

PayStation

Integration Guide

Xsolla

September 2012

Copyright Notice

© 2012 Xsolla. All rights reserved.

This manual and the accompanying software it describes are copyrighted with all rights reserved. Under U.S. and international copyright laws, neither this manual nor the software may be copied or reproduced, in whole or in part, in any form, and no part of this manual or the software may be stored in a retrieval system, electronic or mechanical, without the written consent of Xsolla, except in the normal use of the software or to make a backup copy.

Trademarks

Xsolla brand and product names are trademarks or registered trademarks of Xsolla in the U.S. and other countries. You may not use or display these marks without the explicit advance written consent of Xsolla.

Xsolla



www.xsolla.com

Part Number: 0312-pystn-inst

CONTENTS

1. INTRODUCING PAYSTATION

AUDIENCE 4

INTEGRATION PROCESS 5

2. INTEGRATING PAYSTATION

USING THE PAYSTATION INTERFACE

1. CHOOSING THE PAYMENT METHOD 6

2. GATHERING USER INFORMATION 7

3. DISPLAYING PAYMENT STATUS INFORMATION 8

SELECTING A PLUGIN STYLE

1. IN SITE BODY 9

2. IN POPUP WINDOW 10

3. IN LIGHTBOX 11

INTEGRATING THE PAYSTATION CODE 12

LIST OF PARAMETERS 12

GENERATING MD5 SIGNATURE 13

1. Introducing PayStation

Xsolla PayStation is the perfect monetization tool. It features a fully customizable payment interface with the necessary functionality to get you accepting payments quickly and easily. You can quickly tailor PayStation to meet your exact needs - from a simple **Buy** button to the dozens of other options described in this guide. PayStation custom tailors payment options for your users, providing the most convenient and relative options through our highly sophisticated ranking algorithm.

PayStation offers several features and benefits:

Conversion & Usability - Depending upon your requirements, PayStation can offer a 1- click payment or step-by-step payment experience. Xsolla can also retain user payment information to simplify repayment.

Localization & Currencies – Easily configure language and currency options. Xsolla can localize PayStation for any country, advise you on “smart prices,” and get currency exchange rates automatically according to the NYSE or any bank you choose.

Multitude of Payment Options - Choose payment options by type or offer only the most popular methods. Xsolla gives you the flexibility to experiment with payment options and update your offerings any way see fit!

Payment Logics - Xsolla can create any payment logic to meet your needs. Calculate prices instantly when choosing payment options, offer discounts and promotions and/or add plugins to reduce the number of clicks required from users.

Smart Prices - Create a unique PayStation for every country depending on the average sale, cultural differences and payment preferences. Generate unique payment options, payment amounts, promotional campaigns, and interfaces.

Flexible Business Terms - Tax management and payouts in several currencies - all with no chargeback, transaction, or installation fees.

24/7 Multilingual Support – Xsolla features top-notch 24/7 customer support through live support chat, toll-free support numbers, as well as email support. Xsolla even conveniently offers support to your users from your favorite IM using MSN, Skype, or ICQ.

Audience

This document is intended for developers who wish to integrate Xsolla PayStation into their game. It assumes familiarity with basic HTML concepts.

Integration Process

Integrating PayStation is a simple process that requires no coding:

Use the online PayStation Configuration tool to choose payment method, calculate payment amount and make a payment. Only three clicks are required!

Paste the code generated by the PayStation Configuration tool into your game site.

See the next chapter for complete details.

2. Integrating PayStation

Integrating PayStation is easy and requires no coding.

Using the PayStation Interface

This section describes your user's experience when using PayStation once you have integrated PayStaion into your project.

Step 1. Choosing the Payment Method

The first page of PayStation prompts your user to choose one of the available payment methods. All payment methods are divided into several distinct categories.

The user is presented with the most convenient, effective, and popular methods of payment depending on the user's region and previous payments, game type, etc. The user can view the complete list of payment options by clicking **Show more**.

The user can find a particular payment method using **Search**. PayStation offers a list of all supported countries and when the user selects a country, the payment list changes to display only the payment options associated with the chosen country.

The top of PayStation displays the paramters passed in: game, nickname, and the amount of game currency. The bottom of PayStation offers information containing the hotline and a link for 24/7 support.

