

Avatar Framework Integration API Release 1.7

Overview

The Avatar Framework Program allows partners to integrate speaking avatars into their site or product. This API allows a Partner to launch the Scene Editor to enable users to create a new User Scene, or edit an existing Scene, and save that Scene for use on the Partner site.

Additional editing modes are available for sending Scene to a mobile phone or for generating a video of the Scene.

The call to launch the editor is to be initiated from an appropriate location on Partner site. Results are provided by Oddcast via calls to a designated location on Partner's server.

Users are assumed to be either -

- a. Logged-in or otherwise authenticated on Partner's site.
- b. Unknown visitors

If (a), Partner is responsible for identifying each user by means of a unique user ID (unique within the Partner's name space). The advantages of identifying the user –

- User's assets (such as recorded audios, uploaded backgrounds and purchased accessories) are maintained and available to the user in subsequent sessions.

Note: Partners must register with us to receive a Partner ID before using this API. To register, contact our sales team at sales@sitepal.com.

Technical Specification

1. Launching the Editor

Sample Syntax:

```
http://vhost.oddcast.com/partners/LaunchEditor.php?PID=22&CID=23&UID=myBestBet&
CXT=xxx&SID=0&EDT=0&TKN=VSkaeYWESD782432&CS=f1844528bb65fc872dd2043
b7d5fd9f5
```

Parameters	
PID	Partner ID
CID	Configuration ID – a set of attributes for the Editing Session, as defined in Partner Administration environment.
UID	User ID – unique in the partner’s name space. Note: If unknown or not required set the value to 0.
CXT (optional)	A string to identify the context in which the editor was launched. Context is not used or stored by Oddcast. Returned to Partner with saved Scene data.
SID	Scene ID of Scene to open for editing. Note: if no scene ID is needed set the value to 0.
UPD (optional)	When saving: 1 – Update existing Scene specified by SID (default) 2 – Create a new Scene (equivalent to “Save As”) If SID is not provided, this parameter is ignored.
EDT	Attribute to assign to resulting scene: 1 – editable; 0 – not editable. Non-editable scenes cannot be modified once saved.
EXP (optional)	Launch editing with Scene Export. 1 – Export or 0 (no export – Default value). A URL to the exported scene will be returned during the save callback if the Export feature is enable as a Pro feature for the Partner.
TKN	Session token – used to verify the session (see Session Verification section) & prevent misuse. Though any string may be used by Partner, security can only be achieved by providing a unique value per session.
THW (optional)	Custom thumbnail width – max value 300
THH (optional)	Custom thumbnail height – max value 300
CS	Checksum – implemented as an md5 of URL using Partner Specific ‘secret phrase’. See Appendix A for detailed instructions.

Return Values	Message	Reason
101	Missing Required Parameter	Missing PID
102	Missing Required Parameter	Missing CID
103	Missing Required Parameter	Missing UID (When required)
104	Missing Required Parameter	Missing SID (When required)
105	Unknown Host Calling Function	Missing Token
106	Invalid Parameter	CID requested does not belong to Partner
109	Missing Required Parameter	Missing Checksum
201	Thumbnail dimensions over the limits	Width and/or Height over the thumbnail limit
301	Unknown user id	UID failed the verification lookup
302	Invalid session token	Token failed the verification lookup
303	Authorization failure	Verification lookup failed (General)
304	Invalid Checksum	Checksum failure
401	Not authorized to edit this scene	UID can not submitted Scene
402	Scene is not editable	Scene submitted is Read-Only
403	Invalid scene ID	Scene submitted does not belong to User passed
404	Not authorized to export scenes	The premium export feature is not available for the current Partner

Requesting a custom thumbnail:

Two thumbnails (25x25 and 50x50) are always returned. Request a custom thumbnail only if these two sizes do not suit your needs. Standard aspect ratio is 3x4 , though any aspect ratio may be requested, subject to max value of 300x300. When requesting non standard aspect ratio, the placement of the character within the resulting image is not guaranteed to be useful. Up to 1 custom thumbnail is maintained for a Scene. If a request is made (during a subsequent editing session) for a custom thumbnail with different dimensions, the original thumbnail will be overwritten. Once created, a custom thumbnail is maintained for the Scene. Note that if your application needs change in the future and different dimensions are required, there is no simple way to convert any existing custom thumbnails to new dimensions.

2. Session Verification

To ensure that the call to launch the editor is authentic, request is verified with Partner before editor is launched. Session verification is a server-to-server https request, from Oddcast to Partner, and should be protected by IP filtering (see section 4).

