

Baziness pages & their messages

The web pages your game shows inside itself — sign-in, profile, the reward shop and your game's offer page — the parameters each one needs, and the messages they send back.

What the pages are

Some parts of Baziness are **web pages** that your game shows **inside itself**, for example the sign-in screen and the «انتخاب جایزه» reward shop. You open a page's URL in an in-game web view: an `iframe` on the web, a `WebView` component in an engine. The page talks back to your game with **messages**, for example "the player signed in" or "close me".

All the pages are hosted on one site:

Environment	Pages base {web}
Development	<code>https://platform-web-dev.karizmastudios.org</code>
Production	<code>https://baziness.com</code>

How to build the in-game view (a sheet that slides up and is swiped down to close) is in [Bottom sheet / web view](#).

Parameters

Important

`linkedToken` is being replaced by `linkCode`, a one-time code from your server (`v2/client/link-code/{userId}`). Pages accept both during the migration. See [Token migration](#).

Parameter	When	Value	Why
<code>packageName</code>	always	your platform package name	identifies your game
<code>sdkType</code>	always	<code>js</code>	tells the page it is inside a game, so it sends you messages. Without it, even the page's close button can't close your view
<code>linkedToken</code>	whenever you have one	the player's user token	the page acts as this player, and a sign-in on the page is bound to them
<code>redirect</code>	profile, rewards	<code>profile</code> / <code>shop</code>	where the page returns after a sign-in inside it
<code>allowGuest</code>	sign-in, profile, game offer	<code>false</code>	hides the page's own "continue as guest"; your game already offers that choice
<code>game_name</code>	rewards, game offer	your game name, URL-encoded	selects your game's prizes and offer
<code>buildStore</code>	store builds only	<code>CafeBazaar</code> / <code>Myket</code>	the page hides links to the other stores

Encode every value, because `game_name` may be Persian and tokens may contain `+` or `/`.

The pages

Page	Path	Open it when	Parameters
Sign-in	/	the player taps «ورود با حساب بازیکن», or must sign in to claim a reward	packageName , sdkType=js , linkedToken , allowGuest=false
Profile	/profile	Settings → connect or manage the account	packageName , sdkType=js , linkedToken , redirect=profile , allowGuest=false
Reward shop «انتخاب جایزه»	/shop	the player taps your reward button	game_name , packageName , sdkType=js , linkedToken , redirect=shop . No allowGuest
Game offer	/game-offer	once, during your tutorial (details)	game_name , packageName , sdkType=js , linkedToken , allowGuest=false

Text

```
Login      https://baziness.com/?
packageName=com.karizmastudio.example&sdkType=js&linkedToken=eyJ...&allowGuest=false
Profile    https://baziness.com/profile?
packageName=com.karizmastudio.example&sdkType=js&linkedToken=eyJ...
&redirect=profile&allowGuest=false
Rewards    https://baziness.com/shop?
game_name=example&packageName=com.karizmastudio.example&sdkType=js&linkedToken=eyJ...
&redirect=shop
Game offer https://baziness.com/game-offer?
game_name=example&packageName=com.karizmastudio.example&sdkType=js&linkedToken=eyJ...
&allowGuest=false
```

Important

For the reward shop, open `/shop` . Don't open the site root (`/`): the root sends a player inside a game to the sign-in screen, while `/shop` uses the token the player already has.

Messages from the pages

A page sends messages with `postMessage`. Each message is JSON, as a string or an object, in the form `{ "type": "...", "data": ... }`:

type	data	Meaning	What your game does
close	—	the page's close button was pressed	close the view
login	a token: " <code><token></code> " or <code>{ "token": "<code><token></code>" }</code>	the player signed in to an account	send the token to your server , which verifies it and links the account or switches to the player's other account; then refresh the token and close the view
login	(none)	the player's current account was linked in place	mark the player as linked, refresh the token
token	a token	a silent handshake the page sends when it loads	ignore it: it is not a sign-in
logout	—	the player signed out inside the page	close the view, delete everything your game stored locally, and start again as a brand-new visitor

Warning

- Only accept messages whose origin is the page you opened (`{web}`), and ignore everything else.
- Never treat `token` as a sign-in. If you do, the reward shop closes as soon as it opens.