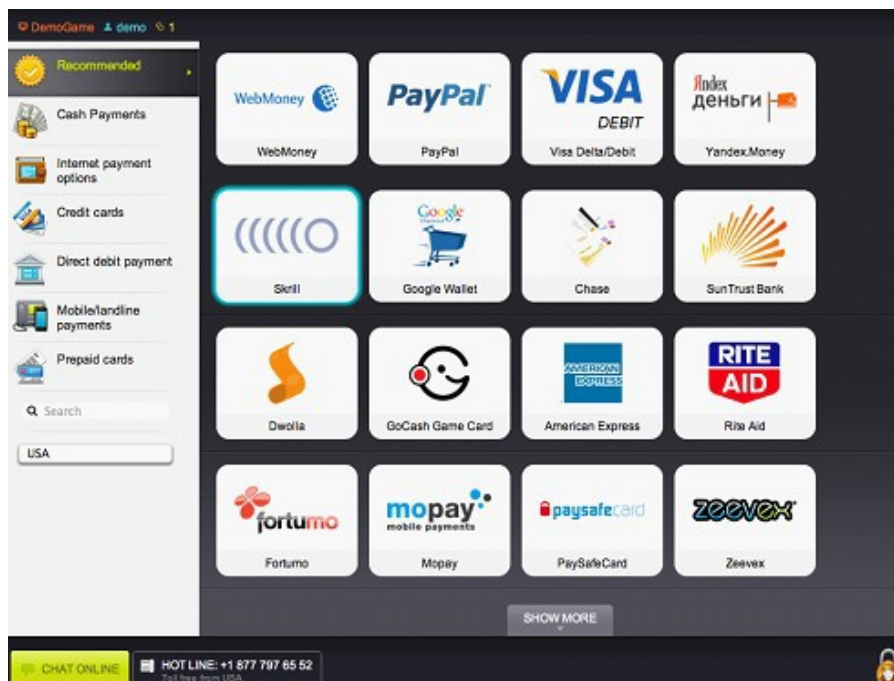


Fig 2.1 - View from PayStation showing the parameters passed in at the upper-left.

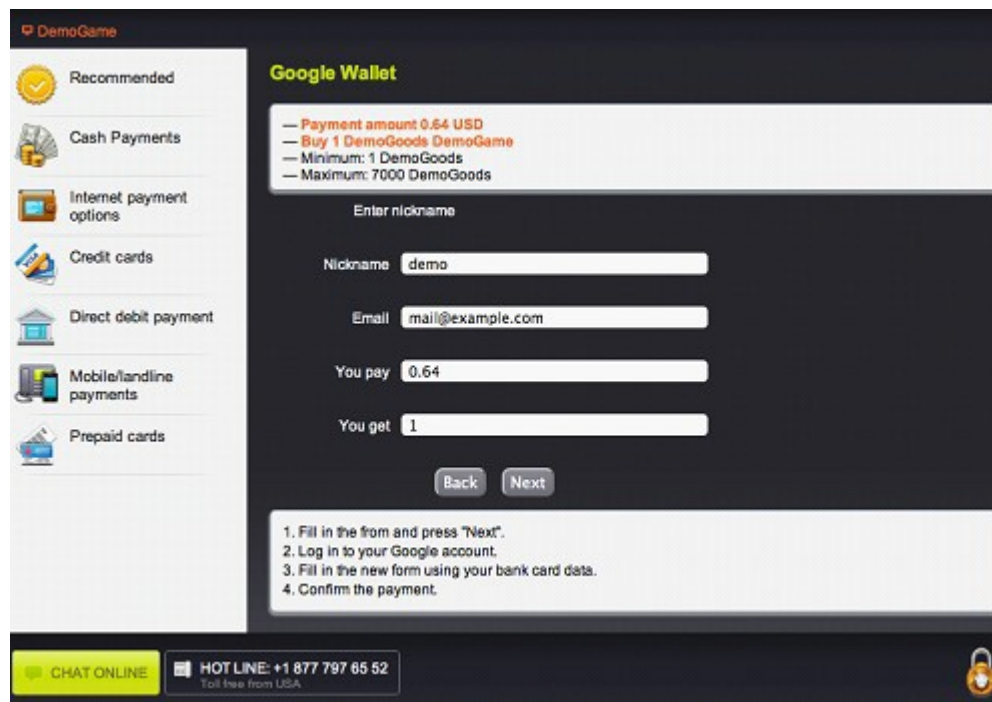
Payment methods listed in 'Recommended' are custom-tailored for your users using our highly sophisticated ranking algorithm to provide the best payment methods for your users.

