
Aevum Obscurum – Application Programming Interface

AO API – Version 1.2.0

Overview

Aevum Obscurum provides a Game API to support:

- **Player Service**
 - Player Querying
 - Player Games List
- **Rankings Service**
 - Player Rankings
 - Clan Rankings
- **Game Service**
 - Game Querying
 - Game Creation
 - Game Deletion
- **Clan Service**
 - Clan Querying
 - Clan Members List
- **Tournament Service**
 - Tournament Querying
 - Tournament List
- **Cheat Service**
 - Cheat Detection
 - Cheat Management
- **News Service**
 - Obtain Recent Announcements
- **Player Signature Service**
- **Game Map Service**
- **Clan Icon Service**
- **Tournament Picture Service**
- **News Banner Service**

Access is granted through custom HTTP URL requests (both GET and POST). A PHP library has been created for convenience:

- **PHP Demo (LIVE!)** - <http://www.aevumobscurum.com/original/aoapi/aocon-demo.php>
- **Download AO API Version 1.2.0 (PHP)** - <http://www.aevumobscurum.com/original/aoapi/aoapi-1.2.0.zip>

PHP Code Sample:

```
<?php
require_once('aocon-1.2.0.inc.php');
$aocon = new AOCon();

$row = $aocon->getPlayerInfo(10001);
if ($row == NULL) {
    printErrors($aocon->getErrors());
}
else {
    printRow($row);
}
?>
```

Player Service

Provides player information services including games a player is registered for. Responses are sent in UTF-8 encoding.

Request URL: <http://player.aevumobscurum.com/player?<query>>

- Query player ID:
 - Request <query>: action=**getId**&username=*[username]*
 - Response: *[id]*
 - *[username]*: URL encoded username
 - *[id]*: The user id (long integer) or -1 for not found
- Query player info:
 - Request <query>: action=**getInfo**&id=*[id]*
 - Response: *[uname],[cid],[rank],[crank],[rating],[spread],[games],[admin],[full],[last],[en],[x]*
 - *[id]*: The user id (long integer)
 - *[uname]*: The username (text)
 - *[cid]*: The community id (long integer -> clan id)
 - *[rank]*: The overall rank (long integer)
 - *[crank]*: The community rank (long integer)
 - *[rating]*: The rating (float)
 - *[spread]*: The volatility (float)
 - *[games]*: The number of games played (integer)
 - *[admin]*: 1 for admin, 0 otherwise
 - *[full]*: 1 for full member, 0 otherwise
 - *[last]*: Returns the last login date (text; encoded as "yyyy-MM-dd")
 - *[en]*: 1 for enabled, 0 for disabled
 - *[x]*: The country name or "" if not selected (text)
- Query multiple player infos:
 - Request <query>: action=**getInfos**&ids=*[idlist]*
 - Response (1 line per player info):
[uname],[cid],[rank],[crank],[rating],[spread],[games],[admin],[full],[last],[en],[x]\r\n
[uname],[cid],[rank],[crank],[rating],[spread],[games],[admin],[full],[last],[en],[x]\r\n
...
 - *[idlist]*: A list of player ids separated by dash "-" (text)
 - *[uname]*: The username (text)
 - *[cid]*: The community id (long integer -> clan id)
 - *[rank]*: The overall rank (long integer)
 - *[crank]*: The community rank (long integer)
 - *[rating]*: The rating (float)
 - *[spread]*: The volatility (float)
 - *[games]*: The number of games played (integer)
 - *[admin]*: 1 for admin, 0 otherwise
 - *[full]*: 1 for full member, 0 otherwise
 - *[last]*: Returns the last login date (text; encoded as "yyyy-MM-dd")
 - *[en]*: 1 for enabled, 0 for disabled
 - *[x]*: The country name or "" if not selected (text)
- Query player games:
 - Request <query>: action=**getGames**&id=*[id]*&realm=*[realm]*
 - Response (1 line per game):
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p],[q]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p],[q]\r\n
...
 - *[id]*: The user id (long integer)
 - *[realm]*: The realm: "longhaul", "tourney", "league"
 - *[a]*: The game ID (long integer)
 - *[b]*: The game name (text)
 - *[c]*: The map name (text)
 - *[d]*: The game type (text - BETA!)
 - *[e]*: The creator id (long integer -> user id)

