

Gaming Software – 3rd Party Integration Guide Version 1.13

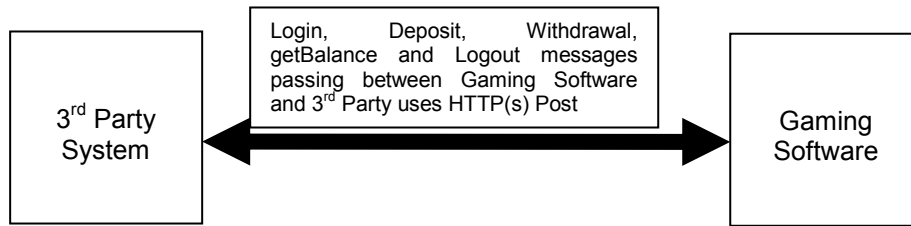
Revision History

Date	Version	Description	Author
10/12/2006	1.0	Initial Draft Version	HoGaming Tech Team
14/07/2007	1.1	EGame generic interface	HoGaming Tech Team
07/03/2008	1.2	Deposit Response Confirmation Promo ID for Coupons	HoGaming Tech Team
07/31/2008	1.3	Introduced Login-Deposit (Deposit before login) Integration	HoGaming Tech Team
06/11/2008	1.4	User session status inclusion	HoGaming Tech Team
28/02/2009	1.5	Included Password validation	HoGaming Tech Team
29/05/2009	1.6	Included Agent Id Parameter to create user under the Agent in the AMS	HoGaming Tech Team
05/06/2009	1.7	Removed duplicate Get Balance Process Info and Included Status codes	HoGaming Tech Team
23/06/2009	1.8	Introduced Withdrawal Confirmation Option	HoGaming Tech Team
25/06/2009	1.9	Included Affiliate Id Parameter in the Login Request	HoGaming Tech Team
04/12/2009	1.10	Included "testusr" parameter to create test accounts" on the fly.	HoGaming Tech Team
01/06/2010	1.11	Included Agent Id parameter in Deposit and withdrawal request to enable agent based deposit and withdrawal.	HoGaming Tech Team
08/06/2010	1.12	Agent Id field mandated for Agent based casinos and Error description included.	HoGaming Tech Team
16/06/2010	1.13	Introduced player level changes to restrict only allowed player levels for each 3 rd party will be used for user registration	HoGaming Tech Team

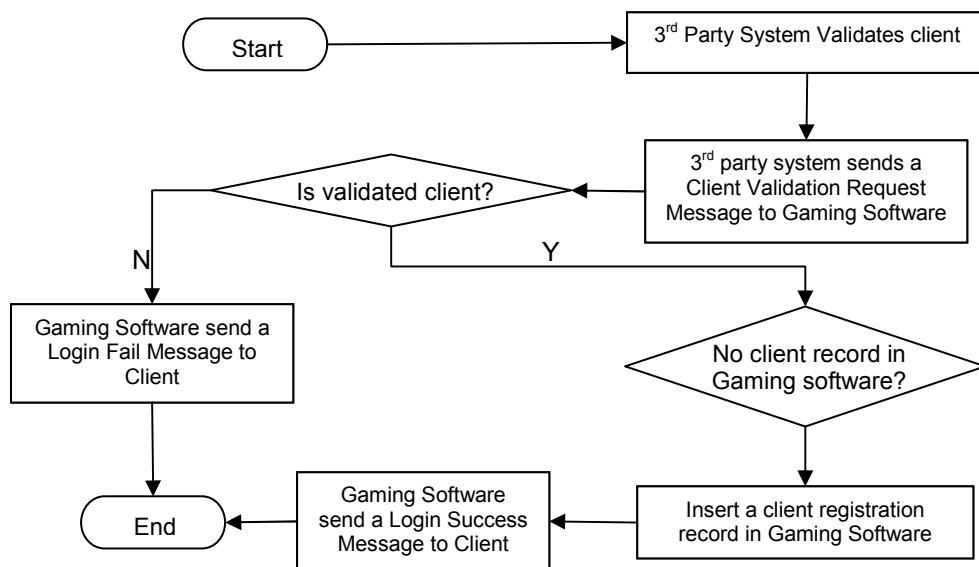
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1 Architecture Design