Step 2. Gathering User's Information.

On this page, the user enters the data required for payment. PayStation presents step-by-step instructions for the payment process. The top of the page offers tips for payment (the name of payment option, minimum/maximum of the game currency, amount and value of the game currency).

If PayStation confirms that all required parameters are passed, PayStation will direct your user to the payment system website. If there is not enough data for initializing the payment PayStation will attempt to gather the necessary user information.

After your user completes all fields and clicks **Next**, PayStation will direct your user to the selected payment system's website. Clicking **Back** returns the user to Step 1.



The screenshot shows a payment interface for 'DemoGame'. On the left is a sidebar with icons and labels for 'Recommended', 'Cash Payments', 'Internet payment options', 'Credit cards', 'Direct debit payment', 'Mobile/landline payments', and 'Prepaid cards'. The main area is titled 'Google Wallet' and contains a list of payment details: 'Payment amount 0.64 USD', 'Buy 1 DemoGoods DemoGame', 'Minimum: 1 DemoGoods', and 'Maximum: 7000 DemoGoods'. Below this is a section 'Enter nickname' with input fields for 'Nickname' (containing 'demo'), 'Email' (containing 'mail@example.com'), 'You pay' (containing '0.64'), and 'You get' (containing '1'). At the bottom of this section are 'Back' and 'Next' buttons. A white box at the bottom of the main area contains a 4-step instruction list: 1. Fill in the form and press "Next". 2. Log in to your Google account. 3. Fill in the new form using your bank card data. 4. Confirm the payment. The footer includes a 'CHAT ONLINE' button, a 'HOT LINE: +1 877 797 65 52' (Toll free from USA), and a lock icon.

Fig 2.2 – PayStation requires that your users enter the necessary information to process their payments.

If required data was not included PayStation will prompt your user to provide the necessary information.

Step 3. Displaying Payment Status Information

After the completion of the payment, PayStation displays the Payment Status page the user will be moved to the status page, which contains the payment ID, player's data, payment date and a link to return to the game.

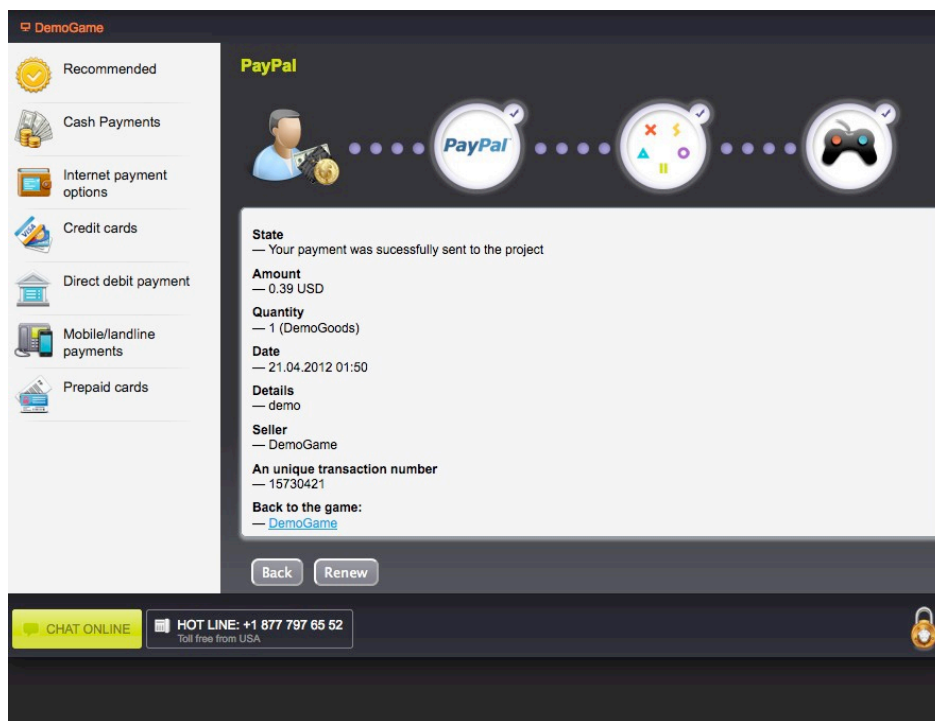


Fig 2.3 – Payment Status Information

After successfully completing their payment, users are directed to the PayStation payment status page which contains the payment ID, player's data, payment date and a link to return to the game.