- *[f]*: The clan/community id (long integer -> clan id)
- *[g]*: The turn time in seconds (integer)
- *[h]*: The remaining seconds to the next turn (integer)
- *[i]*: The current turn (integer)
- *[j]*: The number of joined users (integer)
- *[k]*: The number of total empires (integer)
- *[l]*: 1 for rated game, 0 otherwise
- *[m]*: 1 for password protected game, 0 otherwise
- *[n]*: 1 for late joinable, 0 otherwise
- *[o]*: 1 for game ended, 0 otherwise
- *[p]*: 1 for current user alive, 0 otherwise
- *[q]*: 1 for current user inputted orders, 0 otherwise

Examples:

- <http://player.aevumobscurum.com/player?action=getId&username=king>
- <http://player.aevumobscurum.com/player?action=getInfo&id=10001>
- <http://player.aevumobscurum.com/player?action=getInfos&ids=10001-10002>
- <http://player.aevumobscurum.com/player?action=getGames&id=10001&realm=longhaul>

Rankings Service

Provides ranking information services including player and clan rankings. Responses are sent in UTF-8 encoding.

Request URL: <http://ranking.aevumobscurum.com/listing?<query>>

- Query player rankings:
 - Request <query>: action=**getPlayerRankings**&clanid=*[clanid]*&start=*[start]*
 - Response (1 line per ranking):
[rank],[userid],[username],[rating]\r\n
[rank],[userid],[username],[rating]\r\n
 ...
 - *[clanid]*: The id of the clan the rating is for, -1 for overall (long integer -> clan id)
 - *[start]*: The start row (long integer, start at 0)
 - *[rank]*: The clan/overall rank (long integer)
 - *[userid]*: The user id (long integer -> user id)
 - *[username]*: The username (text)
 - *[rating]*: The user rating (float)
- Query clan rankings:
 - Request <query>: action=**getClanRankings**&start=*[start]*
 - Response (1 line per ranking):
[rank],[clanid],[clanname],[rating]\r\n
[rank],[clanid],[clanname],[rating]\r\n
 ...
 - *[start]*: The start row (long integer, start at 0)
 - *[rank]*: The clan's rank (long integer)
 - *[clanid]*: The clan id (long integer -> clan id)
 - *[clanname]*: The clan's name (text)
 - *[rating]*: The clan's rating (float)

Examples:

- <http://ranking.aevumobscurum.com/listing?action=getPlayerRankings&clanid=7&start=0>
- <http://ranking.aevumobscurum.com/listing?action=getClanRankings&start=0>

Game Service

The game management service is available for "league" type games. Allows creation, edit and deletion of games. Responses are sent in UTF-8 encoding.

Request URL: <http://<gameServer>.aevumobscurum.com/<gameRealm>-admin?<query>>

- <gameServer>: "game"
- <gameRealm>: "longhaul", "tourney" or "league"
- Query game ID:

