

Go-live checklist & troubleshooting

Everything to check before you switch Baziness on in production, and the fixes for the problems integrations run into most often.

Before you go live

Settings

- ☐ A **production** client id and secret (different from development), on the server only.
- ☐ `BAZINESS_PLATFORM_ENABLED=true`, `BAZINESS_PLATFORM_USE_PRODUCTION=true`, and the platform package name and game name set.
- ☐ `BAZINESS_PAY_ENABLED=true`, `BAZINESS_PAY_BASE_URL=https://pay.baziness.com`, and the Pay package name set; the local fake gateway off.
- ☐ Search your client build for the secret: it must **not** be there.
- ☐ `/api/platform/config` answers `enabled: true` with the **production** addresses.

Login

On the dev platform you can test every case with made-up phone numbers and the code `111111`, because no SMS is sent ([details](#)).

- ☐ The splash asks «ورود با حساب بازینس» / «ادامه به عنوان مهمان» once per device.
- ☐ Closing the sign-in page without signing in brings the two buttons back.
- ☐ Signing in to an account used on another device **switches** to it, with its progress.
- ☐ Settings → connect account opens the profile page, and shows "connected" afterwards.
- ☐ Signing out inside a Baziness page resets the game to a brand-new visitor.
- ☐ Opening the game from the Baziness app (`?LinkedToken=`) still runs the tutorial for new players.

Coins & pages

- ☐ The Gita coin balance comes from the platform: `...` while unknown, never a made-up `0`.
- ☐ The balance refreshes when a page closes and when the game regains focus.
- ☐ Every one-off payout uses a `transactionId` built from what the payout is, and a `400` counts as paid.
- ☐ «انتخاب جایزه» opens `/shop?game_name=...` without a sign-in wall.

- ☐ (If you use it) the tutorial's first tap opens `/game-offer`, and closing it continues to the starter pack.
- ☐ The view closes by its handle, by a tap outside, and by the page's own button.

Links

- ☐ Every page link has `packageName` and `sdkType=js`, and `linkedToken` when available.
- ☐ Campaign links carry all four `utm_*` in ASCII, and the address bar is clean after loading.
- ☐ The campaign survives a Baziness sign-in and an account switch.

Baziness Pay

- ☐ Every SKU is registered under your Pay package name.
- ☐ A real production purchase is given **once**, then consumed.
- ☐ Buying the same pack twice in a row works, which proves `consume` ran.
- ☐ A payment finished after closing the game is given the next time the shop opens.

Troubleshooting

Symptom	Likely cause	Fix
The page's close button does nothing	<code>sdkType=js</code> missing, or the message origin check uses the wrong origin	add <code>sdkType=js</code> to every page link; compare the message origin with the address you opened
The reward shop closes as soon as it opens	the <code>token</code> handshake is treated as a sign-in	ignore <code>token</code> ; only <code>login</code> is a sign-in
The first sign-in hangs, or your server answers 400	the sign-in started before the player had a Baziness user and token	call <code>/api/platform/token</code> first, and open the page with that token
Signed in, but the game still shows a guest	<code>/api/platform/login</code> wasn't called, or the profile wasn't reloaded	call it on <code>login</code> , then reload the player's profile
The sign-in page offers "continue as guest"	<code>allowGuest=false</code> missing	add it on the sign-in, profile and offer pages (not <code>/shop</code>)
The reward page asks the player to sign in	the site root was opened instead of <code>/shop</code>	open <code>{web}/shop?game_name=...</code> with <code>LinkedToken</code>
Platform calls start failing after a while	the client token expired (<code>401</code>)	get a new one (step 1) and retry once
A valid-looking token is rejected	<code>validate-user-token</code> answered <code>isValid: false</code> (HTTP 200)	check the <code>isValid</code> field, not only the HTTP status; the client signs in again
A player got the same coins twice	the <code>transactionId</code> was built from the time	build it from what the payout is (step 5)
A claim fails forever after a crash	<code>add-coin</code> answered <code>400</code> and the claim treated it as an error	treat <code>400</code> as "already paid"

Symptom	Likely cause	Fix
The payment tab stays blank	the tab was opened after waiting for the server, or with <code>noopener</code>	open an empty tab inside the tap, then set its address
The player paid but got nothing	they never came back, so the check never ran	check on focus and on «پرداخت کردم», and check pending payments when the shop opens
<code>verify_payment</code> always fails	it was sent as JSON	send a form body
Pay answers <code>no_required_params</code>	<code>uid</code> isn't numeric	send your numeric player id
A second purchase of the same pack is blocked	the purchase wasn't consumed	call <code>consume</code> after giving the item, with retries
Players from the Baziness app skip the tutorial	<code>?linkedToken=</code> was taken to mean "returning player"	decide "new player" from your own data
The campaign is lost after sign-in	the tags were read from the address only, and the game restarted	store them on the device before the sign-in
Persian campaign names are missing	UTM values are kept as ASCII only	use ASCII names (<code>shahrivar_1405</code>)
The sign-in view is invisible on the splash	the view sits below the splash screen	put it above everything

Getting help

- Credentials, your game's offer page and SKUs: ask the **Baziness platform team**.
- To see everything working together, read the [example game](#)'s code.