	Mandatory	The three-letter currency code as defined by ISO 4217 that indicates the currency of the player's wallet.
FirstName	*String*	Mandatory	The player's first name.
LastName	*String*	Mandatory	The player's last name.
OperatorUserId	*String*	Mandatory	The user's identifier in the operator's system.
Example			

```
{
"DomainId": 1681,
"CountryAlpha3Code": "UKR",
"Gender": "Male",
"Alias": "ekovalenko",
"City": "Lviv",
"Lang": "UA",
"Currency": "EUR",
"FirstName": "Evgen",
"LastName": "Kovalenko",
"OperatorUserId": "201801111140"
}
```
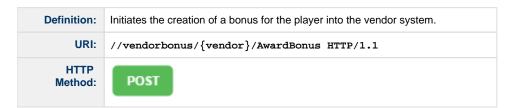
Response Variables

Variable	Type	Description
InternalUserId	*Long*	The user's identifier in the EveryMatrix system.
Success	*Boolean*	The parameter value indicating the status of the request. When set to: • ***true*** – the request has been successful • ***false*** – there will be an error response.
Example		

```
{
"InternalUserId": 2978249,
"Success": true
}
```

Award Bonus

Definition:	Initiates the creation of a bonus for the player into the vendor system.
URI:	`//vendorbonus/{vendor}/AwardBonus HTTP/1.1`
HTTP Method:	**POST**

HTTP Request Header

The `AcsSessionId` parameter, an authentication identifier, is sent as an HTTP request header:

```
{
"AcsSessionId": "pFy/mMPTm2KFUgD+4H2A9yDtwuLZKU
/EmGRL5JeKdfp7qfSjeAehf9seflghzJiO2EkX6MfXFK0E7
An4287Ilg=="
}
```

Request Parameters

Parameter	Type	M/O	Description
BonusSource	Integer (3)	Manda tory	The parameter value indicating the bonus source. • if set to **0**, the bonus source is unknown and `BonusId` will be sent without any prefix. • if set to **1**, the request comes from the Unified Bonus System (UBS) and the UBS prefix will be appended to `BonusId`. • if set to **2**, the request comes from the operator (OP) and the "OP" prefix will be appended to `BonusId`.
UserId	Long	Manda tory	User's identifier within the EveryMatrix system.
LoginName	String	Manda tory	API credentials that are provided by your Integration manager.
Password	String	Manda tory	API credentials that are provided by your Integration manager.
GameIds	Array	Manda tory	Vendor's game identifiers within the EveryMatrix system.
NumberOfFre eRounds	Integer	Manda tory	The number of free rounds received either from the Unified Bonus System or the operator.
BonusId	Long	Manda tory	The bonus ID received either from the Unified Bonus System or the operator.
FreeRoundsE ndDate	String (20)	Manda tory	The expiration date of free rounds. The values will have the **dd/MM /yyyy HH:MM:ss tt** format.
DomainId	Integer (20)	Manda tory	Domain ID in the EveryMatrix system.

AdditionalParameters	String (250)	Optional	The parameter allowing to send additional data, if required by the vendor. Examples may be:
			• for ELK - *BetLevel* and *OperatorMessage;*
			• for Endorphina – *BetPerLine;*
			• for Genii – *Lines, CoinValue*, and *Coins;*
			• for Habanero - *SpinCoinPosition*;
			• for iSoftBet - *spin_till_you_win* and *cap_on_winnings*;
			• for Microgaming – *BetValue;*
			• for NetEnt - *BetLevel*, *CoinValueLevel*, *WidgetId*, *WidgetSections*, *ZeroWinFreeRounds* and *LowWinFreeRoundsRanges*;
			• for NoLimitCity – *BetLevel;*
			• for NYX – *BetLevel;*
			• for Oryx – *CoinSize* and *rhfpBet;*
			• for PlaynGo – *Lines, Denomination* and *Coins;*
			• for Playson – *BetLine;*
			• for PragmaticPlay - *BetPerLine;*
			• for Quickspin – *Currency*, *BetAmount*, *IsFreeSpins,* and *Variable BetSize*;
			• for Yggdrasil - *BetValue;*
			• for MrSlotty – *BetValue, BetLevel;*
			• for Spigo, BetSoft and Tom Horn – *no additional parameters used.*