1.1. Messages passing between 3rd Party and Gaming Software



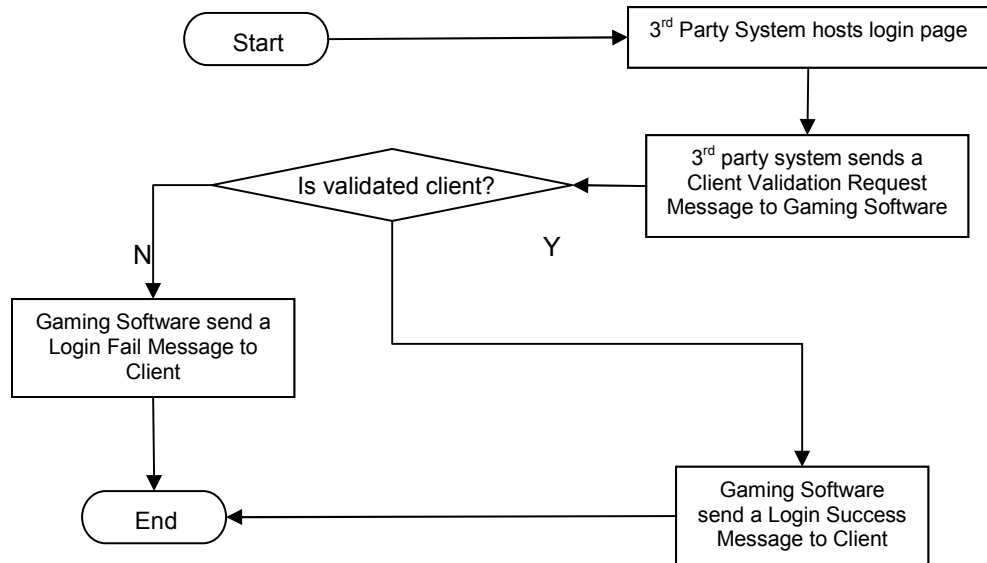
1.2. Login/Registration



Login page will be in 3rd Party System. Login validation will be handled at 3rd party system. Once client login in 3rd Party System using his account login information it will send login request to Gaming Software. Gaming Software will validate the client request. If the request is valid user then Gaming Software will first check its own database and see if this client has a record or not, if he does have a record in Gaming Software database already, Gaming Software Server will pull up his balance (in Gaming Software) and let the client enter Gaming Software, but if there is no record for this client, Gaming Software will create a new record for this client and his balance (in Gaming Software) will be initially \$0.00 for Real Money user and \$1,000 for Fun Money User.

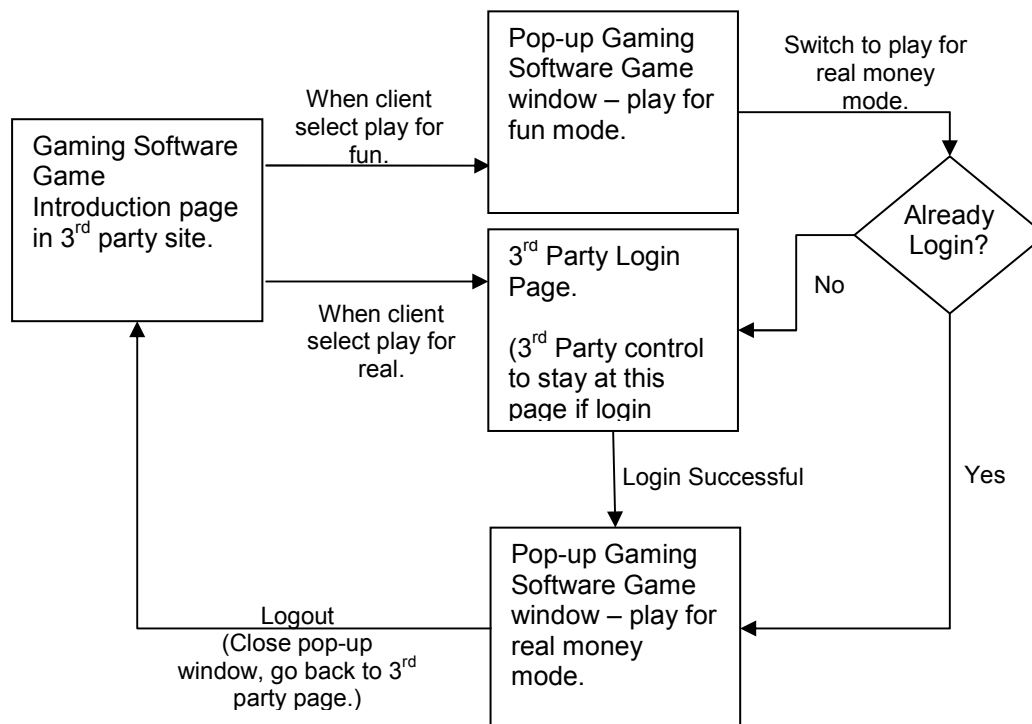
Note: The 3rd party players who are already using the Common Wallet for logging into the Ho Gaming system cannot use EGame Integration with the same account and vice versa.

1.3. User Validation



Login page will be hosted in 3rd Party System. If 3rd party system needs HoGaming to validate user credentials, then, the password parameter has to be included in the login XML. In this case, HoGaming will only validate the credentials of the user. On unsuccessful login, HoGaming will not create new user in the HoGaming system.

1.4. Page Flow



1.5. Login

All the login validation process will be handled at 3rd Party, this mean, a client must be a 3rd Party member when he logs into Gaming Software. Gaming Software is designed to block multiple login at all time, same 3rd Party account is not allow to log in the Gaming Software at the same time.

