

PayStation

Integration Guide

Xsolla

March 2012

Revised: 4/26/2012

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Xsolla

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Part Number: 0312-pystn-inst

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Introducing PayStation

Xsolla PayStation is the perfect monetization tool. It is fully a customizable payment interface with all the functions you could possibly need. You quickly tailor the PayStation to your exact needs, from just a **Buy** button to the dozens of options described in this manual. PayStation provides the user the most convenient payment options, automatically ranking payment methods on many criteria.

PayStation offers the following features and benefits:

Conversion & Usability - Depending on your requirements, PayStation can offer a 1-click payment, or a step-by-step payment experience. Xsolla can 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 NYSE or any bank you choose.

Multitude of Payment Options - Divide all payment options by type, or offer the most popular ones. Play with the payment options – update the list any way you need it.

Payment Logics - Xsolla can create any payment logic to meet your needs. Calculate prices instantly when choosing the payment option, 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 different currencies- all with no chargeback, transaction, or installation fees.

24/7 Multilingual Support - Pop-up window with the link to live-chat, toll-free numbers, MSN, skype, ICQ, e-mail. Our support team works with those players who did not complete the payment to help them find the best payment options and complete payment.

Audience

This document is intended for developers who want to integrate Xsolla PayStation into their games. It assumes you are familiar with the 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 required!

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

See the next chapter for complete details.

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.

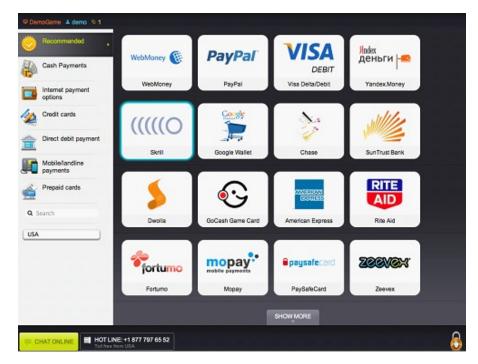
Step 1. Choosing the Payment Method

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

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

The user can find the 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 passed-in parameters: game, nickname, and amount of game currency. The bottom of PayStation offers the hotline and link for 24/7 support.



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

Step 2. Gathering User's Information.

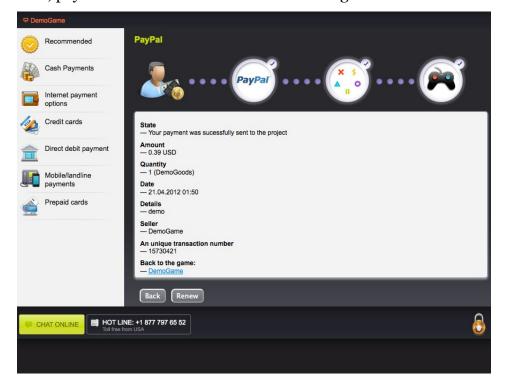
On this page, the user enters the data required for payment. PayStation presents step-by-step instructions for the payment process. The top of the page offers tips for payment (the name of payment option, minimum/maximum of the game currency, amount and value of the game currency).

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



Step 3. Displaying Payment Status Information

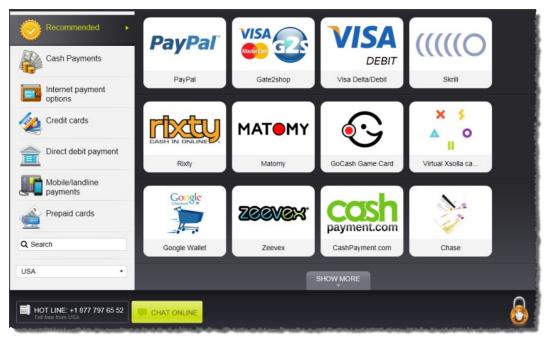
After the completion of the payment, PayStation displays the Payment Status page the user will be moved to the status page, which contains the payment ID, player's data, payment date and a link to return to the game.



Selecting a Plugin Style

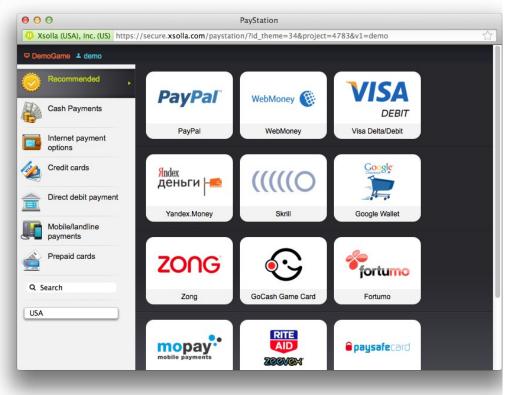
Choose a Plugin Style – Select in site body, pop-up window, or lightbox.

In site Body:



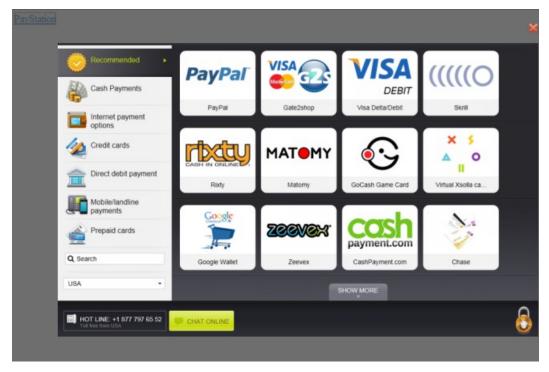
Pop-up window link:

```
<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]&v1=[v1]&v2=[v2]&v3=[v3]&out=[out]&email=[emai
l]&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>
```



LightBox:

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



Integrating the 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	О
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:

```
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:

```
md5('fix_email=mail@example.comfix_out=1fix_project=4783fix_v1=demokey') =
'02b12b377dd43bf60cd5ed42721d0223'
```

And the link to the PayStation plugin is:

https://secure.xsolla.com/paystation/index.php? id_theme=34&project=4783&v1=demo&email=mail@example.com&out=1&signature=02b12b377dd 43bf60cd5ed42721d0223