

Playtec API Integration

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Reversion 3.01

1. PT 需要的 IP 地址（集成前/后）

1.1 集成中所用的 IP 地址：

Server IP address	Server location country

1.2 集成后， 游戏所在的服务器的 IP 地址

Server IP address	Server location country

PT 需要这些地址做白名单来允许访问

2. 基本的 API 列表

以下为完成集成工作所必须的功能接口。

所有的功能均通过 **http** 申请方式发出，十分简单

所有返回值均是 **JSON** 数据。

- 生成新玩家

基本语法：

<https://kioskpublicapi.redhorse88.com/player/create/username/test20140805/adminname/PPLAYDEV/kioskname/PPLAYDEV/password/1234567>

username: 玩家注册名， 必须全部大写字母

kioskname: 从 PLAY818 得到(for test, you can use **PPLAYDEV**)

adminname: 从 PLAY818 得到(for test, you can use **PPLAYDEV**)

password: 玩家口令

口令的长短可定制（缺省 6-8）， 允许大部分特殊字符，除了下列字符

/ \ # % " ' ?

你还可以增加其他的信息， 如下表

Parameter name	Type	Comments	必须与否
username	string	Player username	yes
kioskadminname	string	kiosk admin name	yes
kioskname	string	kiosk name	yes
firstname	string	firstname	no
lastname	string	lastname	no
countrycode	string	countrycode	no
city	string	city	no
zip	string	zip	no
address	string	address	no
state	string	state	no
phone	string	phone	no
fax	string	fax	no
email	string	email	no
comments	string	comments	no
birthdate	string	birthdate	no
viplevel	string	viplevel	no
language	string	language	no
sex	string	sex	no
password	string	password	no

customFieldsFromStructure	string	customFieldsFromStructure	no
(yes/no)	string	(yes/no)	no
custom01...20	string	custom01...20	no

比如注册时增加地址信息

<https://kioskpublicapi.redhorse88.com/player/create/username/test20140805/adminname/PPLAYDEV/kioskname/PPLAYDEV/password/1234567/address/beijing>

返回值:

正确:

```
{"result":{"result":"New player has been created","username":"TEST20140805","password":"1234567"}}
```

错误: {"error":"Player password is too short","errorcode":50}

- 得到玩家信息

基本语法:

<https://kioskpublicapi.redhorse88.com/player/info/username/test20140805/>

用于得到玩家的所有信息。

返回值:

正确:

```
{"result":{"CASINONAME":"powerplay88","PLAYERNAME":"TEST20140805","ADDRESS":"NA","BIRTHDATE":"1950-01-01","CITY":"NA","COUNTRYCODE":"CN","CURRENCY":"CNY","CUSTOM01":"PLAY818","EMAIL":"test20140805@pplaydev.com","FAX":"11111","FIRSTNAME":"NA","LASTNAME":"NA","NOBONUS":0,"OCCUPATION":"NA","PHONE":"11111","SEX":"M","STATE":"NA","VIPLEVEL":1,"WANTMAIL":1,"ZIP":"NA","ADVERTISER":"default72","BANNERID":"","CLIENTTYPE":"landbasedcasino","REFERER":"null;null;null;null;null;null;null;null","LANGUAGECODE":"EN","SERIAL":"72W20CARDUSER8044991","SIGNUPDATE":"2014-08-06 18:30:52.000","SIGNUPCLIENTVERSION":"","PASSWORD":"C12683190DCAA36BE0A263904C4AD1AED5564F31","FROZEN":0,"CLIENTSKIN":"powerplay88","COMMENTS":"Created through Public API","SIGNUPCLIENTPLATFORM":"download","ISINTERNALPLAYER":0,"SUSPENDED":0,"FULLFIRSTNAME":"","FULLFIRSTSURNAME":"","FULLSECONDSURNAME":"","TAXRESIDENCEREGION":"","CODE":"11229058","BALANCE":0,"MAXBALANCE":0,"RESERVEDBALANCE":0,"CURRENTBET":0,"CURRENTBONUSBET":0,"PENDINGBONUSBALANCE":0,"BONUSBALANCE":0,"COMPPPOINTS":0,"TOTALCOMPPPOINTS":0,"KIOSKCODE":"1029661","KIOSKADMINCODE":"1102111","CASINOCODE":"1779","LOCKEDMINUTES":0,"CURRENCYCODE":0,"CASINONICKNAME":"","NETWORKNICKNAMES":[{"networkId":"423","networkData":{"key":1,"value":null,"key":2,"value":"casino"}}],"ISINGAME":0,"KIOSKNAME":"PPLAYDEV","KIOSKADMINNAME":"PPLAYDEV"}}
```