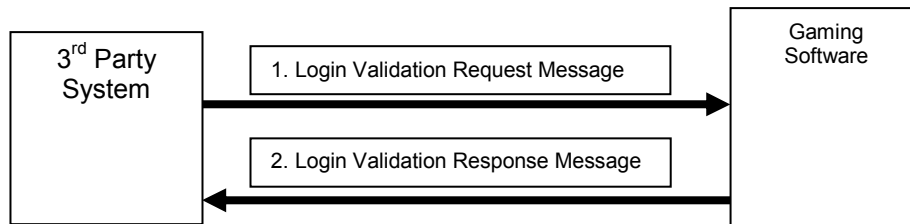
1.6. Deposit and Withdrawal

All fund transfer processes will be processed in 3rd Party web site; there will be no Cashier in Gaming Software. Deposit and withdrawal process only for Real Money User.

1.7. Communication

Depend on 3rd Party, ether HTTP or HTTPs Post will be used for all communication.

2 Login Process Flow



2.1. Login process using HTTP Post

- 2.1.1. **3rd Party System** display a Login Screen if client trying to enter game to Gaming Software.
- 2.1.2. **3rd Party** client logs in via a **3rd Party** page: client input his 3rd Party login name, password and click the **LOGIN** button.
- 2.1.3. **3rd Party** authenticates the login details and HTTP post to the **Gaming Software** server with the client details (refer to section 2.2 **Login Validation Request Message Format**).
- 2.1.4. **Gaming Software** server replies with a ticket number (refer to 2.3 **Login Validation Response Message Format**).
- 2.1.5. **3rd Party** server REDIRECTS the client with the ticket number to the **Gaming Software** server. Client will be redirected to the HOGaming interface with link with the ticketID, e.g.
<https://www.onlinecasino.com/login/visitor/checkLoginGI.jsp?ticketId=T1211212121&lang=ch>.
- 2.1.6. 3rd party system can set the language for the user by passing it as a parameter in the link (please see example in section 2.1.5). The language code that HOGaming supports are mentioned below:
 - en - English
 - ch - Chinese Simplified
 - tr - Chinese Traditional
 - jp - Japanese
 - ko - Korean
- 2.1.7. If the Password parameter is provided during login process then username and password is validated with the HOGaming system. If user is not present in the HOGaming system, the login is considered unsuccessful. User account will not be created in this case.
- 2.1.8. If the Agent Id parameter is passed during login and if the user is new, then HOGaming system create the user account and put him under the Agent in the AMS. If Agent ID is not present in the HOGaming System, then HOGaming system reject the login/auto signup.
- 2.1.9. If the Affiliate Id parameter is passed during registration and if the user is new, then HoGaming system create the user account and assign him affiliate id.

NOTE: The ticket is only valid for 10 minutes.

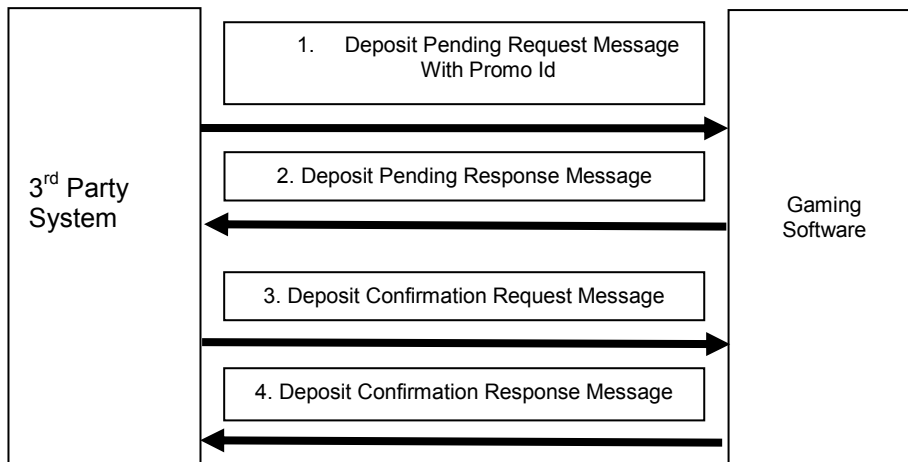
2.2. Login Validation Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="registration">	Message ID. Must be "registration"
<element>	
<properties name="username"></properties>	Username, varchar(50)
<properties name="password"></properties>	Password Minimum 6 characters (Optional)
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
<properties name="firstname"></properties>	First Name of the User varchar(50)
<properties name="lastname"></properties>	Last Name of the User varchar(50)
<properties name="currencyid"></properties>	Currency Code Varchar(5) ISO 3 letter code e.g. USD
<properties name="agentid"></properties>	Agent ID is a unique number which denotes an Agent in the AMS System. Int(4) (Optional)
<properties name="affiliateid"></properties>	Affiliate ID for the User. Varchar(16) (Optional)
<properties name="testusr"></properties>	To create test account. Must be any one of 0 or 1 . 0 for REAL, 1 for Test Account (Optional)
<properties name="playerlevel"></properties>	Player level. Int 4 (Optional) If parameter is passed then it will be validated against allowed playerlevel for the 3 rd party. If not passed default level will be used.
</element>	
</request>	