For each request to launch the Editor, a unique user ID as well as a session token is provided by Partner. The session token should be (or correspond to) a current transient session ID on the Partner's server. When LaunchEditor request is received, Oddcast sends an https POST request to the URL specified by Partner in the administration environment. Partner verifies that user ID and session token combination are valid on the partner platform.

Syntax:

https POST request to Partner URL

Parameters	Description
PID	Partner ID
UID	Unique ID of the user who initiated the LaunchEditor request. "0" if no UID was provided.
TKN	Session token provided with LaunchEditor request

Return Values	Description
1	The UID and session token are valid on the partner site.
0	Error – invalid UID-Token pair

3. Save Scene

When editing is concluded, user may choose to 'Save' the Scene. If Save is selected and concluded successfully, the embed code and metadata for the newly created Scene is sent to Partner via an https POST request to the URL specified by Partner in the administration environment. Save Scene is a server-to-server https request, from Oddcast to Partner, and should be protected by IP filtering (see section 4).

The partner is responsible for accepting and saving the embed code and relevant Scene attributes, and associating the Scene with the user and/or relevant Partner context. Oddcast does not retain that information. Note that this call is not made in "Send to Mobile" mode (see section 7).

Syntax: https POST request to Partner URL

Parameters	
PID	Partner ID
UID	Unique ID of the user who initiated the LaunchEditor request. "0" if no UID was provided.
TKN	Session token provided with LaunchEditor request
ACCID	Internal Oddcast Account ID
CID	Configuration ID associated with Editing session
CXT	Context provided when editor was launched
NAM	Name of the Scene
SID	Scene ID of newly created Scene. Can be used in the LaunchEditor call to edit the scene.
THS	URL to 25x25 jpeg thumbnail of the created/saved scene
THM	URL to 50x50 jpeg thumbnail of the created/saved scene
THC	URL to custom jpeg thumbnail of the created/saved scene. Returned if custom dimensions are specified.
EMB	Embed Code for the Scene. Returned only in "Embed Code" mode (see section 7).
VID	Temp URL to generated video. Returned only in "Generate Video" mode (see section 7). Video must be extracted within 30 minutes of creation & stored on Partner's server. Note: embed code is not provided if video is requested.
EXP	Provide a URL to a ZIP file of the Exported Scene. Only available as a Premium Feature and when the EXP parameter is set to 1 when launching the editor.

Return Values	Description
1	Save concluded successfully

0	Error
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4. IP Filtering

Partner should apply an IP filter to restrict communication to their services.

Oddcast IP addresses:

staging: 67.106.135.226 - 67.106.135.254

live: 206.17.133.129 - 206.17.133.254

5. Completion – Redirect

After Scene is successfully saved & Save Scene call is made by Oddcast to Partner, editor performs an optional redirect, to completion URL provided by Partner. Redirect may be used by Partner to display a completion message, to notify main window, and/or to close editor window. If completion URL is provided by partner, Editor redirects and does not attempt to close window. If completion URL is not provided by partner, Editor attempts to close the window.

Note: this call is not made in “Send to Mobile” mode (see section 7).

Syntax:

partnerurl?UID=xx&TKN=xx&CID=xx&CTX=xx

Parameters	Description
UID	Unique ID of the user who initiated the LaunchEditor request
TKN	Session token provided with LaunchEditor request
CID	Configuration ID associated with Editing session
CXT	Context provided when editor was launched

6. Move Partner Scene

Using the following API call a partner will be able to move a Demo scene (ie a scene that was created within the partner context with an unknown user in the partner context) to a specified user account within the context of the partner.

There are two possible scenarios:

1. UID already specified using a previous scene creation: In this scenario the scene specified during the API call will be moved into the User's account
2. UID was never specified: In this scenario a new partially registered account is created and then the scene specified in the API call will be move to that account.

<http://vhost.oddcast.com/partners/moveVokiScene.php?PID=22&UID=myBestBet&SID=232412&CS=f1844528bb65fc872dd2043b7d5fd9f5>

Parameters	
PID	Partner ID
SID	Scene ID of the scene that is going to be moved
UID	Unique ID within the partner context
CS	Checksum – md5 (PID + UID + SID + Secret Phrase)

Return Values	Description
1	Scene Moved successfully
104	Error – Invalid Scene ID (scene does not exist or does not belong to this partner)
101	Error – Invalid PID
304	Error – Checksum is not valid

7. Delete Partner Scene

Using the following API call a partner will be able to delete a scene permanently in a Partner user account. The scene must belong to the Partner. To be able to use this API call a range of IP's must be specified in the partner administration environment.