Selecting a Plugin Style

Choose a Plugin Style – Choose to display PayStation in your site's body, in a pop-up window, or within a lightbox.

In site Body:

To implement PayStation within an iFrame, place the following code between the <body> tags of your HTML:

```
<iframe id="paystation"
src="https://secure.xsolla.com/paystation/index.php?
project=[project]&email=[email]&v1=[v1]&out=[out]" width="100%"
height="100%"></iframe>
```

**Replace [project], [email], [v1], and [out] with your specified values. See page 12 for details.*

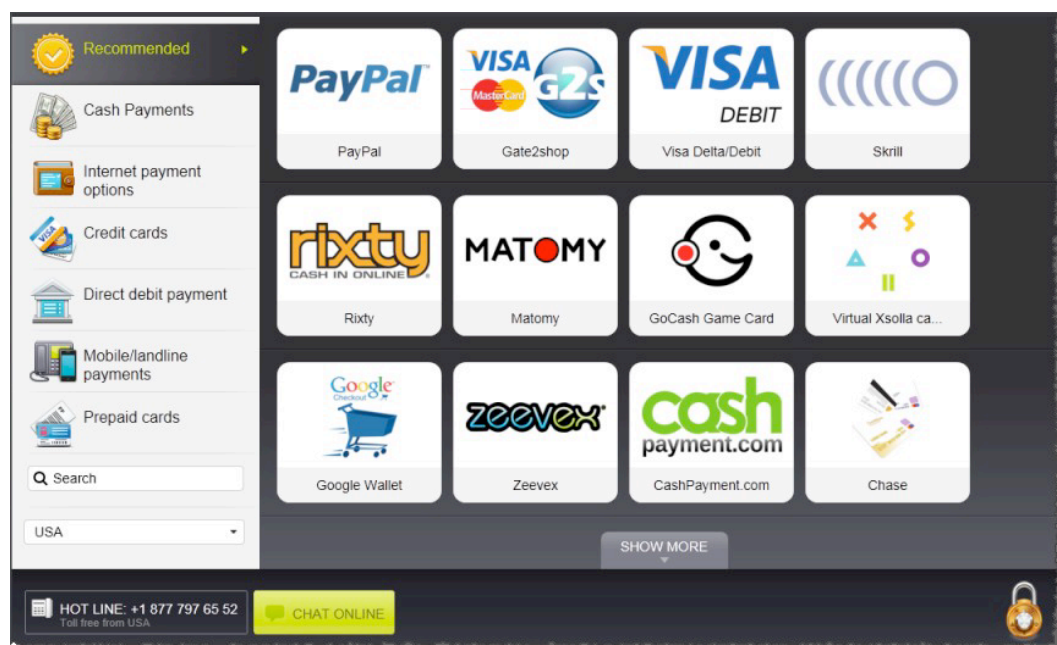


Fig. 2.4 – PayStation easily integrated into an iFrame

Pop-up window:

```
<script src="https://ajax.googleapis.com/ajax/libs/jquery/1.7.1/jquery.min.js"></script>

<script type="text/javascript">
function Popup(){
    this.open = function(ob){
        $(ob).hide();
        $('<span id="psload">Payment is in progress...</span>').insertAfter(ob);

        var win =
window.open('https://secure.xsolla.com/paystation/?id_theme=34&project=[project]&v
1=[v1]&v2=[v2]&v3=[v3]&out=[out]&email=[email]&signature=[signature]&local=[local]
', 'PayStation', 'width=850px,height=550px, scrollbars=yes, status=no');

        setTimeout(function () {
            if (win.closed){
                $('#psload').remove();
                $(ob).show();
            } else {
                setTimeout(arguments.callee,500);
            }
        }, 500);
    }
}
popup = new Popup;
</script>
```

