

Returning Raw Stream 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 event streams.

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 with“-RAW” at the end generate an Encoded Transaction Reference.

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.
Note: Please append “-RAW” to end of UniqueStreamName e.g. “HLS-RAW”

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={stream-Name}-RAW&redirectURL={redirectURL}'
```

4. Create Raw Stream Link

Generate the raw stream link using the streamLink response from the last step (Theo channel alias will be returned in case of ULL).

Request Parameters

encodedLink: The streamLink returned from step 3).

```
https://player-test.igamemedia.com/api/liveStream?encodedTransactionRef={encodedLink}
```



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