2.3. Login Validation Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action="registration">	Message ID. Must be "registration"
<element>	
<properties name="username"></properties>	Username, varchar(10)
<properties name="ticket"></properties>	Ticket id eg.(T123456789) varchar(40)
<properties name="status"></properties>	0 – Success. A non zero reply indicate error occurred
<properties name="errdesc"></properties>	Error description
</element>	
</response>	

3 Deposit Process Flow



3.1. Deposit process using HTTP Post

- 3.1.1. Client request 'deposit' at 3rd Party.
- 3.1.2. 3rd Party validates such request, insert **Pending** payment record and post **Deposit Pending Request Message** to a Gaming Software (refer to section 3.2 **Deposit Pending Request Message**).
- 3.1.3. Gaming Software insert **Pending** payment record and reply a **Deposit Pending Response Message** back to 3rd Party (refer to section 3.3 **Deposit Pending Response Message**).
- 3.1.4. 3rd Party process reply messages with **promo id** and update record to **Approve**, deduct client balance and send confirmation to Gaming Software (refer to section 3.4 **Deposit Confirmation Request Message**). Upon a successful post, 3rd Party will send confirmation response (refer to section 3.5 **Deposit Confirmation Response Message**) and display the **Success** message to the client.
- 3.1.5. Gaming Software accept confirmation request message, update pending payment record and increase Client balance in Gaming Software if status value is 0. Else this transaction moved to Failed Transaction List. If the promo id also sent then promotion balance also will be credited.
- 3.1.6. If agent id is provided in the deposit pending request then user deposit amount will be validated against his agent id. If the requested amount is less than or equal to agent balance then deposit pending will be successful. While confirmation user balance and agent balance will be adjusted.

NOTE: 3rd party should inform HoGaming to Enable AMS based fund transfer. Once settings enabled in HoGaming side "Agentid" is mandatory for the further fund transfer requests.

3.2. Deposit Pending Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="deposit">	Message ID MUST be deposit
<element>	
<properties name="username"></properties>	3 rd Party A/C UserName
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
<properties name="currencyid"></properties>	3 rd Party A/C Currency ID (USD)
<properties name="amount"></properties>	Deposit Amount
<properties name="refno"></properties>	Reference Transaction No in 3rd Party. varchar(16)
<properties name="promoid"></properties>	Promotion ID. varchar(50)(Optional)
<properties name="agentid"></properties>	Agent ID is a unique number which denotes an Agent in the AMS System. Int(4) (Optional)
</element>	
</request>	

3.3. Deposit Pending Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action="deposit">	Message ID MUST be deposit
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 104: AGENTID - INSUFFICIENT_BALANCE 105: Mandatory field AgentId is missing 106: EGame AMS not enabled. Please contact Administrator 111: ERR_DEP_PEND_PARA 112: ERR_DEP_PEND_EMPTY_PARA 113: ERR_SL_CODE 114: ERR_DEP_AMOUNT 115: ERR_DEP_PEND_NUM_PARA 116: ERR_DEP_USER 117: ERR_DEP_BLACK_LIST 118: ERR_DEP_PEND_OTHER 119: ERR_DEP_PEND_UNKNOWN
<properties name="refno"></properties>	Reference Transaction No in 3rd Party
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

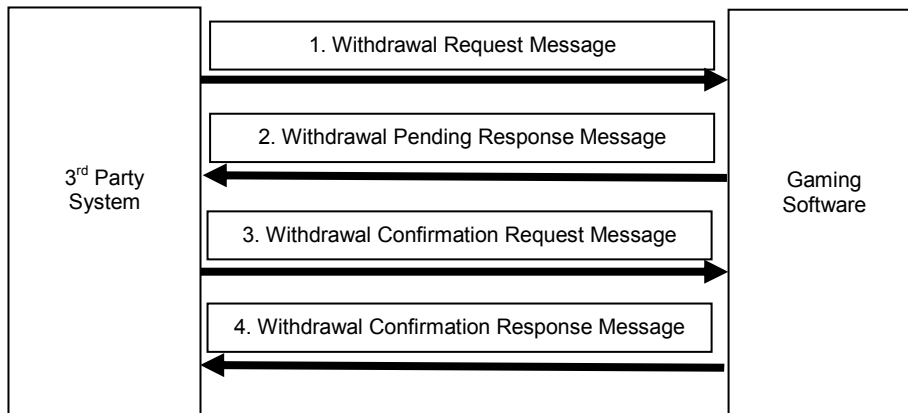
3.4. Deposit Confirmation Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="deposit-confirm">	Message ID MUST be deposit-confirm
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 124: ERR_DEP_CONFIRM_TRAN 121: ERR_DEP_CONFIRM_PARA 122: ERR_DEP_CONFIRM_STATUS 123: ERR_DEP_CONFIRM_CANCEL 300: ERR_DEP_CONFIRM_INIT 301: ERR_DEP_CONFIRM_UNKNOWN 302: ERR_DEP_CONFIRM_OTHER 303: ERR_DEP_CONFIRM_DUPLICATE 310: ERR_DEP_CONFIRM_DEPOSIT 311: ERR_DEP_CONFIRM_USER 321: ERR_DEP_CONFIRM_CASHFLOW 322: ERR_DEP_CONFIRM_ACCOUNT
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</request>	

