

# API DOCUMENT FOR ALLBET PLATFORM (FOR ALLBET CLIENT ONLY)

# **VERSION RECORD**

DATE	VERSION	DESCRIPTION	AUTHOR
2015-04-20	3.0	1.Modified list:	AllBet Team
		1). Promoting security of interface by changing	
		authentication mode. Please refer to charpter 1. API	
		encryption mode;	
		2).Delete PrepareTransferCredit interface;	
		3).Delete ConfirmTransferCredit interface;	
		4).Each interface require random parameter;	
		5).Modified BetLogPieceOfHistories interface,	
		time range within one day supported;	
		6).Expand BetLogDailyHistories and	
		BetLogDailyModifiedHistories interfaces allow	
		query time limit from 7 days to 30 days.	
		2.Added list	
		1). Added transfer accounts interface	
		(TransferCredit);	
		2).Added data field gameRoundEndTime returned	
		in results of querying betting records.	
2015-05-30	3.1	1.Added list	AllBet Team
		1).Added the "PrepareTransferCredit" and	
		"ConfirmTransferCredit" which is remove in	
		V3.0.This is for compatible with v2.x.	
		2).Added the "QueryTransferState".This is for	
		match up the "TransferCredit".	

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# 1 API Encryption Mode

# 1.1 The Description and process of Encryption

A property ID,DesKey and Md5Key will be provided to the agent from the Allbet platform. For example:

Property ID: starting from 0000001.

DesKey: string encoded with base64,use to encrypt with DES.

Md5Key: string encoded with base64,use to sign message.

Note: Allbet system will not ask for the agent's secret key while working, please keep it save. Severe consequence occurs if you lose the propery ID and secret key.

#### The process is as follows:

- 1. Taking DesKey provided by Allbet use as 3DES algorithm key, encrypt request parameter composed of key-value pairs delimited by & character .And then, encode the result of the previous step. Final result use as the value of "data" parameter.
- 2.Add MD5Key to the end of result of step 1,then sign it with MD5 algorithm. And then,final result use as the value of "sign" parameter.
- 3.Set the propertyId parameter value with Property ID provided by Allbet.
- 4.Submit request with POST or GET method.

# 1.2 Example

See examples of java,C# and php provided by Allbet.

#### 2 API Game Guide

## **Symbols and conventions**

symbol	description
M	required/must
0	optional
S	string
S(n)	A string of length n
S(n, m)	A string of length n-m
N	Digits
N(n)	Max n Digits

# **Public error code of interfaces**

error_code	说明
OK	success
INTERNAL_ERROR	Server error
ILLEGAL_ARGUMENT	Wrong parameters.
SYSTEM_MATAINING	System maintenance.

# 2.1 QueryHandicap

## 2.1.1 Description

"QueryHandicap" API is used to query (get) all the handicap information through the Allbet system.

## 2.1.2 Http request's URL

http://<server>/query\_handicap [GET/POST]

#### 2.1.3 Parameters

Parameter	Code	Required	Type	Remark
random number	random	M	N	Please use safe random.
Agent Account	agent	M	S	

#### 2.1.4 System Response: JSON

Parameter	Requried	Type	Handicaps			
error_code	M	S	OK: Succeed			
			INTERNAL_ERROR: Ser	rver Error		
			ILLEGAL_ARGUMENT: Illegal Parameter			
			AGENT_NOT_EXIST: Agent not found			
message	0	S				
handicaps	О		Handicap Array			
			Parameter	Code	Required	Туре
			ID	id	M	S

<sup>\*</sup> Time out 20s.

	Handicap name	name	M	S
	Min Limit	lowerLimit	M	N
	Max Limit	upperLimit	M	N
	Handicap type	handicapType	M	N
	(check the appendix)			

# 2.2 CheckOrCreditAccount

# 2.2.1 Description

Used to create the client's login account

# 2.2.2 Http request's URL

http://<server>/check\_or\_create [GET/POST]