Example

```
{
"BonusSource": 2,
 "UserId": 3190258,
 "LoginName": "JakeK2",
 "Password": "eitu44ygh",
 "GameIds": [
 "bloodsuckers_sw"
 ],
 "NumberOfFreeRounds": 10,
 "BonusId": "489484546",
 "FreeRoundsEndDate": "1 / 18 / 2017 12: 00:
00 AM",
 "DomainId": 1008,
 "AdditionalParameters": {}
}
```
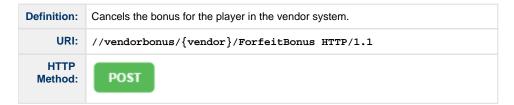
Response Variables

Variable	Type	M/O	Description
VendorBonusId	*String (128)*	Mandatory	Bonus ID within the vendor's system.
Success	*Boolean*	Mandatory	The parameter value indicating the status of the request. When set to: • **true** – the request has been successful • **false** – there will be an error response.
Message	*String (128)*	Mandatory	The parameter value explaining the response. Its value can be **Success** or a short description of the error.

VendorError	*String (128)*	Mand atory	The error message sent by the vendor.	
ErrorName		Mand atory	A value of *0* indicates **Success**. See Error Handling for other possible values.	
ErrorCode		Mand atory	A value of *0* indicates **Success**. See Error Handling for other possible values.	
AdditionalPa rameters	*String (128)*	Optio nal	The parameter allowing to send additional data, if required by the vendor.	

Example

```
{
  "VendorBonusId": "489484546",
  "Success": true,
  "Message": "Success",
  "VendorError": null,
  "ErrorName": "0",
  "ErrorCode": 0,
  "AdditionalParameters": {}
}
```

All free-spin winnings will be credited to the real money wallet.

Forfeit Bonus

Definition:	Cancels the bonus for the player in the vendor system.
URI:	`//vendorbonus/{vendor}/ForfeitBonus HTTP/1.1`
HTTP Method:	POST

HTTP Request Header

The `AcsSessionId` parameter, an authentication identifier, is sent as an HTTP request header.

```
{
  "AcsSessionId": "pFy/mMPTm2KFUgD+4H2A9yDtwuLZKU
  /EmGRL5JeKdfp7qfSjeAehf9seflghzJiO2EkX6MfXFK0E7
  An4287I1g=="
}
```

Request Parameters

Param eter	Type	M/O	Description
BonusS ource	Intege r(3)	Mand atory	The parameter value indicating the bonus source. • if set to **0**, the bonus source is unknown and `BonusId` will be sent without any prefix. • if set to **1**, the request comes from the Unified Bonus System(UBS) and the UBS prefix will be appended to `BonusId`. • if set to **2**, the request comes from the operator (OP) and the "OP" prefix will be appended to `BonusId`.
Comment	String (128)	Mand atory	A short explanation of the request.
UserId	Long	Mand atory	User's identifier within the EveryMatrix system.
LoginN ame	String	Mand atory	API credentials that are provided by your Integration manager.
Passwo rd	String	Mand atory	API credentials that are provided by your Integration manager.
GameIds	Array	Mand atory	Vendor's game identifiers within the EveryMatrix system.
BonusId	String (128)	Mand atory	The bonus ID received either from the Unified Bonus System or the operator.
Domain Id	Intege r(20)	Mand atory	Domain ID in the EveryMatrix system.

Example

```
{
"BonusSource": 2,
 "LoginName": "JakeK2",
 "Password": "eitu44ygh",
 "Comment": "EveryMatrix forfeits FreeRound
bonus",
 "UserId": 3190258,
 "GameIds": [
 323
 ],
 "BonusId": "489484546",
 "DomainId": 1060
}
```

Response Variables

Variable	Type	M/O	Description
VendorBonusId	String (128)	Mand atory	Bonus ID within the vendor's system.
Success	Boole an	Mand atory	The parameter value indicating the status of the request. If set to: true – the request has been successful false – there will be an error response.
Message	String (128)	Mand atory	The parameter value explaining the response. Its value can be **Succe ss** or a short description of the error.

VendorError	String (128)	Mandatory	The error message sent by the vendor.
ErrorName	String (128)	Mandatory	A value of **0** indicates **Success**. See Error Handling for other possible values.
ErrorCode	Integer	Mandatory	A value of **0** indicates **Success**. See Error Handling for other possible values.
AdditionalParameters	String()	Optional	The parameter allowing to send additional data, if required by the vendor.

Example

```
{
"VendorBonusId": "489484546",
"Success": true,
"Message": "Success",
"VendorError": null,
"ErrorName": "0",
"ErrorCode": 0,
"AdditionalParameters": {}
}
```

Related Articles

- **Vendor Bonus API (Short Version)**
- **Error Handling**