3.5. Deposit Confirmation Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action="deposit-confirm">	Message ID MUST be deposit-confirm
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 124: ERR_DEP_CONFIRM_TRAN 121: ERR_DEP_CONFIRM_PARA 122: ERR_DEP_CONFIRM_STATUS 123: ERR_DEP_CONFIRM_CANCEL 300: ERR_DEP_CONFIRM_INIT 301: ERR_DEP_CONFIRM_UNKNOWN 302: ERR_DEP_CONFIRM_OTHER 303: ERR_DEP_CONFIRM_DUPLICATE 310: ERR_DEP_CONFIRM_DEPOSIT 311: ERR_DEP_CONFIRM_USER 321: ERR_DEP_CONFIRM_CASHFLOW 322: ERR_DEP_CONFIRM_ACCOUNT 323: INVALID_PROMO_ID 324: PROMO_ID_ALREADY_GIVEN
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

4 Withdrawal Process Flow



4.1. Withdrawal process using HTTP Post

- 4.1.1. Client request 'withdrawal' at 3rd Party.
- 4.1.2. 3rd Party validate such request, insert **Pending** record and post **Withdrawal Request Message** (refer to section 4.2 **Withdrawal Request Message**) to Gaming Software.
- 4.1.3. Gaming Software update payment records, deduct client balance and reply a **Withdrawal Pending Response Message** (refer to section 4.3 **Withdrawal Pending Response Message**) back to 3rd Party with Payment Id.
- 4.1.4. 3rd Party process reply message, updates from **Pending** to **Approve** and increase client balance in 3rd Party and send confirmation to Gaming Software (refer to section 4.4 **Withdrawal Confirmation Request Message**).
- 4.1.5. Gaming Software accept confirmation request message, update pending payment record in Gaming Software if status value is 0. Else this transaction moved to Failed Transaction List and the **amount is refunded**.

NOTE: If "agentid" is provided in the withdrawal pending request then withdrawal confirmation also will internally take place so separate withdrawal confirmation request is not valid in this case.

3rd party should inform HoGaming to Enable AMS based fund transfer. Once settings enabled in HoGaming side "Agentid" is mandatory for the further fund transfer requests.

During withdrawal user balance will be decreased and agent balance will be increased.

4.2. Withdrawal Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="withdrawal">	Message ID MUST be withdrawal
<element>	
<properties name="username"></properties>	3 rd Party A/C UserName
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
<properties name="currencyid"></properties>	3 rd Party A/C Currency ID (USD)
<properties name="amount"></properties>	Deposit Amount
<properties name="refno"></properties>	Reference No in 3rd Party. Varchar(16).
<properties name="agentid"></properties>	Agent ID is a unique number which denotes an Agent in the AMS System. Int(4) (Optional)
</element>	
</request>	

4.3. Withdrawal Pending Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action="withdrawal">	Message ID MUST be withdrawal
<element>	
<properties name="status"></properties>	0: SUCCESS 105: Mandatory field AgentId is missing 106: EGame AMS not enabled. Please contact Administrator 501: ERR_WITH_LOAD_REQ 502: ERR_WITH_INVALID_REQ 503: ERR_WITH_INVALID_ACTION 511: ERR_WITH_PARA 512: ERR_WITH_EMPTY_PARA 513: ERR_WITH_NUM_PARA 514: ERR_SL_CODE 515: ERR_WITH_AMOUNT 623: ERR_WITH_INSERT 600: ERR_WITH_INIT 601: ERR_WITH_UNKNOWN 602: ERR_WITH_OTHER 608: ERR_WITH_USER 609: ERR_WITH_LIMIT 610: ERR_BETTING 611: ERR_WITH_USER_BAL 621: ERR_WITH_CASHFLOW 622: ERR_WITH_ACCOUNT
<properties name="refno"></properties>	Reference No in 3rd Party
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

4.4. Withdrawal Confirmation Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="withdrawal-confirm">	Message ID MUST be withdrawal-confirm
<element>	
<properties name="status"></properties>	0 – Success. A non zero reply considered as amount refund
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</request>	