错误: {"error":"Player is not allowed for the Entity #1049531","errorcode":49}

需要注意，PT 没有提供单独的功能取得玩家余额，你必须由此来得到玩家余额。

- 更新玩家信息

基本语法:

<https://kioskpublicapi.redhorse88.com/player/update/playername/test20140805/>

用于更新玩家的所有信息。如下表

Parameter name	Type	Comments	必须与否
Playername	string	Player username	yes
Firstname	string	firstname	no
Lastname	string	lastname	no
countrycode	string	countrycode	no
City	string	city	no
Zip	string	zip	no
Address	string	address	no
State	string	state	no
Phone	string	phone	no
Fax	string	fax	no
Email	string	email	no
Comments	string	comments	no
Birthdate	string	birthdate	no
Viplevel	string	viplevel	no
Language	string	language	no
Sex	string	sex	no
Password	string	password	no
customFieldsFromStructure	string	customFieldsFromStructure	no
(yes/no)	string	(yes/no)	no
custom01...20	string	custom01...20	no

比如， 修改口令

<https://kioskpublicapi.redhorse88.com/player/update/playername/test20140805/password/123>

比如， 冻结玩家

<https://kioskpublicapi.redhorse88.com/player/update/playername/test20140805/frozen/1>

返回值:

正确:

```
{"result":{"result":"Player's information has been updated."}}
```

错误:

```
{"error":"Player password is too short","errorcode":50}
```

- 存钱到 **PlayeTec**

基本语法:

<https://kioskpublicapi.redhorse88.com/player/deposit/playername/test20140805/amount/10/adminname/PPLAYDEV/externaltranid/82736at12>

Parameter name	Type	Comment	必须与否
playername	string	player username	yes
amount	float	amount to deposit	yes
adminname	string	kiosk admin name	yes
externaltranid	string, AlphaNum(0-200)	external tracking ID	no

adminname: 从 PLAY818 得到

externaltranid : 可以不用。

返回值:

正确:

```
{ "result": { "amount": 10, "currentplayerbalance": "20", "executiontime": "911.799 ms",
"externaltransactionid": "82736at12", "instantcashtype": "local", "kiosktransactionid": "2085",
"kiosktransactiontime": "2014-07-30 16:49:40", "ptinternaltransactionid": "38457319", "result":
"Deposit OK" } }
```

错误:

```
{"error": "Kioskadmin depositbalance insufficient.", "errorcode": 97}
```

- 从 **PlayTec** 取钱

基本语法:

<https://kioskpublicapi.redhorse88.com/player/withdraw/playername/test20140805/amount/10/adminname/PPLAYDEV/externaltranid/82736at12>

Parameter name	Type	Comment	必须与否
Playername	string	player username	yes
Amount	float	amount to deposit	yes
Adminname	string	kiosk admin name	yes
isForce	string	1 0	no
Losebonus	boolean	In case 'true', Payments will decline all bonuses that are marked to be 'Declined upon withdraw request'.	no
Externaltranid	string, AlphaNum(0-200)	external tracking ID	no

adminname: 从 PLAY818 得到

Externaltranid : 可以不用。

返回值:

正确:

```
{"result":{"amount":10,"currentplayerbalance":"58","executiontime":"457.6418ms","externaltransactionid":"123476","instantcashtype":"local","kiosktransactionid":"3325","kiosktransactiontime":"2014-06-25 13:05:16","ptinternaltransactionid":"16587861","result":"Withdraw OK"}}
```

错误:

```
{"error":"External transaction ID already exists","errorcode":302}
```

3. 可选的 API 列表

这些大都属于后台的管理功能。

- 检查玩家是否在线

基本语法：

<https://kioskpublicapi.redhorse88.com/player/online/playername/>

Parameter name	Limits / Requirements	必须与否
Playername	string	yes

返回值：

正确：

```
{"result":{"result":0}}
```

```
{"result":{"result":1}}
```

错误：

```
{"error":"Player is not allowed for the Entity #1049531","errorcode":49}
```

- 登录出玩家

基本语法：

<https://kioskpublicapi.redhorse88.com/player/logout/playername/>

Parameter name	Limits / Requirements	必须与否
Playername	string	Yes

返回值：

正确：

```
{"result":{"result":"Logout request has been succesfully sent"}}
```

错误：

```
{"error":"Player is not allowed for the Entity #1049531","errorcode":49}
```