**Replace [project], [v1], [v2], [v3], [out], [email], [signature], and [local] with your specified values. See page 12 for details.*

Paystation

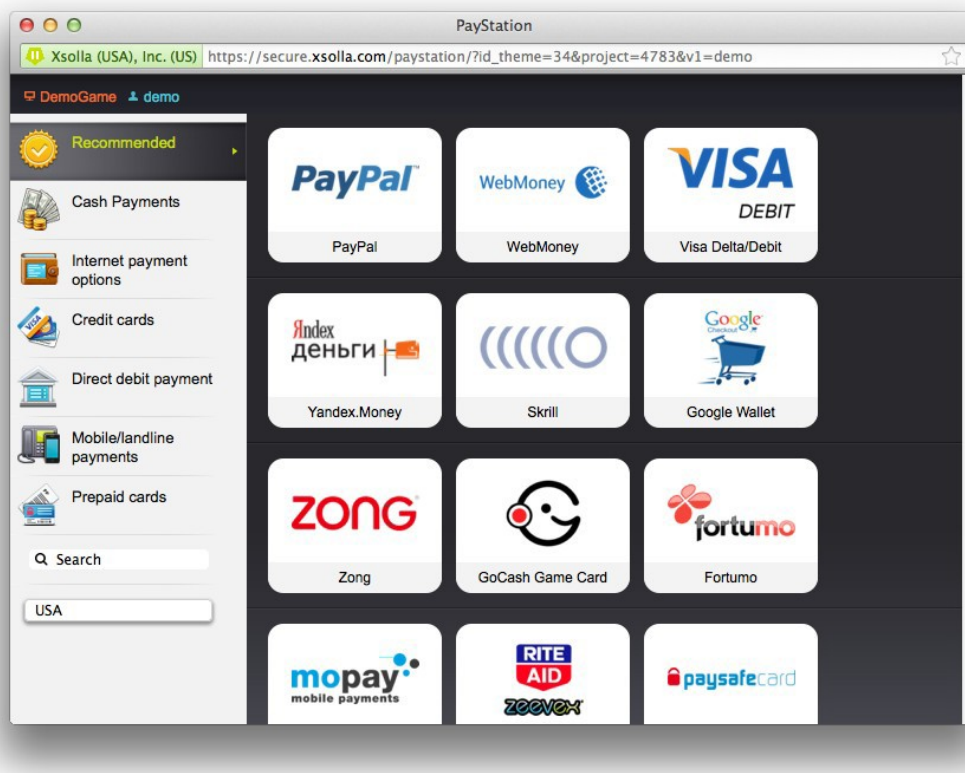


Fig. 2.5 – PayStation integrated into a JavaScript popup window

LightBox:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<script type="text/javascript"
src="https://secure.xsolla.com/paystation/lightbox/jquery-1.4.js"></script>
<script type="text/javascript"
src="https://secure.xsolla.com/paystation/lightbox/jquery-ui-
1.8.9.custom.js"></script>
<script type="text/javascript"
src="https://secure.xsolla.com/paystation/js/lightbox.js"></script>
<script type="text/javascript">

var paystationparams = {id_theme: '[themeID]', v1: '[v1]', out: '[out]', email:
'[email]'}
</script>
</head>