4.5. Withdrawal Confirmation Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action=" withdrawal-confirm">	Message ID MUST be withdrawal-confirm
<element>	
<properties name="status"></properties>	0: SUCCESS 209: ERROR_INVALID_PAYMENT_ID 422: ERR_WITHDRAW_CONFIRM_STATUS 423: ERR_WITHDRAW_CONFIRM_CANCEL 501: ERR_WITH_LOAD_REQ 502: ERR_WITH_INVALID_REQ 503: ERR_WITH_INVALID_ACTION 511: ERR_WITH_PARA 512: ERR_WITH_EMPTY_PARA 513: ERR_WITH_NUM_PARA 514: ERR_SL_CODE 515: ERR_WITH_AMOUNT 623: ERR_WITH_INSERT 600: ERR_WITH_INIT 601: ERR_WITH_UNKNOWN 602: ERR_WITH_OTHER 608: ERR_WITH_USER 609: ERR_WITH_LIMIT 610: ERR_BETTING 611: ERR_WITH_USER_BAL 621: ERR_WITH_CASHFLOW 622: ERR_WITH_ACCOUNT
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

5 Logout Process Flow

5.1. When client logout normally

- 5.1.1. Client clicks "EXIT" or "LOGOUT" button in Gaming Software program.
- 5.1.2. Gaming Software sends **Client Logout Message** (refer to section 5.2 **Client Logout Message**) to 3rd Party and closes the game window.

5.2. Client Logout Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="logout">	Message ID MUST be logout
<element>	ID generate by Gaming Software for specific login validation process
<properties name="username"></properties>	UserName
<properties name="balance"></properties>	Amount (Money) e.g. 123.33
<properties name="currencyid"></properties>	ISO 3-letter code e.g. USD
</element>	
</request>	

5.3. When client close game window

When client closes the game window manually, the login session at Gaming Software program will end.

6 Get Balance Process Flow

6.1. When client request for balance

- 6.1.1. Client request 'get balance' at 3rd Party to check the available balance in Gaming Software program.
- 6.1.2. 3rd Party sends **Account Balance Request Message** (refer to section 6.2 **Account Balance Request Message**) to Gaming Software.
- 6.1.3. Gaming Software sends **Account Balance Response Message** (refer to section 6.3 **Account Balance Response Message**) to 3rd Party and closes the game window.

6.2. Account Balance Request Message

Tag	Description
<?xml version="1.0">	XML declaration
<request action="accountbalance">	Message ID. Must be "accountbalance"
<element>	
<properties	UserName

name="username"></properties>	
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
<element>	
</request>	

6.3. Account Balance Response Message

Tag	Description
<?xml version="1.0">	XML declaration
<response action="accountbalance">	Message ID. Must be "accountbalance"
<element>	
<properties name="status"></properties>	0 – Success. A non zero reply indicate error occurred
<properties name="balance"></properties>	Amount (Money) e.g. 123.33
<properties name="currencyid"></properties>	ISO 3-letter code e.g. USD
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

7 Deposit-Login Request

7.1. Login Deposit process using HTTP Post

- 7.1.1. Client request 'Login-Deposit' at 3rd Party.
- 7.1.2. 3rd Party validates such request, insert **Pending** payment record and post **Login Deposit Pending Request Message** with **promo id** to a Gaming Software (refer to section 7.2 **Login Deposit Pending Request Message**) along with User creation details.
- 7.1.3. Gaming Software validates user details, If the user details not exists then it creates user and insert **Pending** payment record and reply a **Deposit Pending Response Message** back to 3rd Party (refer to section 7.3 **Deposit Pending Response Message**).
- 7.1.4. 3rd Party process reply messages and update record to **Approve**, deduct client balance and send confirmation to Gaming Software (refer to section 7.4 **Deposit Confirmation Response Message**). Upon a successful post, 3rd Party will send confirmation response (refer to section 7.5 **Deposit Confirmation Response Message**) and display the **Success** message to the client.
- 7.1.5. Gaming Software accept confirmation request message, update pending payment record and increase Client balance in Gaming Software if status value is 0. Else this transaction moved to Failed Transaction List.

NOTE: 3rd party should inform HoGaming to Enable AMS based fund transfer. Once settings enabled in HoGaming side "Agentid" is mandatory for the further fund transfer requests.

7.2. Login Deposit Pending Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="login-deposit ">	Message ID MUST be deposit
<element>	
<properties name="username"></properties>	3rd Party A/C UserName
<properties name="firstname"></properties>	3rd Party A/C FirstNmae
<properties name="lastname"></properties>	3rd Party A/C Last Name
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
<properties name="currencyid"></properties>	3rd Party A/C Currency ID (Ex. USD)
<properties name="amount"></properties>	Deposit Amount
<properties name="refno"></properties>	Reference Transaction No in 3rd Party. Varchar (16).
<properties name="promoid"></properties>	Promotion ID Varchar(50) (Optional)
<properties name="agentid"></properties>	Agent ID is a unique number which denotes an Agent in the AMS System. Int(4) (Optional)
<properties name="affiliateid"></properties>	Affiliate ID for the User. Varchar(16) (Optional)
<properties name="testusr"></properties>	To create test account. Must be any one of 0 or 1 . 0 for REAL, 1 for Test Account (Optional)
<properties name="playerlevel"></properties>	Player level. Int 4 (Optional) If parameter is passed then it will be validated against allowed playerlevel for the 3 rd party. If not passed default level will be used.
</element>	
</request>	