Sample Syntax:

<http://vhost.oddcast.com/partners/deleteVokiScene.php?PID=22&UID=myBestBet&SID=0&CS=f1844528bb65fc872dd2043b7d5fd9f5>

Parameters	
PID	Partner ID
SID	Scene ID of newly created Scene, returned during the Save Callback

UID	Unique ID of the user who initiated the LaunchEditor request
CS	Checksum – md5 (PID + SID + UID + Secret Phrase)

Return Values	Description
1	Deletion successfully
104	Error – Invalid Scene ID
103	Error – invalid UID
101	Error – Invalid PID
304	Error – Checksum is not valid
305	Error – Scene does not belong to User
306	Error – User does not Belong to Partner
307	Error – Scene Belongs to the User not the Partner

8. Administration Settings

The Partner Administration environment enables Partner to set and modify attributes relevant to this API. Partner can create and edit multiple *Configurations*, identified in this document by a Configuration ID parameter. Partner can also edit global partner attributes, not related to a specific configuration.

Relevant attributes available in the Partner Administration environment:

Global Attributes

- Verification URL – Partner URL used by Oddcast for the *session verification* https call
- Save URL - Partner URL used by Oddcast for the *save Scene* https call
- Redirect URL (optional) – Partner URL used by Oddcast to redirect the window when save is done. If not specified, editor attempts to close the window when save is done.
- Secret Phrase – string used by Partner to md5 encode the URL
- IP or IP range used to as validation for the Delete Scene API call.

Configuration Attributes

- Configuration ID (non-editable)
- Background Color – color used to frame the editor
- Background Image – image to be used as backdrop for the editor (appears as part of the UI)
- Logo – image to be displayed in the editor for co-branding
- Language – UI language for editor – select from available choices
- Action Button Label – text to be used for action button. (i.e. Submit, Save, Post, Send, Done)
- Prompt for Scene Name (Y/N) – If Yes, user is prompted to name a new Scene when saving. Otherwise a default name is assigned. Note: user is never prompted to name a previously existing Scene, opened for editing.

- Help – display/hide/customize – if ‘customize’, partner can introduce own URL for help.
- Editing Options – each of the following editor functions can be enabled/disabled
 - Customize Character Y/N
 - Model / Hair / Lips / FacialHair / Tops / Hats / Glasses / Jewels / Props
 - Add Audio Y/N
 - By Phone / TTS / by Mic / Audio Lib
 - Background Y/N
 - Stock / Library
 - Themes Y/N
 - Scene Settings Y/N (are Scene Settings available to user?)
 - Default values: Comments/History/About Me/Email/Chat/Send to Phone
- Editor Mode – one of:
 - Embed Code – code is returned for partner to embed the Scene in partner’s web page(s)
 - Video Generation – a video is generated when the Scene is saved. This is typically useful for partner mobile applications. Option is limited to select partners.
 - Send To Mobile – end user may send the Scene to a mobile phone.

Detailed Description of Editor Modes:

- Embed Code Mode Options:
 - Embed Code Format – format of the embed code Oddcast generates upon save - select from available choices (i.e. Javascript, Flash)
 - Secure Embed Code (Y/N) – If Yes, https compatible embed code is generated if relevant for selected format.
 - Scene Dimensions – the desired dimensions for the embed code
- Video Generation –
 - a video is generated and provided when the Scene is saved, in the format and dimensions specified.
 - Save operation is a few seconds longer.
 - Audio for the Scene is limited to 15 sec during editing.
 - Video dimensions are limited to 180 x 240.
 - This option is limited to select partners, and is associated with cost per video generated. Contact sales@sitepal.com for more info.
 - Video Generation Options:
 - Video Format - one of: MP4, FLV, AVI, 3GP, 3GP2, WMV
 - Video Quality – one of: low, med, high.
 - Video Dimensions – the desired dimensions for the video (limited to 180 x 240). Note: 3gp & 3gp2 dimensions are limited to preselected values.
- Send To Mobile – Carriers supported:
 - US: Verizon Wireless, AT&T, Sprint, T-Mobile
 - Other countries: not yet available.

Appendix A – Generating the Checksum

To calculate the checksum, concatenate all the parameters in the order they appear in the documentation and then the secret word, which you may set in the partner administration environment.

Apply the md5 one way function to the resulting string, to generate the checksum X, and append it to the parameter list as CS=X

The checksum is created in the following way:

CS = md5sum(PID + CID + UID + CXT + SID + EDT + TKN + THW + THH + UPD + EXP + TS + SecretWord)

Note: Optional parameters which you do not use are left blank when computing the checksum.