<body>
<a href="#" onclick="LightBox.show([project])">PayStation</a>
</body>
</html>
```

**Replace [themeID], [v1], [out], [email], and [project] with your specified values. See page 12 for details.*

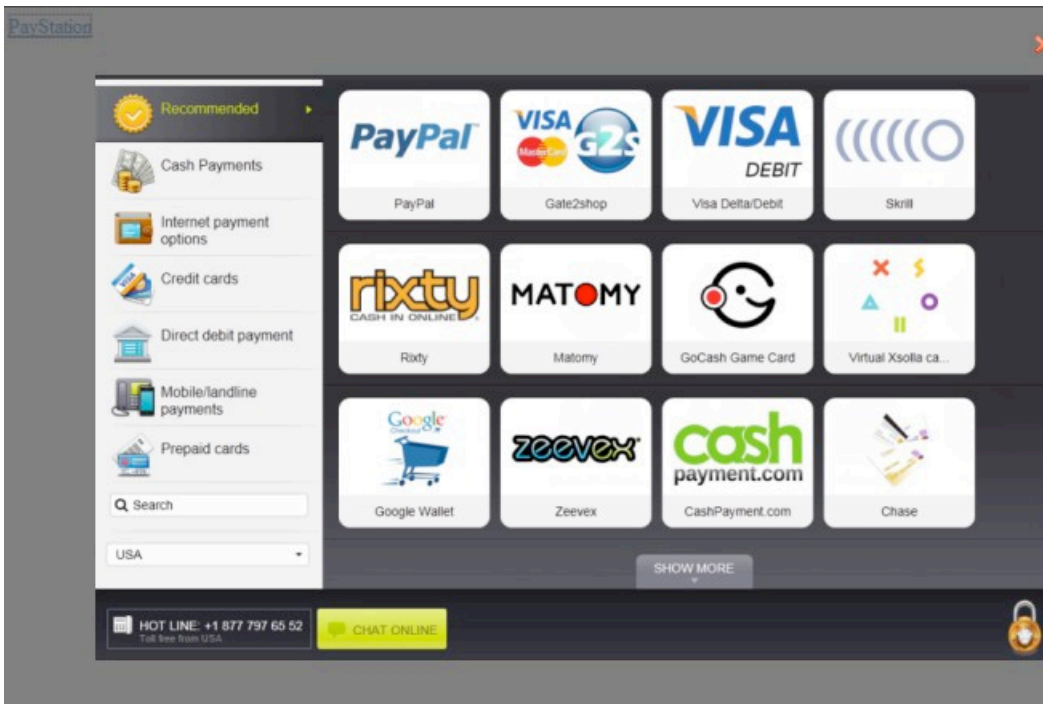


Fig. 2.6 – PayStation integrated using lightbox.

Integrating PayStation Code

You can paste the code generated in the previous step into your project as is, or you can further customize it using the parameters listed below, or by adding a signature.

The direct link URL to PayStation without any parameters is:

```
https://secure.xsolla.com/paystation/index.php?id_theme=34
```

List of Parameters

The only required parameter is **project**, described below. You can also include the other parameters listed below to further customize your PayStation. You must pass all parameters in UTF-8 in GET or POST requests to PayStation.

Field Name	Type	Description	Required?	Example
project	Integer	Project ID in the Xsolla's system. Available at Personal Account in the Xsolla's system	Yes	4783
v1	String	User's identification parameter (commonly a user's nickname in a game). 255 characters.	Yes (depends on protocol)	demo
v2	String	Additional user's identification parameter (depending on the project settings). 200 characters.	No	0
v3	String	Additional user's identification parameter (depending on the project settings). 100 characters.	No	0
out	Float	Game currency amount. Separator «.» (2 digits after the point)	Yes (depends on protocol)	10
email	String	User's e-mail	No	mail@example.com
local	String	Localization. Russian (ru) and English (en) localizations are available at present.	No	en
signature	String	Signature to prevent unauthorized access.	No	0a8d9fb24fcbac 2efafec5e51045d 2efafec5e51045d

Note: All parameters should be passed in UTF-8

Generating an MD5 Signature

For greater security, you can sign the passed parameters with an MD5 signature. To generate the signature, use an MD5 hashing algorithm on the string obtained by concatenating the pairs "fix_ [parameter name] = [value]" as shown below:

```
<?php  
  
md5('fix_email=[email]fix_out=[out]fix_project=[project]fix_v1=[v1]fix_v2=[v2]fix_v3=[v3][secret_key]')  
  
?>
```

Obtain the secret key from your Xsolla account manager. Pass the reference parameters **without the prefix fix _**.

Example

To send the user to the plug-in with **project** equal to *4783*, **v1** equal to *demo*, **e-mail** equal to *mail@example.com*, the **amount** of game currency equal to *1* and the **secret key** equal to *key*, the signature is formed as follows:

```
<?php  
  
md5('fix_email=mail@example.comfix_out=1fix_project=4783fix_v1=demokey');  
  
?>
```

From the code above we obtain the signature:

02b12b377dd43bf60cd5ed42721d0223

The link to the PlayStation plugin is therefore:

https://secure.xsolla.com/paystation/index.php?id_theme=34&project=4783&v1=demo&email=mail@example.com&out=1&signature=02b12b377dd43bf60cd5ed42721d0223