7.3. Deposit Pending Response Message

Tag	Description
<? Xml version="1.0"?>	XML Declaration
<response action="deposit">	Message ID MUST be deposit
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 111: ERR_DEP_PEND_PARA 112: ERR_DEP_PEND_EMPTY_PARA 113: ERR_SL_CODE 114: ERR_DEP_AMOUNT 115: ERR_DEP_PEND_NUM_PARA 116: ERR_DEP_USER

	117: ERR_DEP_BLACK_LIST 118: ERR_DEP_PEND_OTHER 119: ERR_DEP_PEND_UNKNOWN
<properties name="refno"></properties>	Reference Transaction No in 3rd Party
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

7.4. Deposit Confirmation Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="deposit-confirm">	Message ID MUST be deposit-confirm
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 124: ERR_DEP_CONFIRM_TRAN 121: ERR_DEP_CONFIRM_PARA 122: ERR_DEP_CONFIRM_STATUS 123: ERR_DEP_CONFIRM_CANCEL 300: ERR_DEP_CONFIRM_INIT 301: ERR_DEP_CONFIRM_UNKNOWN 302: ERR_DEP_CONFIRM_OTHER 303: ERR_DEP_CONFIRM_DUPLICATE 310: ERR_DEP_CONFIRM_DEPOSIT 311: ERR_DEP_CONFIRM_USER 321: ERR_DEP_CONFIRM_CASHFLOW 322: ERR_DEP_CONFIRM_ACCOUNT
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</request>	

7.5. Deposit Confirmation Response Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<response action="deposit-confirm">	Message ID MUST be deposit-confirm
<element>	
<properties name="status"></properties>	0: SUCCESS 101: ERR_DEP_LOAD_REQ 102: ERR_DEP_INVALID_REQ 103: ERR_DEP_INVALID_ACTION 124: ERR_DEP_CONFIRM_TRAN 121: ERR_DEP_CONFIRM_PARA 122: ERR_DEP_CONFIRM_STATUS 123: ERR_DEP_CONFIRM_CANCEL 300: ERR_DEP_CONFIRM_INIT 301: ERR_DEP_CONFIRM_UNKNOWN 302: ERR_DEP_CONFIRM_OTHER 303: ERR_DEP_CONFIRM_DUPLICATE 310: ERR_DEP_CONFIRM_DEPOSIT

	311: ERR_DEP_CONFIRM_USER 321: ERR_DEP_CONFIRM_CASHFLOW 322: ERR_DEP_CONFIRM_ACCOUNT 323: INVALID_PROMO_ID 324: PROMO_ID_ALREADY_GIVEN
<properties name="paymentid"></properties>	Payment ID in Gaming Software
<properties name="errdesc"></properties>	Error message for non zero reply
</element>	
</response>	

8 Session Request

8.1. When client request for session

- 8.1.1. Client request "session" at 3rd Party.
- 8.1.2. 3rd Party sends **Session Request Message** (refer to section 9.2 **Session Request Message**) to Gaming Software.
- 8.1.3. Gaming Software sends **Session Response Message** (refer to section 9.3 **Session Response Message**) to 3rd Party.

8.2. Session Request Message

Tag	Description
<?xml version="1.0"?>	XML Declaration
<request action="session">	Message ID MUST be session
<element>	
<properties name="username"></properties>	3rd Party A/C UserName
<properties name="mode"></properties>	Login Mode. Must be any one of 0 or 1 . 0 for FUN, 1 for REAL
</element>	
</request>	

8.3. Session Response Message

Tag	Description
<? Xml version="1.0"?>	XML Declaration
<response action="session">	Message ID MUST be session
<element>	
<properties name="status"></properties>	0 – Success. A non zero reply indicate error occurred
<properties name="session-status"></properties>	Session status 0 : Session Not Available 1 : Session Available
<properties name="session-start"></properties>	Users last login session start time at Gaming Software
</element>	
</response>	

