# PayPal IOS + Card.IO Native ViewController

● Usage:
1. Add the "PayPalIOSScript" Prefab to the scene. IMPORTANT : do not change the name of the prefab
2. Call the static function **Payapl**: "IOSBridge. ChangePaypalViewController (item,price,email);" With the user email, the item for buying name and price.
   **CardIO**:IOSBridge.ChangeCardScannerViewController()
3. This function will open the native paypal viewcontroller on ios.
4. **Paypal:**When returning from the paypal/Card IO native ios we need to check if the user made payment, we do so by checking if the "paymentHasMade" bool in "PayPalIOSScript", if its true we can get the data of the payment:
   **CardIO:**if the user has entered all the card details you will get them as string and then you need to make the payment using our credit card payment company.

   **Paypal**:string email; string price; string paymentID; string date; string state
   **CardIO:**string cardNumber, expireDate, expireYear, cvv;
   If its false its a sign that no payment was made.

● Setting to add on Xcode:

1. On build settings > other linker flags > add "lc++" and "ObjC".
2. On general > linked frameworks and libraries > add :
   a. Accelerate
   b. MessageUI
   c. MobileCoreServices
   d. Libxml2
   e. Security
   f.AudioToolbox