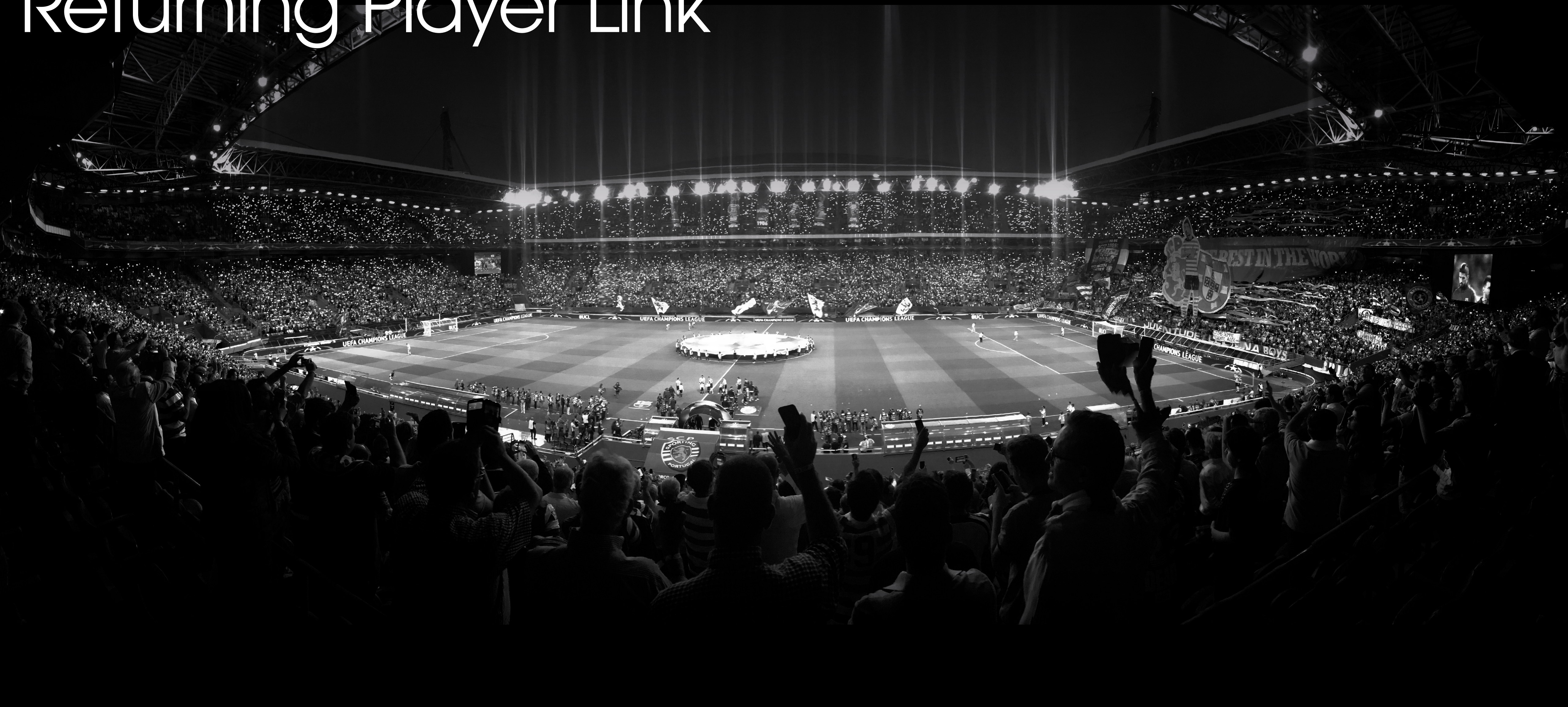


# Returning Player Link



1. Call Open Events

Using your customerId call all open events.

Request Parameters

customerId: Your company’s identifier.  
This is provided to you by iGame.

```
curl -XGET -H "Content-type: application/json" 'https://stream-services-test.igamemedia.com/api/event/open/{customerUID}'
```

2. Get Event Streams

Using your customerId and the relevant eventId  
get available event streams (e.g. HLS/ULL).

Request Parameters

customerId: Your company’s identifier.  
This is provided to you by iGame.

eventId: ID of specific event you wish to stream.

```
curl -XGET -H "Content-type: application/json" 'https://stream-services-test.igamemedia.com/api/stream/{customerUID}/{eventId}'
```

3. Generate Stream Link

Using your customerId, the relevant eventId and  
passing StreamName to generate a player link.

Request Parameters

customerId: Your company’s identifier.  
This is provided to you by iGame.

userId: Unique identifier for end-user.

userIp: IP address of end-user.

eventId: ID of specific event you wish to stream

streamName: This value can be found by  
getting the list of streams for event.

redirectUrl: This will be the page the user is  
redirected to when the event is over.

```
curl -XPOST -H "Content-type: application/json" 'https://stream-services-test.igamemedia.com/api/stream/link?customerUID={customerId}&userId={userId}&userIp={userIp}&eventId={eventId}&streamName={streamName}&redirectURL={redirectURL}'
```



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