



# Integration

**Very simple, very easy, very fast and very easy to customize!**

There are two parts of the Nolimit integration; the server side API for transactions and the JavaScript bundle used for the game loader and for monitoring events.

**The JavaScript bundle (nolimit.js)**

Nolimit.js is a piece a JavaScript code which is maintained and supported by Nolimit. It provides a powerful yet simple way to load games, while still being flexible enough for the operator to use it. The game loader is designed to give the operator almost complete control. You'll retain

control of the actual page even in mobile full screen, and you can also react in real-time to any in-game events. If the operator wants custom features, they can easily be added in the bundle.

**Server side API**

On the server side, Nolimit uses a standardized service API to communicate JSON objects over HTTPS. The API can easily be implemented on the operator side in order to make Nolimit's complete set of services available. Nolimit can also integrate an operator's own generic service API in order to further minimize the amount of work needed by the operator.