- Request <query>: action=**getId**&name=[name]
- Response: [id]
- [name]: URL encoded game name
- [id]: The game id (long integer) or -1 for not found
- Query game info:
 - Request <query>: action=**getInfo**&id=[id]
 - Response: [a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o]
 - [id]: The game id (long integer)
 - [a]: The game name (text)
 - [b]: The map name (text)
 - [c]: The game type (text - BETA!)
 - [d]: The creator id (long integer -> user id)
 - [e]: The clan/community id (long integer -> clan id)
 - [f]: The turn time in seconds (integer)
 - [g]: The remaining seconds to the next turn (integer)
 - [h]: The current turn (integer)
 - [i]: The number of joined users (integer)
 - [j]: The number of total empires (integer)
 - [k]: 1 for rated game, 0 otherwise
 - [l]: 1 for password protected game, 0 otherwise
 - [m]: 1 for late joinable, 0 otherwise
 - [n]: 1 for game ended, 0 otherwise
 - [o]: The clan name (text)
- Query games by owner:
 - Request <query>: action=**getGamesByOwner**&userid=[userid]
 - Response (1 line per game):
 [a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o]\r\n
 [a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o]\r\n
 ...
 - [userid]: The user id (long integer)
 - [a]: The game ID (long integer)
 - [b]: The game name (text)
 - [c]: The map name (text)
 - [d]: The game type (text - BETA!)
 - [e]: The creator id (long integer -> user id)
 - [f]: The clan/community id (long integer -> clan id)
 - [g]: The turn time in seconds (integer)
 - [h]: The remaining seconds to the next turn (integer)
 - [i]: The current turn (integer)
 - [j]: The number of joined users (integer)
 - [k]: The number of total empires (integer)
 - [l]: 1 for rated game, 0 otherwise
 - [m]: 1 for password protected game, 0 otherwise
 - [n]: 1 for late joinable, 0 otherwise
 - [o]: 1 for game ended, 0 otherwise
- Query games by clan:
 - Request <query>: action=**getGamesByClan**&clanid=[clanid]&start=[start]
 - Response (1 line per game):
 [a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o]\r\n
 [a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o]\r\n
 ...
 - [clanid]: The clan id or -1 for all the games (long integer)
 - [start]: The start row (long integer, starts at 0)
 - [a]: The game ID (long integer)
 - [b]: The game name (text)
 - [c]: The map name (text)

- *[d]*: The game type (text - BETA!)
- *[e]*: The creator id (long integer -> user id)
- *[f]*: The clan/community id (long integer -> clan id)
- *[g]*: The turn time in seconds (integer)
- *[h]*: The remaining seconds to the next turn (integer)
- *[i]*: The current turn (integer)
- *[j]*: The number of joined users (integer)
- *[k]*: The number of total empires (integer)
- *[l]*: 1 for rated game, 0 otherwise
- *[m]*: 1 for password protected game, 0 otherwise
- *[n]*: 1 for late joinable, 0 otherwise
- *[o]*: 1 for game ended, 0 otherwise
- Query game standings:
 - Request <query>: action=**getStandings**&id=*[id]*
 - Response (general info, then 1 line per rank):
[turn],[victorypoints],[ended],[tie]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i]\r\n
 ...
 - *[id]*: The game id (long integer)
 - *[turn]*: The turn the standings are for (integer)
 - *[victorypoints]*: The points needed to win the game (integer)
 - *[ended]*: 1 for game ended, 0 otherwise
 - *[tie]*: 1 for tie, 0 otherwise
 - *[a]*: The rank (integer)
 - *[b]*: The points (integer)
 - *[c]*: The empire number (integer)
 - *[d]*: The empire name (text)
 - *[e]*: The user id or -1 for available (long integer -> user id)
 - *[f]*: The username or '-' for none (text)
 - *[g]*: The user rating or 0.0 for none (float)
 - *[h]*: '1' for alive, '0' otherwise
 - *[i]*: The team name or '-' for none (text).
- Create game (*):
 - Request <query>: action=**createLeagueGame**&userid=*[userid]*&password=*[password]*
 &name=*[name]*&scenario=*[scenario]*&turntime=*[turntime]*
 &random=*[random]*&numplayers=*[numplayers]*&numteams=*[numteams]*
 &maxturns=*[maxturns]*&setup=*[setup]*
 - Response: *[response]*
 - *[userid]*: The user id of the user creating the game (long integer)
 - *[password]*: The URL encoded password of the user creating the game (text)
 - *[name]*: The URL encoded name of the game to create (text)
 - *[scenario]*: The URL encoded map and scenario name (text)
 - *[turntime]*: The time per turn in seconds (integer)
 - *[random]*: 1 for random player distribution, 0 otherwise
 - *[numplayers]*: The number of players per team (integer)
 - *[numteams]*: The number of teams (integer)
 - *[maxturns]*: The maximum number of turns (integer)
 - *[setup]*: The players that will play the game. Provide the following information for each player:
[empire]-[userid]-[team]. All the player information will be connected together by "-" to form a
 very long string: *[empire(0)]-[userid(0)]-[team(0)]-[empire(1)]-[userid(1)]-[team(1)]-...*
 - *[empire]*: The empire number (starting at 0) that the user will play as (integer)
 - *[userid]*: The user id (long integer)
 - *[team]*: The team number (0=Team A, 1=Team B, etc.) that the user will play as (integer)
 - *[response]*: The game id of the created game if successful (long integer)
- Delete game (*):