\* Time out 20s

#### 2.2.3 Parameters

Parameter	Code	Requried	Type	Remark
random number	random	M	N	Please use safe random.
agent's account	agent	M	S	
client's ID	client	M	S(4,10)	Letter, number, underline
client's password	password	M	S(6,12)	Letter, number, underline
VIP handicap type no.	vipHandicap	M	N	only one VIP handicap can be
	s			set;
				values range:
				id of handicaps which filtered by
				"handicapType=1" from result
				list returned by
				"2.1 QueryHandicap".
General Hall handicap	orHandicaps	M	N	one to three general handicaps
type no.				can be set;
				values range:
				id of handicaps which filtered by
				"handicapType=0" from result
				list returned by
				"2.1 QueryHandicap";
				Note:
				Parameters should separate by

				comma, Such as: orHandicaps=4,5,6.
General Hall Rebate	orHallRebat e	М	N	Values range from 0 to 0.9, and less than the value of superior agent's setting.
eGame Hall Rebate	laxHallReba te	M	N	Values range from 0 to 0.9, and less than the value of superior agent's setting.

# 2.2.4 System response: JSON

Parameter	Required	Type	Remarks
error_code	M	S	OK: suceed
			INTERNAL_ERROR: server error
			ILLEGAL_ARGUMENT: detailed error parameter
			CLIENT_EXIST: client existed
message	0	S	error description
client	О	S	account created on success

# 2.3 GetBalance

# 2.3.1 Description

Used to query the balance of client's account.

# 2.3.2 Http request's URL

http://<server>/get\_balance [GET/POST]

## 2.3.3 Parameters

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random.
client's ID	client	M	S	
client's password	password	M	S	

<sup>\*</sup> Time out 20s.

## 2.3.4 System Response: JSON

Parameter	Required	Type	Remarks
error_code	M	S	OK succeed
			INTERNAL_ERROR: server error
			ILLEGAL_ARGUMENT: illegal parameter
			CLIENT_NOT_EXIST: client not found or invalid
			password
message	О	S	error description
balance	0	N	succeed in returning to the balance get
currency	О	S	Balance of designated currency, check the appendix to find
			currency

# 2.4 TransferCredit

#### 2.4.1 Description

Used to transfer account from the agent's account to the client's account, or from the client's account to the agent's account.

## 2.4.2 Http request's URL

http://<server>/agent\_client\_transfer [GET/POST]

#### 2.4.3 Parameters

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random.
agent's name	agent	M	S	
serial number	sn	M	S(20)	Unique
				Property ID(7 digit) + 13 digit
				check the appendix to find Property
				ID.
client's name	client	M	S	
Type of transfer	operFlag	M	N	check the appendix to find
accounts				Transferring type.
Amount of	credit	M	N	accurate to two decimal places; (for

<sup>\*</sup> Time out 20s.

transferring				example,10.01)
accounts				
client's credit	beforeCredit	0	N	accurate to two decimal places; (for
before transferring				example,10.01)
client's credit after	afterCredit	0	N	accurate to two decimal places; (for
transferring				example,10.01)

# 2.4.4 system response: JSON

Parameter	Required	Type	Remarks	
error_code	M	S	CLIENT_NOT_EXIST: client not found or client is not	
			belong to this agent or its subordinate agent	
			TRANS_EXISTED: transferring record existed	
			LACK_OF_MONEY: not sufficient funds	
message	0	S	error description	

# 2.5 ForwardGame

## 2.5.1 Description

Used to access and log in the game.

# 2.5.2 Http request's URL

http://<server>/forward\_game [POST]

#### 2.5.3 Parameters

Parameter	Required	Type	Remarks	Parameter
random number	random	M	N	Please use safe random.
client's ID	client	M	S	
client's password	password	M	S	
the target site	targetSite	О	S	default to in production
				environment:
				http://www.allbetgaming.net
language	language	О	S	default to Chinese simplified;
				check the appendix to find the

<sup>\*</sup> Time out 20s.

	Ī					supported languages
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## 2.5.4 System response:

Parameter	Required	Type	Remarks
error_code	M	S	OK: succeed;
			INTERNAL_ERROR: server error;
			ILLEGAL_ARGUMENT: illegal parameter;
			CLIENT_NOT_EXIST: client not found or invalid
			password;
			CLIENT_PASSWORD_INCORRECT: wrong code is
			entered.
message	0	S	error description
gameUrl	0	S	game url

# 2.6 QueryBetLogQuery

## 2.6.1 Description

The interface is used to query the client's betting records. Maximum range of time for querying the betting records: 2weeks.

