



PayBar

Integration Guide

Xsolla

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Introducing PayBar

PayBar is Xsolla's latest in-game payment optimization innovation. PayBar maximizes conversions using minimal space by compactly displaying alternative payment options on your payment portal. Users can select payment options directly from PayBar to launch a full version of PayStation, so they can complete the transaction using their preferred method.

Complete Customization in a Compact Size

You can fully customize PayBar to fit your company's aesthetic. PayBar offers you up to seven unique and relevant payment methods, all within 100 pixels of width. PayBar comes with the full suite of Xsolla's services, including security, fraud and chargeback Protection, and our 24/7 customer service.

PayBar is uniquely tailored to each user as well. The code of the program is completely dynamic; based on the habits of your users, one installation allows for millions of different configurations. Whereas most publishers can offer only credit card and PayPal, PayBar offers the customer the options they want. Using PayRank, Xsolla's patented payment aggregation software, the system applies learned behavior algorithms, geo-ip tracking, and other tools to offer your customers the best, most ideal options to make localized payments around the globe.

Easy Integration

Integration is fast and easy. PayBar's appearance is completely customizable. You can customize the appearance yourself or contact Xsolla for ready-to-use html code that you can paste into your site. Our technicians can ensure you are up and running in one day. Do not lose conversions because your users cannot find a desirable payment option. Offer them the payment options they desire using PayBar.

Audience

This document is intended for developers who want to integrate Xsolla PayBar into their games. It assumes you are familiar with the basic HTML concepts.

Integrating PayBar

Integrating PayBar is easy and is accomplished by embedding code in your game that launches the js-function **XPBWidget.init** along with the desired parameters. See the [Example](#) for more details.

PayBar Parameters

Field Name	Description	Example
element_id	ID of html-element.	paybar
type	How to open PayStation: newwindow – in new window lightbox – in lightbox	lightbox
project	ID of the project	4783
v1	User's identification parameter (commonly a user's nickname in a game). 255 characters.	demo
v2	Additional user's identification parameter (depending on the project settings). 200 characters.	0
v3	Additional user's identification parameter (depending on the project settings). 100 characters.	0
out	Game currency amount. Separator «.» (2 digits after the point).	10
email	User's e-mail.	mail@example.com
scripthost	The server that hosts the plug-in.	https://test.project.com
itemTemplate	Pattern for displaying payments methods. (For example, if you don't want to see name of payment method, you can delete %NAME%).	<code>%NAME%</code>
css	Path to the css-file.	example.css

Field Name	Description	Example
local	Localization: ru - Russian en - English	en
country	Country (if null country will be recognized by IP-address).	US
errorCallback	Function for error handling (in message).	
doneCallback	Function called after successful upload of PayBar.	
template	<p>Pattern for displaying PayBar. There are three types of displaying, aparameters of pattern depend on its type.</p> <p>1) id: 'inline' (in one line) Parameters: icon_count (number of payment methods), other (flag of displaying button for the other payment methods, takes the values 'true' and 'false')</p> <p>2) id: 'slide' (paybar with slide arrows) Parameters: icon_count (number of payment methods), shift_count ((number of payment methods when scrolling), animation_speed (speed of animation)</p> <p>3) id: 'show_more' (used in vertical position of PayBar, f.e. On the mobile phone) Parameters: icon_count (number of payment methods), other_count (number of payment methods when you click on the button Show more)</p>	<p>template: { id: 'inline', icon_count: 7, other: true }</p> <p>template: {id: 'slide', icon_count: '5', shift_count: '3', animation_speed: '200'}</p> <p>template: {id: 'show_more', icon_count: '5', other_count: '3'}</p>

Example

https://secure.xsolla.com/paybar/jswidget/example_doc.php?local=en&country=US

```
<?php

$fields = array('project' => '4783', 'v1' => 'demo', 'out' => '1', 'email' =>
'support@xsolla.com', 'phone' => '', 'type' => 'lightbox', 'local' => '', 'country'
=> '');

foreach($fields as $field => $value) if(isset($_GET[$field])) $fields[$field] =
$_GET[$field];
```

```

?><!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">

<html>

<head>

<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">

<title>JS widget Paybar</title>

</head>

<body>

<div class="payment-list" id="paybar">

</div>

<script type="text/javascript"
src="https://secure.xsolla.com/paybar/js/widget/paybar.js"></script>

<script type="text/javascript">

    XPBWidget.init

    ({

        element_id: 'paybar',

        type: '<?php echo addslashes($fields['type']) ?>',

        project: '<?php echo addslashes($fields['project']) ?>',

        v1: '<?php echo addslashes($fields['v1']) ?>',

        v2: '<?php echo addslashes($fields['v2']) ?>',

        v3: '<?php echo addslashes($fields['v3']) ?>',

        out: '<?php echo addslashes($fields['out']) ?>',

        email: '<?php echo addslashes($fields['email']) ?>',

        phone: '<?php echo addslashes($fields['phone']) ?>',

        scripthost: 'https://secure.xsolla.com',

        itemTemplate: '<span><a href="%HREF%" target="_blank"><b>%NAME%</b></a></span>',

        css: 'example4.css',

        local: '<?php echo addslashes($fields['local']) ?>',

        country: '<?php echo addslashes($fields['country']) ?>',

        errorCallback: function(message, category) { alert('Error "' + message + '"
at ' + category); },

        doneCallback: function() {},

        template: { id: 'inline', icon_count: 5, other: true }

```

```
    });  
</script>  
  
</body>  
</html>
```