- Request <query>: action=**deleteGame**&userid=[userid]&password=[password]&id=[id]
- Response: [response]
- [userid]: The user id of the user deleting the game (long integer)
- [password]: The URL encoded password of the user deleting the game (text)
- [id]: The game id (long integer)
- [response]: "success" if successful

Examples:

- <http://game.aevumobscurum.com/league-admin?action=getId&name=GameName1>
- <http://game.aevumobscurum.com/league-admin?action=getInfo&id=5537>
- <http://game.aevumobscurum.com/league-admin?action=getGamesByOwner&userid=10001>
- <http://game.aevumobscurum.com/league-admin?action=getGamesByClan&clanid=7&start=0>
- <http://game.aevumobscurum.com/league-admin?action=getStandings&id=5537>
- <http://game.aevumobscurum.com/league-admin?action=deleteGame&...>
- <http://game.aevumobscurum.com/league-admin?action=createLeagueGame&...>

(*) Special permissions required. **Email** for access.

Clan Service

Provides clan information services including players list. Responses are sent in UTF-8 encoding.

Request URL: <http://clan.aevumobscurum.com/clan?<query>>

- Query clan ID:
 - Request <query>: action=**getId**&name=[name]
 - Response: [id]
 - [name]: URL encoded clan name
 - [id]: The clan id (long integer) or -1 for not found
- Query clan info:
 - Request <query>: action=**getInfo**&id=[id]
 - Response: [name],[url],[members],[description],[rank],[rating]
 - [id]: The clan id (long integer)
 - [name]: The clan name (text)
 - [url]: The clan URL (text)
 - [members]: The number of members (long integer)
 - [description]: The description (text with commas ',' encoded as '\comma')
 - [rank]: The clan rank (long integer)
 - [rating]: The clan rating (float)
- Query clan members:
 - Request <query>: action=**getMembers**&id=[id]
 - Response (1 line per member):
[a],[b],[c]\r\n
[a],[b],[c]\r\n
...
 - [id]: The clan id (long integer -> clan ID)
 - [a]: The user ID (long integer -> user ID)
 - [b]: The username (text)
 - [c]: The user rating (float)
- Query clan members by last login (most recent first):
 - Request <query>: action=**getMembersByLastLogin**&id=[id]&start=[start]
 - Response (1 line per member):
[a],[b],[c],[d]\r\n
[a],[b],[c],[d]\r\n
...
 - [id]: The clan id or -1 for overall (long integer -> clan ID)
 - [start]: The start row (long integer, starts at 0)
 - [a]: The user ID (long integer -> user ID)
 - [b]: The username (text)
 - [c]: The user rating (float)
 - [d]: The last login date (text; encoded as "yyyy-MM-dd")

Examples:

- <http://clan.aevumobscurum.com/clan?action=getId&name=RoyalFamily>
- <http://clan.aevumobscurum.com/clan?action=getInfo&id=7>
- <http://clan.aevumobscurum.com/clan?action=getMembers&id=7>
- <http://clan.aevumobscurum.com/clan?action=getMembersByLastLogin&id=7&start=0>

Tournament Service

Provides tournament information services including games list. Responses are sent in UTF-8 encoding.