9 Status Codes

Code	Error Code	Description
0	SUCCESS	Success
101	ERR_DEP_LOAD_REQ	Error in Deposit Request
102	ERR_DEP_INVALID_REQ	Error in Deposit Request – Invalid Mode
103	ERR_DEP_INVALID_ACTION	Error in Deposit Request – Invalid Action
104	AGENTID - INSUFFICIENT_BALANCE	Error in Deposit Request – Agent does not have sufficient Balance
105	Mandatory field AgentId is missing	Error in Request – Mandatory field AgentId is missing
106	EGame AMS not enabled. Please contact Administrator.	Error in Request – EGame AMS not enabled. Please contact Administrator to AMS based fund transfer.
107	Invalid Currency and Player Level. Please contact Administrator.	Invalid Currency and Player Level. Please contact Administrator.
108	Player Level Invalid .Please contact Administrator.	Player Level Invalid .Please contact Administrator.
111	ERR_DEP_PEND_PARA	Error in Deposit Pending Request Parameters
112	ERR_DEP_PEND_EMPTY_PARA	Error in Deposit Pending Request Parameters – Empty values
113	ERR_SL_CODE	Error In Deposit Amount
114	ERR_DEP_AMOUNT	Error in Deposit – Invalid User
115	ERR_DEP_PEND_NUM_PARA	Error in Deposit – Server Error
116	ERR_DEP_USER	Error not a Generic Interface User
117	ERR_DEP_BLACK_LIST	Error in Deposit Confirmation Status Code
118	ERR_DEP_PEND_OTHER	Error in Deposit Confirmation - Cancelled
119	ERR_DEP_PEND_UNKNOWN	Error Invalid Field
120	ERR_NOT_GENRIC_INTERFACE_USER	Database Error
121	ERR_DEP_CONFIRM_PARA	Account Blocked
122	ERR_DEP_CONFIRM_STATUS	Error – Invalid Account Id
123	ERR_DEP_CONFIRM_CANCEL	Error – Invalid Amount
124	ERR_DEP_CONFIRM_TRAN	Error - Insufficient Funds
201	ERROR_INVALID_FIELD	Error – Invalid Currency
202	ERROR_DUPLICATE_ACCOUNT_ID	Error – Invalid Payment Id
203	ERROR_DATABASE_ERROR	Error – Payment Id Not pending
204	ERROR_ACCOUNT_SUSPENDED	Error – Duplicate login

205	ERROR_INVALID_ACCOUNT_ID	Error – Duplicate Ref Id
206	ERROR_INVALID_AMOUNT	Error – Invalid Password
207	ERROR_INSUFFICIENT_FUNDS	Invalid Promo Id
208	ERROR_INVALID_CURRENCY	Promo Id Already Give for the user
209	ERROR_INVALID_PAYMENT_ID	Error – In Withdraw confirmation status code
210	ERROR_PAYMENT_NOT_PENDING	Error – Withdraw confirmation reversed
211	ERROR_MULTIPLE_LOGIN	Error in Deposit Request
212	DUPLICATE_REF_ID	Error Invalid Mode Request for Withdraw
213	ERROR_INVALID_PASSWORD	Error – Required Parameters not sent in Withdraw Request
300	ERR_DEP_CONFIRM_INIT	Error - Empty Parameter Values in Withdraw Request
301	ERR_DEP_CONFIRM_UNKNOWN	Error With Amount in Withdraw Request
302	ERR_DEP_CONFIRM_OTHER	Unknown Error – Server Side
303	ERR_DEP_CONFIRM_DUPLICATE	Error with user in Withdraw and GetBalance Request
310	ERR_DEP_CONFIRM_DEPOSIT	Error with user balance in Withdraw Request
311	ERR_DEP_CONFIRM_USER	Error in account Withdrawal Request
321	ERR_DEP_CONFIRM_CASHFLOW	Error in Record Insertion (Server Side Error)
322	ERR_DEP_CONFIRM_ACCOUNT	Exceed Maximum No of Transaction
323	INVALID_PROMO_ID	Less than Min Transaction Amount
324	PROMO_ID_ALREADY_GIVEN	More than Max Transaction Amount
422	ERR_WITHDRAW_CONFIRM_STATUS	Exceeded max amount transaction
423	ERR_WITHDRAW_CONFIRM_CANCEL	Invalid agent ID.Account is not created
501	ERR_WITH_LOAD_REQ	Unknown Error – Server Side
502	ERR_WITH_INVALID_REQ	Error in Deposit Request
503	ERR_WITH_INVALID_ACTION	Error in Deposit Request – Invalid Mode
511	ERR_WITH_PARA	Error in Deposit Request – Invalid Action
512	ERR_WITH_EMPTY_PARA	Error in Deposit Pending Request Parameters
513	ERR_WITH_NUM_PARA	Error in Deposit Pending Request Parameters – Empty values
514	ERR_SL_CODE	Error In Deposit Amount
515	ERR_WITH_AMOUNT	Error in Deposit – Invalid User
600	ERR_WITH_INIT	Error in Deposit – Server Error

601	ERR_WITH_UNKNOWN	Error not a Generic Interface User
602	ERR_WITH_OTHER	Error in Deposit Confirmation Status Code
608	ERR_WITH_USER	Error in Deposit Confirmation - Cancelled
609	ERR_WITH_LIMIT	Error Invalid Field
610	ERR_BETTING	Database Error
611	ERR_WITH_USER_BAL	Account Blocked
621	ERR_WITH_CASHFLOW	Error – Invalid Account Id
622	ERR_WITH_ACCOUNT	Error – Invalid Amount
623	ERR_WITH_INSERT	Error - Insufficient Funds
700	EXCEDED_MAX_NO_TRANSACTION	Error – Invalid Currency
701	LESS_THAN_MIN_TRANS_AMOUNT	Error – Invalid Payment Id
702	MORE_THAN_MAX_TRANS_AMOUNT	Error – Payment Id Not pending
703	EXCEDED_MAX_AMOUNT_TRANSACTION	Error – Duplicate login
704	Invalid agent ID.Account is not created	Error – Duplicate Ref Id