

5 Migration From V 3.0.x to V 3.1.x

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This guide will help you to migrate to V 3.1.0

Along with performance improvements, bug fixes, new features we have also changed a few basics things in integration to make it more flexible.

Integration related changes

SDK Initialization

SDK now needs to be initialized using [CitrusPaymentSDK initializeWithKeyStore: environment:] before you can use any of its features, please see it here

MerchantConstants.h

Previous versions of the SDK used to rely on this constant file for all the merchant related configurations, like subscription keys, secret keys, base urls. now this is obsolete. V 3.1.X no longer relies on this. you will need to directly configure these keys at the time of SDK initialization.please see it here

Sandbox OR Production

In previous versions of the SDK you would need to configure the BASE_URL constant in the MerchantConstants.h to change the SDK's mode of operation, in V3.1.X this needs to be done at the time of SDK initialization. please see it here

Layers initialization

If you have used earlier version of the SDK you already know that SDK functions using three main layers/classes. CTSAuthLayer, CTSProfileLayer, CTSPaymentLayer; for initialization of these layers instead of doing alloc init directly, you will need to get their instances using the respective class methods of CitrusPaymentSDK

CTSPaymentLayer *payment = [CitrusPaymentSDK fetchSharedPaymentLayer];
CTSAuthLayer *auth = [CitrusPaymentSDK fetchSharedAuthLayer];
CTSProfileLayer *profile = [CitrusPaymentSDK fetchSharedProfileLayer];

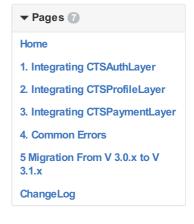
Features

• Update: Delete Card API

• Update : Wallet Pay API

• Update: Check if anyone is logged in

• New: Dynamic Pricing, Coupons, Surcharge APIs



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