Request URL: <http://tourney.aevumobscurum.com/tournament?<query>>

- Query tournament list:
 - Request <query>: action=**getTournaments**
 - Response (1 line per tournament):
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p]\r\n
...
 - *[a]*: The tournament ID (long integer)
 - *[b]*: The tournament name (text; ", " are encoded as "\,comma")
 - *[c]*: The description (text; ", " are encoded as "\,comma")
 - *[d]*: The info/sponsor URL (text)
 - *[e]*: The map name (text)
 - *[f]*: The time per turn in seconds (integer)
 - *[g]*: The tournament start date (text; encoded as "yyyy-MM-dd")
 - *[h]*: The number of players per game that advance to the next round (integer)
 - *[i]*: The maximum number of turns per game (integer)
 - *[j]*: The maximum number of players that can sign up (long integer)
 - *[k]*: 1 for restricted to full members, 0 otherwise
 - *[l]*: The current tournament round (integer; 0=not started yet, -1=ended, the current round otherwise)
 - *[m]*: The number of eliminated players (long integer)
 - *[n]*: The number of players advanced to the next round (long integer)
 - *[o]*: The number of players still playing (long integer)
 - *[p]*: The winner's name or "N/A" for not found yet (text)
- Query tournament list for player:
 - Request <query>: action=**getTournamentsByPlayer**&userid=*[userid]*
 - Response (1 line per tournament):
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p],[q]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i],[j],[k],[l],[m],[n],[o],[p],[q]\r\n
...
 - *[userid]*: The player to return the tournaments for (long integer -> user id)
 - *[a]*: The tournament ID (long integer)
 - *[b]*: The tournament name (text; ", " are encoded as "\,comma")
 - *[c]*: The description (text; ", " are encoded as "\,comma")
 - *[d]*: The info/sponsor URL (text)
 - *[e]*: The map name (text)
 - *[f]*: The time per turn in seconds (integer)
 - *[g]*: The tournament start date (text; encoded as "yyyy-MM-dd")
 - *[h]*: The number of players per game that advance to the next round (integer)
 - *[i]*: The maximum number of turns per game (integer)
 - *[j]*: The maximum number of players that can sign up (long integer)
 - *[k]*: 1 for restricted to full members, 0 otherwise
 - *[l]*: The current tournament round (integer; 0=not started yet, -1=ended, the current round otherwise)
 - *[m]*: The number of eliminated players (long integer)
 - *[n]*: The number of players advanced to the next round (long integer)
 - *[o]*: The number of players still playing (long integer)

- *[p]*: The winner's name or "N/A" for not found yet (text)
- *[q]*: 1 for still alive, 0 otherwise
- Query tournament games:
 - Request <query>: action=**getGames**&id=*[id]*
 - Response (1 line per game):
[a],[b],[c],[d],[e],[f],[g],[h],[i]\r\n
[a],[b],[c],[d],[e],[f],[g],[h],[i]\r\n
 ...
 - *[id]*: The tournament id to return the games for (long integer -> tournament id)
 - *[a]*: The game ID (long integer)
 - *[b]*: The game name (text)
 - *[c]*: The map name (text)
 - *[d]*: The turn time in seconds (integer)
 - *[e]*: The remaining seconds to the next turn (integer)
 - *[f]*: The current turn (integer)
 - *[g]*: The number of total empires (integer)
 - *[h]*: 1 for rated game, 0 otherwise
 - *[i]*: 1 for game ended, 0 otherwise
- Query tournament players:
 - Request <query>: action=**getPlayers**&id=*[id]*&start=*[start]*&type=*[type]*
 - Response (1 line per player):
[a],[b],[c]\r\n
[a],[b],[c]\r\n
 ...
 - *[id]*: The tournament id (long integer -> tournament id)
 - *[start]*: The start row (long integer, starts at 0)
 - *[type]*: a for advanced players, e for eliminated players and p for currently playing players.
 - *[a]*: The user ID (long integer -> user ID)
 - *[b]*: The username (text)
 - *[c]*: The user rating (float)

Examples:

- <http://tourney.aevumobscurum.com/tournament?action=getTournaments>
- <http://tourney.aevumobscurum.com/tournament?action=getTournamentsByPlayer&userid=10001>
- <http://tourney.aevumobscurum.com/tournament?action=getGames&id=11>
- <http://tourney.aevumobscurum.com/tournament?action=getPlayers&id=11&start=0&type=a>

News Service

Provides current news and updates. Responses are sent in UTF-8 encoding.