#### 2.6.2 Http request's URL

http://<server>/client\_betlog\_query [GET/POST]

#### 2.6.3 Parameters

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random.
client's name	client	M	S	
Start time	startTime	M	S	fromat: 2015-01-01 23:00:00
				time zone: Asia/Shanghai OR
				CCT+8:00
				Value restriction:
				now -14 days
				<=startTime <endtime<=now< td=""></endtime<=now<>
				(records occurred at this time included)

<sup>\*</sup> Time out: 20s.

End time	endTime	M	S	format: 2015-01-01 23:00:00
				time zone: Asia/Shanghai OR
				CCT+8:00
				Value restriction:
				now -14 days
				<=startTime <endtime<=now< td=""></endtime<=now<>
				(records occurred at this time not
				included)
Starting Page	pageIndex	M	N	
Number				
PageSize	pageSize	M	N	maximum value :100
Round id of the	gameRoundId	О	S(9)	
game				
Type of the game	gameType	О	S	check the appendix to find "Type of
				the game" (gameType).

# 2.6.4 system response: JSON

Parameter	Required	Type	Remarks			
error_code	M	S	OK: succeed			
			INTERNAL_ERROR: serve	r error		
			ILLEGAL_ARGUMENT: illegal parameter			
			CLIENT_NOT_EXIST: client not found or illegal password			
			TOO_FREQUENT_REQUEST: request too frequently			
message	О	S	Description of errors			
page	0		Name	Code	Type	
			Total count of records	count	N	
			Array of betting records	datas	array	
			(For the structure about			
			betting record, please read			
			the following chart)			

# betting record structure

name	code	Req uire	type	Remarks
		d		
client's name	client	M	S	
Number of the betting record	betNum	M	N	
Round id of the game	gameRoundId	M	S(9)	
Type of the game	gameType	M	N	check the appendix to find "gameType".
Time to bet	betTime	M	S	format: 2015-01-01 23:00:00

Amount of betting	betAmount		N	accurate to two decimal places
Valid amount of	validAmount	M	N	accurate to two decimal places
betting				
Amount won or lost	winOrLoss	О	N	accurate to two decimal places; May
				be negative. This field will be null if
				the betting record had not been
				done the payout.
Status of the betting	state	M	N	check the appendix to find status of
record				the betting record(state)
currency	currency	M	N	check the appendix to find <u>currency</u>
Exchange Rate	exchangeRate	M	N	accurate to four decimal places
Type of bet	betType	M	N	check the appendix to find betType
Result of the game	gameResult	M	N	check the appendix to find
round				gameResult
End time of game	gameRoundEndT	M	N	format: 2015-01-01 23:00:00
round	ime			time zone: Asia/Shanghai OR
				CCT+8:00

#### 2.6.5 Introductions for gameResult

format of result for Baccarat:

Use tow braces with numbers to indicated the result, the first one indicate Player, the second one indicate Banker.

for example: {403,312,-1},{308,311,-1}

Please refer to appendix <u>3.9</u> to find out the meaning of numbers.

format of result for DragonTiger:

Use tow braces with numbers to indicated the result, the first one indicate Dragon,the second one indicate Dragon.

Please refer to appendix 3.9 to find out the meaning of numbers.

for example: {308},{311}

format of result for Sicbo:

Used three numbers delimited by comma in a brace to indicate the result of Sicbo.

for example: {5, 5, 5}

format of result for Roulette:

Used one number in a brace to indicate the result of Roulette.

for example: {32}

# 2.7 BetLogDailyHistories

#### 2.7.1 Description

You are allowed to query all the betting records of any day in the previous 30 days before 12:00AM of the settlement day.

\*call frequency :call frequency is to control how frequent client can call this interface; It is limited to 60 minutes interval – client can only call this interface no more frequent than 60 minutes.

#### 2.7.2 Http request's URL

http://<server>/betlog\_daily\_histories [GET/POST]

\* Time out: 180s.

HTTP response data will be compressed with gzip, so Accept-Encoding should be set "gzip" in http request header(Accept-Encoding: gzip).