- 检查存取款交易的状态

基本语法：

<https://kioskpublicapi.redhorse88.com/player/checktransaction/externaltransactionid/15751>

Parameter name	Type	Comment	必须与否
externaltransactionid	String	external transaction ID	yes

返回值:

```
{"result":{"status":"missing","externaltransactionid":"15751","executiontime":"34.857 ms"}}
```

- 将玩家的登录失败数清零

基本语法:

<https://kioskpublicapi.redhorse88.com/player/resetFailedLogin/playername/>

Parameter name	Limits / Requirements	必须与否
Playername	string	Yes

返回值:

```
{"result":{"result":"Failed login attempts count has been reset"}}
```

4. 其他的 **API** 列表

一些对许多玩家的操作功能

Mass Create players: 同时建立许多玩家

Mass Freeze player: 同时冻结许多玩家

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还有一些后台报表的管理功能

PlayerGames (Player games report)

GameStats (Game statistics)

可以根据需要逐步建立

5. 举例

- **C# example**

```

string PUrl = "https://kioskpublicapi.redhorse88.com/player/create";
CreatePlayer(string loginname, string kioskname, string adminname, string password)
{
    string requestUrl = PUrl + "/playername/" + loginname + "/kioskname/" + kioskname +
        "/adminname/" + adminname + "/password/" + password;

    int errorFlag = 0;
    string response_string = processRequest(requestUrl, ref errorFlag);
}

private string processRequest(string Url, ref int errorFlag)
{
    HttpWebRequest request = (HttpWebRequest)WebRequest.Create(Url);
    string key =
"a0aa3683c5d62514eb51fbd07933c5eff68ce9ca408065e3fbcfc1b8dae340bbfc5c6a278809bee13330b771650a6795b08
f492e0a252a8b1d8594a6a84c1950";

    request.Headers.Add("X_ENTITY_KEY", key);

    request.Method = "GET";
    string path = Server.MapPath("~/PTCertificate/");
    try
    {
        X509Certificate2 x509 = new X509Certificate2(System.IO.File.ReadAllBytes(path +
"play.p12"), "01fJl6Yj",
                                X509KeyStorageFlags.MachineKeySet |
X509KeyStorageFlags.PersistKeySet | X509KeyStorageFlags.Exportable);
        request.ClientCertificates.Add(x509);
    }
    catch (Exception ex)
    {
        errorFlag = -1;
        return "";
    }
    //request.KeepAlive = false;
    request.Timeout = 60000; // 60秒超时
    try
    {
        HttpWebResponse response = (HttpWebResponse)request.GetResponse();
        Stream dataStream = response.GetResponseStream();
        StreamReader reader = new StreamReader(dataStream);
        string responseFromServer = reader.ReadToEnd();
        string responseString = responseFromServer;
        errorFlag = 1;
        reader.Close();
        dataStream.Close();
        response.Close();
        return responseString;
    }
}

```

```
    }  
    catch (WebException ex)  
    {  
        errorFlag = -1;  
        return "";  
    }  
}
```

- **PHP example**

```
<?php
```

```
$url="https://kioskpublicapi.redhorse88.com/player/create/playername/test20140805/adminname/PP
LAYDEV/kioskname/PPLAYDEV/password/1234567";

$result=getdata($url);
print_r($result);
function getdata($url)
{
    $path = dirname(__FILE__);

    $entity_key =
'a0aa3683c5d62514eb51fbd07933c5eff68ce9ca408065e3fbfc1b8dae340bbfc5c6a278809bee13330b771650a6795b08
f492e0a252a8b1d8594a6a84c1950';

    $header = array();
    $header[] = "Accept:text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8";
    $header[] = "Cache-Control: max-age=0";
    $header[] = "Connection: keep-alive";
    $header[] = "Keep-Alive:timeout=5, max=100";
    $header[] = "Accept-Charset:ISO-8859-1,utf-8;q=0.7,*;q=0.3";
    $header[] = "Accept-Language:es-ES,es;q=0.8";
    $header[] = "Pragma: ";
    $header[] = "X_ENTITY_KEY: " . $entity_key;

    $tuCurl = curl_init();

    curl_setopt($tuCurl, CURLOPT_URL, $url);
    curl_setopt($tuCurl, CURLOPT_PORT , 443);
    curl_setopt($tuCurl, CURLOPT_VERBOSE, 0);
    curl_setopt($tuCurl, CURLOPT_HTTPHEADER, $header);
    curl_setopt($tuCurl, CURLOPT_SSL_VERIFYPEER, 0);
    curl_setopt($tuCurl, CURLOPT_SSL_VERIFYHOST, 0);
    curl_setopt($tuCurl, CURLOPT_SSLCERT, $path . '/api/play.pem');
    curl_setopt($tuCurl, CURLOPT_RETURNTRANSFER, 1);
    curl_setopt($tuCurl, CURLOPT_SSLKEY, $path . '/api/play.key');
    echo $exec = curl_exec($tuCurl);
    curl_close($tuCurl);
    print_r($exec);
}
?>
```