Request URL: <http://news.aevumobscurum.com/news?<query>>

- Query recent announcements:
 - Request <query>: action=**getAnnouncements**
 - Response (1 line per announcement):
[a],[b],[c],[d],[e],[f]\r\n
[a],[b],[c],[d],[e],[f]\r\n
 ...
 - *[a]*: The user ID that wrote the news (long integer -> user ID)
 - *[b]*: The username that wrote the news(text)
 - *[c]*: The clan ID (long integer -> clan ID)
 - *[d]*: The clan name (text)
 - *[e]*: The text (commas ',' are escaped as '\comma')
 - *[f]*: The date (text in the format yyyy-MM-dd)

Examples:

- <http://news.aevumobscurum.com/news?action=getAnnouncements>

Cheat Service

Provides cheat information services including cheat detection and management. Responses are sent in UTF-8 encoding.

Request URL: <http://cheat.aevumobscurum.com/cheat?<query>>

- Cheat detection:
 - Request <query>: action=**compare**&userid1=[userid1]&userid2=[userid2]
 - Response: [p]/[pt],[pu1]/[pu1t],[pu2]/[pu2t] ,[ip]
 - [userid1]: The ID of the first user to compare (long integer -> user id)
 - [userid2]: The ID of the second user to compare (long integer -> user id)
 - [p]: The points towards cheating (integer)
 - [pt]: The maximum points possible (integer)
 - [pu1]: The points for the first entered user to be the cheat account (integer)
 - [pu1t]: The maximum points possible for the first entered user (integer)
 - [pu2]: The points for the second entered user to be the cheat account (integer)
 - [pu2t]: The maximum points possible for the second entered user (integer)
 - [ip]: 1 if the IP matches, 0 otherwise.
- Cheat management to disable cheater (*):
 - Request <query>: action=**disable**&userid=[userid]&password=[password]&userid1=[userid1]&userid2=[userid2]
 - Response: [result]: [desc]
 - [userid]: The user id of the user with user admin permission (long integer -> user id)
 - [password]: The URL encoded password of the user with admin permission (text)
 - [userid1]: The ID of the first user to compare (long integer -> user id)
 - [userid2]: The ID of the second user to compare (long integer -> user id)
 - [result]: "success" for success, "failure" otherwise (text)
 - [desc]: A textual description of the result (text)

Examples:

- <http://cheat.aevumobscurum.com/cheat?action=compare&userid1=10001&userid2=10002>
- <http://cheat.aevumobscurum.com/cheat?action=disable&userid=...>

(*) Special permissions required. **Email** for access.

Player Signature Service

Signatures: <http://sig.aevumobscurum.com/sig/<username>.png>

- <username>: URL-encoded player username. E.g. "king"

Example: <http://sig.aevumobscurum.com/sig/king.png>

Game Map Service

Maps: <http://<mapServer>.aevumobscurum.com/<gameRealm>-map/Map-<gameID>.png>

- <mapServer>: "map"
- <gameRealm>: "longhaul", "tourney" or "league".
- <gameID>: The ID of the game in the given realm.

Example: <http://map.aevumobscurum.com/longhaul-map/Map-5537.png>

Clan Icon Service

Icons: <http://clan.aevumobscurum.com/clanicon/<clanname>.png>

- <clanname>: URL-encoded clan name. E.g. "RoyalFamily"

Example: <http://clan.aevumobscurum.com/clanicon/RoyalFamily.png>

Tournament Picture Service

Pictures: <http://www.aevumobscurum.com/original/webstart/extra/tournaments/Tourney-<ID>-<TYPE>.png>

- <ID>: The tournament ID (integer)
- <TYPE>: The picture type: either "Icon" or "Image".

Examples:

- <http://www.aevumobscurum.com/original/webstart/extra/tournaments/Tourney-7-Icon.png>
- <http://www.aevumobscurum.com/original/webstart/extra/tournaments/Tourney-7-Image.png>

News Banner Service

Banner Data:

- <http://www.aevumobscurum.com/original/webstart/extra/AOAdBannerImage.png>
- <http://www.aevumobscurum.com/original/webstart/extra/AOAdBanner.properties>

Page last modified on January 26, 2008