

## ApolloBCS API:



The first being our Ziftpay/ApolloBCS partnership login and API basics/instructions. The second part being some functioning examples with the correct account information already inserted.

Part 1:

API = <https://www.apollobcs.com/getstarted/>

Documentation: <https://apollo.ziftpay.com>

Test card numbers:

- Visa Success: 4111111111111111
- Visa (Debit): 4217651111111119
- MasterCard Success: 5499740000000057
- MasterCard (Debit): 5149612222222229
- Amex Success: 371449635392376
- Discover: 6011000991001201

Use these numbers with the POST payment-method resource. Then, when you hit POST charge with those payment methods, you'll get either a failure or a success.

## Part 2:

Once you have your live client merchant number go to:  
[apollobcs.com/clientlogin](https://apollobcs.com/clientlogin)

Click register and fill in the information and put your Client Merchant number in. Once you are registered you will be connected to your ApolloBCS Blockchain.

To login again you just need to go to: [apollobcs.com/clientlogin](https://apollobcs.com/clientlogin) and click “Client Login”

## **For the Apollo Unity Store Front Asset:**

To customize/add items and currency:

- Go to: ApolloAppUnity/Assets/Apollo/Examples/Resources/Data/digitals.txt it is a JSON.txt file
- Follow the existing format.
- To change the order of items there are two ways. Either use the drag and drop while running the game scene or change the index value in the JSON.txt file.

To change the image of an item.

- Go to: ApolloAppUnity/Assets/Apollo/Examples/Resources/Sprites/Icons

- Add your images there.
- Then add the image name in the “sprName” in the digitals.txt of the JSON.txt file

How to change fake account to live account:

Once you have added this to your Unity App and signed up for Apollo Ziftpay account saving you 50% on app stores—14.9% and 5¢ per transaction.

Go to: /Assets/Apollo/Examples/Scripts/Brick Form/UI/ZiftOneTimeCharge.cs

- Edit fake account controller so it suit for your app users and login in order to save currency and store billing between sessions - /Assets/Apollo/Examples/Scripts/Brick Form/Logic/FakeAccountController.cs
- Put in username, password and account id