#### 2.7.3 Parameters

Parameter	Code	Required	Type	Remarks
random	random	M	N	Please use safe random.
number				
Start date	startDate	M	S	format: 2015-01-01
				time zone: Asia/Shanghai OR CCT+8:00
				Value restriction:
				nowDate-30days<=startDate <enddate<=nowdate< td=""></enddate<=nowdate<>
				and
				startDate+1day=endDate
				(records occurred at this time included)
End date	endDate	M	S	format: 2015-01-02
				time zone: Asia/Shanghai OR CCT+8:00
				Value restriction:
				nowDate-30days<=startDate <enddate<=nowdate< td=""></enddate<=nowdate<>
				and startDate+1day=endDate
				(records occurred at this time not included)

#### 2.7.4 system response: JSON

Parameter	Required	Type	Remarks
error_code	M	S	OK: succeed

			INTERNAL_ERROR: server error	
			ILLEGAL_ARGUMENT: illegal parameter	
			TOO_FREQUENT_REQUEST: request too frequently	
message	0	S	Description of errors	
histories	0		check the <u>2.6.4</u> (system response) to find the structure about	
			betting record.	
startTime	0	S	Start time of Querying. For example: 2015-01-01 12:00:00	
endTime	0	S	End time of Querying For example: 2015-01-02 12:00:00	

# 2.8 BetLogPieceOfHistories

#### 2.8.1 Description

The interface is used to query the client's betting records intraday.

\* call frequency: call frequency is to control how frequent client can call this interface; It is limited to 10 minutes interval – client can only call this interface no more frequent than 10 minutes.

## 2.8.2 Http request's URL

http://<server>/betlog\_pieceof\_histories [GET]

#### 2.8.3 Parameters

Parameter	Code	Required	Type	Remarks
random	random	M	N	Please use safe random.
number				
Start date	startDate	M	S	format: 2015-01-01
				time zone: Asia/Shanghai OR CCT+8:00
				Value restriction:
				Yesterday 23:00PM<= startTime
				<endtime<=tomorrow 00:="" 00am<="" td=""></endtime<=tomorrow>
				(records occurred at this time included)
End date	endDate	M	S	format: 2015-01-02
				time zone: Asia/Shanghai OR CCT+8:00
				Value restriction:
				nowDate-30days<=startDate <enddate<=nowdate< td=""></enddate<=nowdate<>
				and startDate+1day=endDate
				(records occurred at this time not included)

<sup>\*</sup> Time out: 20s.

## 2.8.4 system response: JSON

Parameter	Required	Type	Remarks	
error_code	M	S	OK: succeed	
			INTERNAL_ERROR: server error	
			ILLEGAL_ARGUMENT: illegal parameter	
			TOO_FREQUENT_REQUEST: request too frequently	
message	0	S	Description of errors	
histories	0		check the 2.6.4 (system response) to find the structure about	
			betting record.	
startTime	0	S	Start time of Querying. For example: 2015-01-01 12:00:00	
endTime	О	S	End time of Querying For example: 2015-01-02 12:00:00	

# 2.9 LogoutGame

# 2.9.1 Description

The interface is used to logout the game.

## 2.9.2 http request to link with URL

http://<server>/logout\_game [GET]

\* Time out :30s.

#### 2.9.3 Parameters

Parameter	Required	Type	Remarks	Parameter
random	random	M	N	Please use safe random.
number				
client's name	client	M	S	

## 2.9.4 system response:

Parameter	Required	Type	Remarks	
error_code	M	S	OK: succeed	
			INTERNAL_ERROR: server error	
			ILLEGAL_ARGUMENT: illegal parameter	
			CLIENT_NOT_EXIST: client not exist OR illegal	
			password	

message	О	S	Description of errors
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# 2.10 BetLogDailyModifiedHistories

The interface is used to query all the betting records modified of any day in the previous 30 days before the 12:00am settlement time of today. These betting records were modified because of abnormal game or mistake payout.

For example: startDate=2015-01-08, endDate=2015-01-09

The interface will return all the betting records modified which created between 2015-01-08 12:00:00(include) and 2015-01-09 12:00:00(not include).

\* call frequency: call frequency is to control how frequent client can call this interface; It is limited to 60 minutes interval – client can only call this interface no more frequent than 60 minutes.

#### Http request's URL

http://<server>/betlog\_daily\_modified\_histories [GET/POST]

\* Time out: 120s.

HTTP response data will be compressed with gzip, so Accept-Encoding should be set "gzip" in http request header(Accept-Encoding: gzip).