• JAVA example

```
import java.net.*;
import java.security.KeyStore;
import java.io.*;

import javax.net.ssl.HttpURLConnection;
import javax.net.ssl.KeyManagerFactory;
import javax.net.ssl.SSLContext;

public class URLConnectionReader
{
    public static void main(String[] args) throws Exception
    {
        String PUrl = "https://kioskpublicapi.redhorse88.com/player/create";
        String loginname = "test01";
        String password = "123456";
        String kioskname = "PPLAYDEV";
        String adminname = "PPLAYDEV";

        String requestUrl = PUrl + "/playername/" + loginname + "/kioskname/" + kioskname +
            "/adminname/" + adminname + "/password/" + password;

        URL pt = new URL(requestUrl);
        URLConnection yc = pt.openConnection();
        KeyStore ks = KeyStore.getInstance("PKCS12");
        File file = new File("C:/Documents and Settings/alex.DELL/workspace/PT_API/src/play.pl2");
        FileInputStream fis = new FileInputStream(file);
        ks.load(fis, "0lfJl6Yj".toCharArray());
        KeyManagerFactory kmf = KeyManagerFactory.getInstance("SunX509");
        kmf.init(ks, "0lfJl6Yj".toCharArray());
        SSLContext sc = SSLContext.getInstance("TLS");
        sc.init(kmf.getKeyManagers(), null, null);

        yc.setRequestProperty("X_ENTITY_KEY", "a0aa3683c5d62514eb51fbd07933c5eff68ce9ca408065e3fbcfc1b8dae340bbfc5c6a278809bee13330b771650a6795b08f492e0a252a8b1d8594a6a84c1950");
        //yc.setSSLSocketFactory(sc.getSocketFactory());
        ((HttpURLConnection) yc).setSSLSocketFactory(sc.getSocketFactory());
        BufferedReader in = new BufferedReader(new InputStreamReader(
            yc.getInputStream()));

        String inputLine;
        while ((inputLine = in.readLine()) != null)
            System.out.println(inputLine);
        in.close();
    }
}
```

6.集成 API 的细节

6.1 private key

PT 提供了 private key 确保 API 连接安全。需在集成中使用

6.2 Entity KEY in http header

同样是安全原因，PT 要求增加此项

```
string key =  
"a0aa3683c5d62514eb51fbd07933c5eff68ce9ca408065e3fbcfc1b8dae340bbfc5c6a278809bee13330b771650a6795b08  
f492e0a252a8b1d8594a6a84c1950";  
  
request.Headers.Add("X_ENTITY_KEY", key);
```

举例代码中的 KEY 为测试使用，在初步集成完毕之后你们会得到专属于你们的 KEY

此二项均可在例子程序中见到。

7. 调用游戏

二个步骤来调用游戏

1) 登录

```
<script type="text/javascript"
src="http://cache.download.banner.powerplay88.com/integrationjs.php"></script>

<script type="text/javascript">
  iapiSetCallout('Login', calloutLogin);
  iapiSetCallout('Logout', calloutLogout);

  function login(realMode)
  {
    iapiLogin(document.getElementById("loginform").username.value.toUpperCase(),
      document.getElementById("loginform").password.value, realMode, "en");
  }

  function logout(allSessions, realMode)
  {
    iapiLogout(allSessions, realMode);
  }

  function calloutLogin(response)
  {
    if (response.errorCode)
    {
      alert("Login failed, " + response.errorText);
    }
    else
    {
      window.location = "../lobby";
    }
  }

  function calloutLogout(response) {
    if (response.errorCode) {
      alert("Logout failed, " + response.errorCode);
    }
    else {
      alert("Logout OK");
    }
  }
</script>
```


2) 调用单个游戏

<http://cache.download.banner.flashpoweplay88.com/casinoclient.html?language=en&game=bal>

language code:

English	en
Traditional Chinese	ch
Simplified Chinese	zh-cn

Game code:

请参见附件