

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 now this is obsolete.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];
```

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Features

- [Update : Delete Card API](#)
- [Update : Wallet Pay API](#)
- [Update : Check if anyone is logged in](#)
- [New : Dynamic Pricing, Coupons, Surcharge APIs](#)