#### **Parameters**

The same as "2.7 BetLogDailyHistories" - Parameters".

#### System response: JSON

The same as "2.7 BetLogDailyHistories - System response:JSON".

#### 2.11 CreateDemoAccount

The interface is used to create demo account.

Notice: please contact business consultants of Allbet to set up Initial credit and expiration date of demo account.

#### Http request's URL

http://<server>/create\_demo\_account [GET/POST]

#### \* Time out:30s.

#### **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random.
client's name	client	M	S(4,16)	Letters of the alphabet, numbers, underline case insensitive.
client's password	password	M	S(6,12)	Letters of the alphabet, numbers, underline.
the id of VIP handicap	vipHandicaps	M	N	only one VIP handicap can be set; values range: id of handicaps which filtered by "handicapType=1" from result list returned by "2.1 QueryHandicap".
the ids of general handicap	orHandicaps	M	N	one to three general handicaps can be set; values range: id of handicaps which filtered by "handicapType=0" from result list returned by "2.1 QueryHandicap"; Note: Parameters should separate by comma, Such as: orHandicaps=4,5,6.

**System response: JSON** 

Parameter	Required	Type	Remarks	
error_code	M	S		
message	0	S	Description of errors	
client	О	S	The name of demo account created	
credit	0	N	The demo account's credit	

# 2.12 ModifyClient

The interface is used to modify valid handicap of the client.

# Http request's URL

http://<server>/modify\_client [GET/POST]

#### \* Time out:20s.

#### **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random numbers.
client's name	client	M	S(4,16)	Letters of the alphabet, numbers,
				underline.
the id of VIP	vipHandicaps	M	N	only one VIP handicap can be set;
handicap				values range:
				id of handicaps which filtered by
				"handicapType=1" from result list
				returned by "2.1 QueryHandicap".
the ids of general	orHandicaps	M	N	one to three General handicaps can
handicap				be set;
				values range:
				id of handicaps which filtered by
				"handicapType=0" from result list
				returned by "2.1 QueryHandicap";
				Note:
				Parameters should separate by
				comma, Such as: orHandicaps=4,5,6.

System response: JSON

Parameter	Requ	Type	Remarks
	ired		
error_code	M	S	
message	О	S	Description of errors

# 2.13 SetupClientPassword

Setting up client password.

# Http request's URL

http://<server>/setup\_client\_password

\* 超时时间 20s.

#### **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random numbers.
client usename	client	M	S(4,16)	Letter, number, underline
password to setting	newPassword	M	S(6,12)	Letter, number, underline

**System response: JSON** 

Parameter	Requ	Type	Remarks
	ired		
error_code	M	S	
message	0	S	Description of errors

# 2.14 PrepareTransferCredit

## **Description**

Used to transfer account from the agent's account to the client's account, or from the client's account to the agent's account.

### Http request's URL

http://<server>/pre\_transfer\_credit [POST]

#### **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random numbers.
agent's ID	agent	M	S	
batch	sn	M	S(20)	uique to the same agent, generation
				rules:
				Property ID(7 digitals)+13 digitals
				check the appendix: test
				instruction-Property ID
client's ID	client	M	S	

<sup>\*</sup> Time out 20s.

transferring type	operFlag	M	N	check the appendix to find detailed
				transferring type
transferring	credit	M	N	accurate to two decimal places (for
amount				example 10.01)

system response: JSON

Parameter	Required	Type	Remarks	
error_code	M	S	CLIENT_NOT_EXIST: client not found or client is not	
			belong to this agent or its subordinate agent	
			TRANS_EXISTED: transferring record existed	
			LACK_OF_MONEY: lack of money	
message	0	S	error description	

# 2.15 ConfirmTransferCredit

## Description

Process of confirmed transferring account please refer to flow chart 2.4.

# Http request's URL

http://<server>/confirm\_transfer\_credit [POST]

## **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random numbers.
agent's ID	agent	M	S	
transaction number	sn	M	S(20)	the same as the interface of
				pre-transferring account
client's ID	client	M	S	
transferring type	operFlag	M	N	check the appendix to find the
				transferring type
transferring	credit	M	N	accurate to two decimal places (for
amount				example 10.01)

<sup>\*</sup> Time out: 20s.

system response: JSON

Parameter	Required	Type	Remarks
error_code	M	S	TRAN_NOT_EXIST: transferring record not found
			LACK_OF_MONEY: lack of balance
			DUPLICATE_CONFIRM: double check
message	О	S	error description

# 2.16 QueryTransferState

Using the transaction number to query the transfer state.

