Downloading games from FunFactory's servers (Technical protocol)

FunFactory provides a platform to download mobile games by the following protocol:

1) When a mobile customer requires a new game, the distribution channel (The FunFactory Partner) must do a new request form its platform to the FunFactory platform using this interface:
   http://canales.funfactorymobile.com/juegos/GAMEID.jad?transaction=123456&uid=XXXX&password=XXXX

   transaction is a unique ID number who represents the current transaction number, **uid** is the distribution channel username, and **password** is the distribution channel password.

   The distribution channel must include the following HEADERS in each request:

   Host: XXXX
   User-Agent: USER_AGENT_CELULAR

   The distribution channel must inform to us all of the accessing IPs. External access must be blocked.

2) In response of this request our platform return the JAD contents:

   MIDlet-1: ShakiraPuzzle,/_shakira/1/icon.png,puzzle.Puzzle
   MIDlet-Jar-Size: 97602
   MIDlet-Jar-URL: http://XXXXXXXXX/xxxx/IdentificadorDelJuego.jar
   MIDlet-Name: ShakiraPuzzle
   MIDlet-Vendor: FunFactory
   MIDlet-Version: 5.0
   MicroEdition-Configuration: CLDC-1.0
   MicroEdition-Profile: MIDP-1.0

   The JAR file is sent directly to the customer's mobile phone from the FunFactory platform.
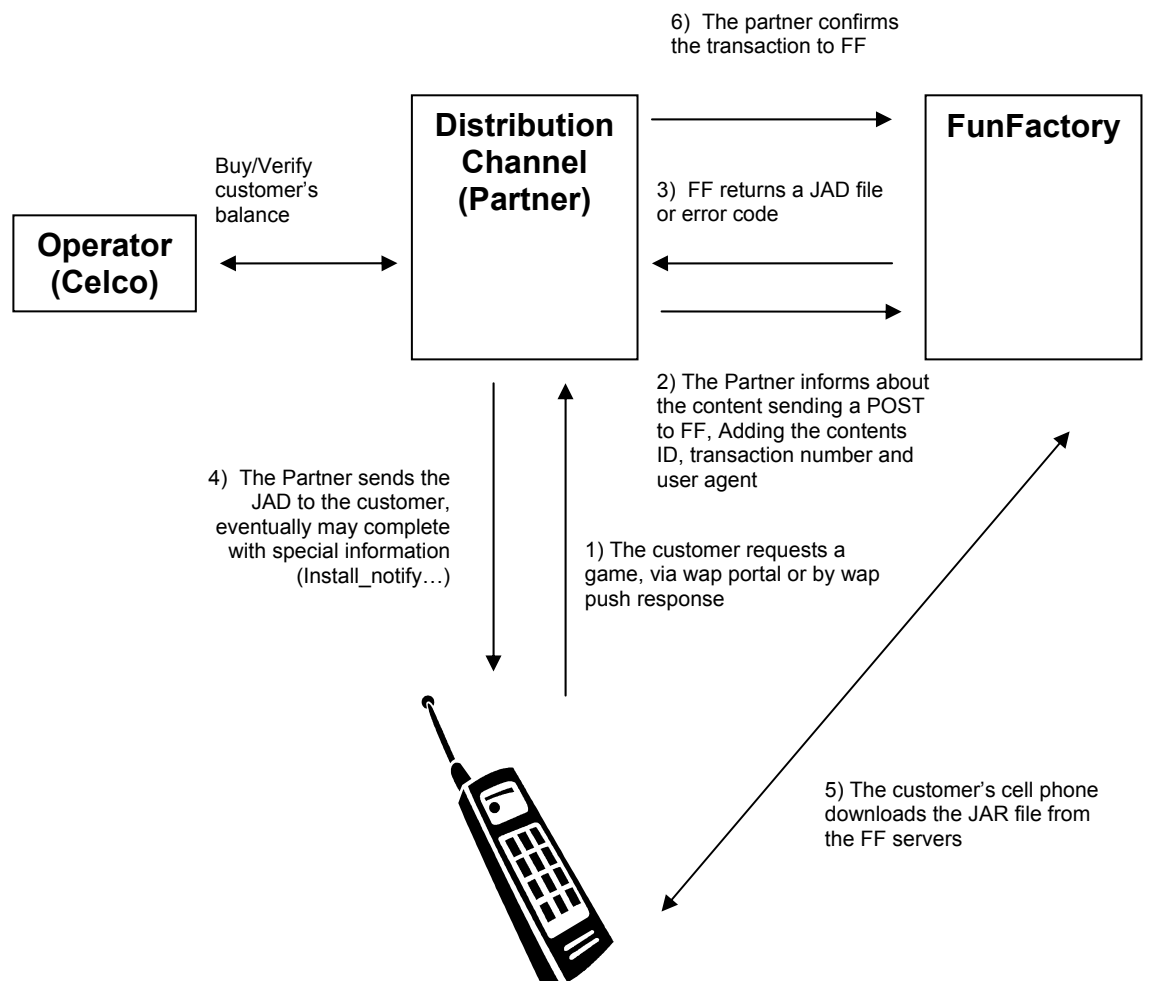   The IPs that can access to the JARs must be only from the allowed operators.

3) After 1) and 2) steps the distribution channel must confirm the operation with this POST service:

http://canales.funfactorymobile.com/confirma.php?transaction=123456&uid=XXXXXX&password=XXXX

In response of this request our platform returns OK or ERROR in case of failure.

Scheme:

6) The partner confirms
the transaction to FF

| **Distribution Channel (Partner)** | **FunFactory** |

Buy/Verify
customer's
balance

3) FF returns a JAD file
or error code

Operator (Celco)

2) The Partner informs about
the content sending a POST
to FF, Adding the contents
ID, transaction number and
user agent

4) The Partner sends the
JAD to the customer,
eventually may complete
with special information
(Install_notify…)

1) The customer requests a
game, via wap portal or by wap
push response

5) The customer's cell phone
downloads the JAR file from
the FF servers

Compatibility discovery
The next URL provides a XML compatibility database by game:

http://canales.funfactorymobile.com/compat.php?GAMEID.jad

Please verify this URL weekly.

Game Images
To get marketing images and animations use these URLs:
http://funfactorymobile.com/plataforma/media/GAMEID/anim80x60.gif

http://funfactorymobile.com/plataforma/media/GAMEID /anim176x208.gif

http://funfactorymobile.com/plataforma/media/GAMEID /anim128x128.gif

http://funfactorymobile.com/plataforma/media/GAMEID /flash.swf

...

Please cache these images in your platform, for maximum stability.

GAMEIDs
To get the GAMEIDs please contact us. Different language games have deferent's IDs.