

Certification Process - Paymentech's Orbital Gateway

To certify your integration to the Orbital Gateway the following steps need to be taken. These steps include testing that needs to be performed in the Gateway's testing environment and the data evaluated within the tests must comply with the XML Usage Document v1.11.

 Client Authentication – Each Source IP for Production Transaction traffic will need to be registered with Paymentech in conjunction with the active Merchant ID (MID). The IP address must be a <u>static IP</u>. Backup IP addresses that will be used in the event of failure will be added as well. These addresses will be added to the Production Gateway's IP Authentication Tool.

Note: Testing does not require IP Authentication. IP Adresses will be activated during the Final Certification Steps

2. XML Testing - A request for each transaction type that you are planning on supporting needs to be sent to the Orbital Gateway Testing environment. Once the expected responses are received and testing is running satisfactorily, contact your certifying agent to advise you are ready to begin the Certification. You will go through "scripted testing". Please see the Tampa Orbital Test Scripts for details.

Note: A common error is incorrectly formatting the Order ID; confirm that your Order ID is formatted according to the specifications.

3. <u>Scripted Testing & Test Cases</u> – Two documents are provided for test cases for each transaction type including AVS and CVV. First is the Testing Information document and the second is the Tampa Orbital Test Scripts. Both can be used for testing, but the Test Scripts must be performed to complete Certification. Run only the transaction types that apply to your implementation (i.e., Auth Only, Auth/Capture, Refund etc.).

Although both AVS and CVV are recommended, if you will not be performing AVS or CVV2 you still have to run the transactions, just do not include the additional AVS or CVV2 elements. These test cases will provide a number of different responses to your system. See the Test Document for descriptions of the response codes.

The certifying agent will then verify with you that the responses from your application to the customer reflect the true nature of response (i.e., approval vs. decline vs. system/processing errors).

- 4. <u>Settlement Testing</u> Settlement allows for all transactions that are "marked for capture" to be funded. There are three ways that transaction settlement can take place through the Gateway, also called End of Day (EOD). Merchants can take advantage of one or all methods.
 - a. Auto Settle The Orbital Gateway will automatically settle all transactions at a scheduled time. This time is chosen by the merchant and is performed in their local time zone. If this was not set up during the application process, either your certification analyst or the Customer Support center can set it up for you.
 - b. End Of Day XML Message The Merchant system can generate XML transaction type that will cause an EOD to occur.





- c. Virtual Terminal Manual Settle Merchant can manually initiate settlement through Virtual Terminal.
- 5. Once that testing has been completed and the settlement processed successfully, production connectivity testing will take place, and certification will be complete. You will receive an email with production URLs for the Live Connectivity Test.

Expected Paymentech Timeframes

All timeframes listed below refer are an estimate of Paymentech response times during the certification process. Time required for your own development is not included in these timeframes. Expectations for certification and live dates should be set accordingly.

Source IP Addition/Changes: 1 to 2 days

Script Review and Results: 4 to 7 days

Technical Question Responses: will vary.

- Questions not requiring escalation or research will receive responses within 2 to 3 days.
- Questions that must be escalated or researched may exceed 5 days response time.

Inactivity Queue

Note: If you do not contact us or begin testing within one month of initial contact we will move your project to an inactive queue so we can work with merchants that are awaiting a resource. Once your ready to continue you will have to be put back in queue to await the next available resource.