# Http request's URL

http://<server>/query\_transfer\_state

\* Time out: 20s.

# **Parameters**

Parameter	Code	Required	Type	Remarks
random number	random	M	N	Please use safe random numbers.
transaction number	sn	M	S(20)	reference to the transaction number of <u>TransferCredit</u> .

system response: JSON

Parameter	Required	Type	Remarks
error_code	M	S	TRAN_NOT_EXIST: transferring record not found
message	0	S	error description
clientCreditBefore	0	S	The client's balance before transfer.
clientCreditAfter	0	S	The client's balance after transfer.
agentCreditBefore	0	S	The agent's balance before transfer.
agentCreditAfter	0	S	The agent's balance after transfer.
transferState	0	S	Reference to the Appendix's <u>TransferState</u> .

# 3 Appendix

# 3.1 OperFlag

Name	Value	Remarks
deposit	1	
withdraw	0	

# 3.2 HallFlag

Name	Value	Remarks
general hall	0	
VIP hall	1	

# 3.3 Supported languages

Name	Value	Remarks
Chinese simplified	zh_CN	
Chinese traditional	zh_TW	
English	en	
Korean	ko	
Thai	th	
Malay	ms	
Vietnamese	vi	

# 3.4 Supported currencies

Name	Value	Remarks
RMB	CNY	
US Dollar	USD	
Hong Kong Dollar	HKD	
Bitcoin	BTC	
Korean Won	KRW	
Malaysian Ringgit	MYR	
Singapore Dollar	SGD	

Japan Yen	JPY	
Thai Baht	THB	
Indonesian Rupiah	IDR	
Vietnamese Dong	VND	
Euro	EUR	
Australian Dollar	AUD	
UK Pound	GBP	
Swiss Franc	CHF	
Mexican Peso	MXP	
Canadian Dollar	CAD	
Russian Ruble	RUB	
Indian rupee	INR	
Romania Leu	RON	
Danish Krone	DKK	
Norwegian Krone	NOK	
TaiWan	NTD	

# 3.5 HandicapType

Name	Value	Remarks
General handicap	0	
VIP handicap	1	

# 3.6 GameType

Name	Value	Remarks
Baccarat	101	
VIP Baccarat	102	
Quick Baccarat	103	
BidMe	104	
Sicbo	201	
DragonTiger	301	
Roulette	401	

# **3.7** The state of betting record(state)

Name	Value	Remarks
normal	0	
abnormal	1	

# 3.8 BetType

# Baccarat, Including Normal Baccarat, VIP Baccarat, Quick Baccarat, BidMe Baccarat)

Name	Value	Remarks
Banker	1001	
Player	1002	
Tie	1003	
Big	1004	
Small	1005	
Banker Pair	1006	
Player Pair	1007	

## DragonTiger

Name	Value	Remarks
Dragon	2001	
Tiger	2002	
Tie	2003	

#### Sicbo

Name	Value	Remarks
Small	3001	
Odd	3002	
Even	3003	
Big	3004	
Specific Triples One to	3005 ~3010	
Specific Triples Six		
Any Triple	3011	
Specific Double One to	3012 ~ 3017	
Specific Double Six		
Sum of Points: from 4 to 17	3018 ~ 3031	
Two Dice Combination:from	3033 ~ 3037	"1,2","1,3","1,4","1,5","1,6"
"1,2" to "1,6"		
Two Dice Combination:from	3038 ~ 3041	"2,3","2,4","2,5","2,6"
"2,3" to "2,6"		
Two Dice Combination:from	3042 ~ 3044	"3,4","3,5","3,6"
"3,4" to "3,6"		
Two Dice Combination:from	3045 ~ 3046	"4,5","4,6"
"4,5" to "4,6"		
Two Dice Combination: "5,6"	3047	"5,6"
One Dice:from1 to 6	3048 ~ 3053	

## Roulette

Name	Value	
Small	4001	
Even	4002	
Red	4003	
Black	4004	
Odd	4005	
Big	4006	
Dozen: from 1 to 3	4007 ~4009	
Column: from 1 to 3	4010 ~ 4012	
Direct:from 0 to 36	4013 ~4049	
Three Numbers: (0/1/2) (0/2/3)	4050, 4051	
Four Numbers: (0/1/2/3)	4052	
Separate: (0/1), (0/2), (0/3)	4053 , 4054 ,4055	
Separate: (1/2), (2/3) (4/5), (5/6) (7/8), (8/9)	4056,4057,4058,4059,4060,4061	
Separate: (10/11), (11/12), (13/14), (14/15)	4062, 4063, 4064, 4065	
Separate: (16/17), (17/18), (19/20), (20/21)	4066, 4067 4068, 4069	
Separate: (22/23), (23/24), (25/26), (26/27)	4070, 4071, 4072, 4073	
Separate: (28/29),(29/30), (31/32),(32/33),	4074, 4075, 4076, 4077, 4078, 4079	
(34/35),(35/36)		
Separate: (1/4),(4/7),(7/10)	4080, 4081, 4082	
Separate: (10/13),(13/16),(16/19)	4083, 4084, 4085	
Separate: (19/22),(22/25),(25/28)	4086, 4087, 4088	
Separate: (28/31),(31/34)	4089, 4090	
Separate: (2/5),(5/8),(8/11)	4091, 4092, 4093	
Separate: (11/14),(14/17),(17/20)	4094, 4095, 4096	
Separate: (20/23),(23/26),(26/29)	4097, 498, 4099	
Separate: (29/32),(32/35)	4100, 4101	
Separate: (3/6),(6/9),(9/12)	4102, 4103, 4104	
Separate: (12/15),(15/18),(18/21)	4105, 4106, 4107	
Separate: (21/24),(24/27),(27/30)	4108, 4109, 4110	
Separate: (30/33),(33/36)	4111, 4112	
Triangle: (1/5),(2/6),(4/8),(5/9) (7/11),(8/12)	4113, 4114, 4115, 4116, 4117, 4118	
Triangle:	4119, 4120, 4121, 4122, 4123, 4124	
(10/14),(11/15),(13/17),(14/18) (16/20),(17/21)		
Triangle:	4125, 4126, 4127, 4128, 4129, 4130	
(18/23),(20/24) ,(22/26),(23/27) (25/29),(26/30)		
Triangle: (28/32),(29/33),(31/35),(32/36)	4131, 4132, 4133, 4134	
Street: (1~3),(4~6) ,(7~9),(9~12)	4135, 4136, 4137, 4138	
Street: (13~15),(16~18),(19~21),(22~24)	4139, 4140, 4141, 4142	
Street: (25~27),(28~30) ,(31~33),(34~36)	4143, 4144, 4145, 4146	
Line: (1~6),(4~9) ,(7~12)	4147, 4148, 4149	

Line: (10~15),(13~18),(16~21)	4150, 4151, 4152
Line: (19~24),(22~27),(28~33),(31~36), (25~30)	4153, 4154, 4155, 4156, 4157

# 3.9 GameResult

Name	Value	Remark	
Baccarat	101~413	Data Format: color + points	
		The hundreds digit is used to represent colors:	
		100 representatives of spades;	
		200 representatives of hearts;	
		300 representatives of clubs;	
		400 representatives of diamonds.	
		The units digit and the tens digit is used to represents the	
		number of points. Special instructions:	
		J is 11,	
		Q is 12,	
		K is 13,	
		A is 1.	
		Such as:	
		411 is used to represent diamonds J.	
		109 is used to represent spades 9.	
DragonTiger	101~413	Data Format: color + points	
		The hundreds digit is used to represent colors:	
		100 representatives of spades;	
		200 representatives of hearts;	
		300 representatives of clubs;	
		400 representatives of diamonds.	
		The units digit and the tens digit is used to represents the	
		number of points. Special instructions:	
		J is 11,	
		Q is 12,	
		K is 13,	
		A is 1.	
		Such as:	
		411 is used to represent diamonds J.	
		109 is used to represent spades 9.	
Sicbo	1~6	The point of dice.	
Roulette	0~36	The point of roulette.	

# 3.10 TransferState

Name	Value	Remark
new create	0	
success	1	
failure	2	