

MOLWallet SDK Specifications for  
Windows POS  
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***Table of Contents***

<b>1. PREREQUISITE .....</b>	<b>2</b>
<b>2. SYSTEM REQUIREMENTS .....</b>	<b>2</b>
<b>3. POS Pay MOLWallet Payment Library .....</b>	<b>2</b>
3.1 How the Library Works .....	2
3.2 Initiate the Payment.....	3
3.2.1 Initiate the Payment to generate QR code .....	4
3.2.2 Initiate the Mobile Payment when scan customer's phone .....	5
3.3 Payment Result (Payment Status).....	6
3.4 MOLWallet POS SDK Screenshots .....	7

## 1. Prerequisite

Please provide below information to verify merchant identity from MOLPay Server in order for merchant's POS system to use the MOLWallet payment channel:

- merchant ID
- verify key
- appname
- username
- password

All the values above are in one word without whitespace.

The information should be submitted to MOLPay support team and the email address is [support@molpay.com](mailto:support@molpay.com)

## 2. System Requirements

- Minimum required NET.Framework 4.5
- Internet Connection is essential for the MOLWallet SDK to successfully connected with the Server

## 3. POS Pay MOLWallet Payment Library

This section explains details about the library API, and it explains the instructions and example to be follow to develop a POS that using MOLWallet payment channel.

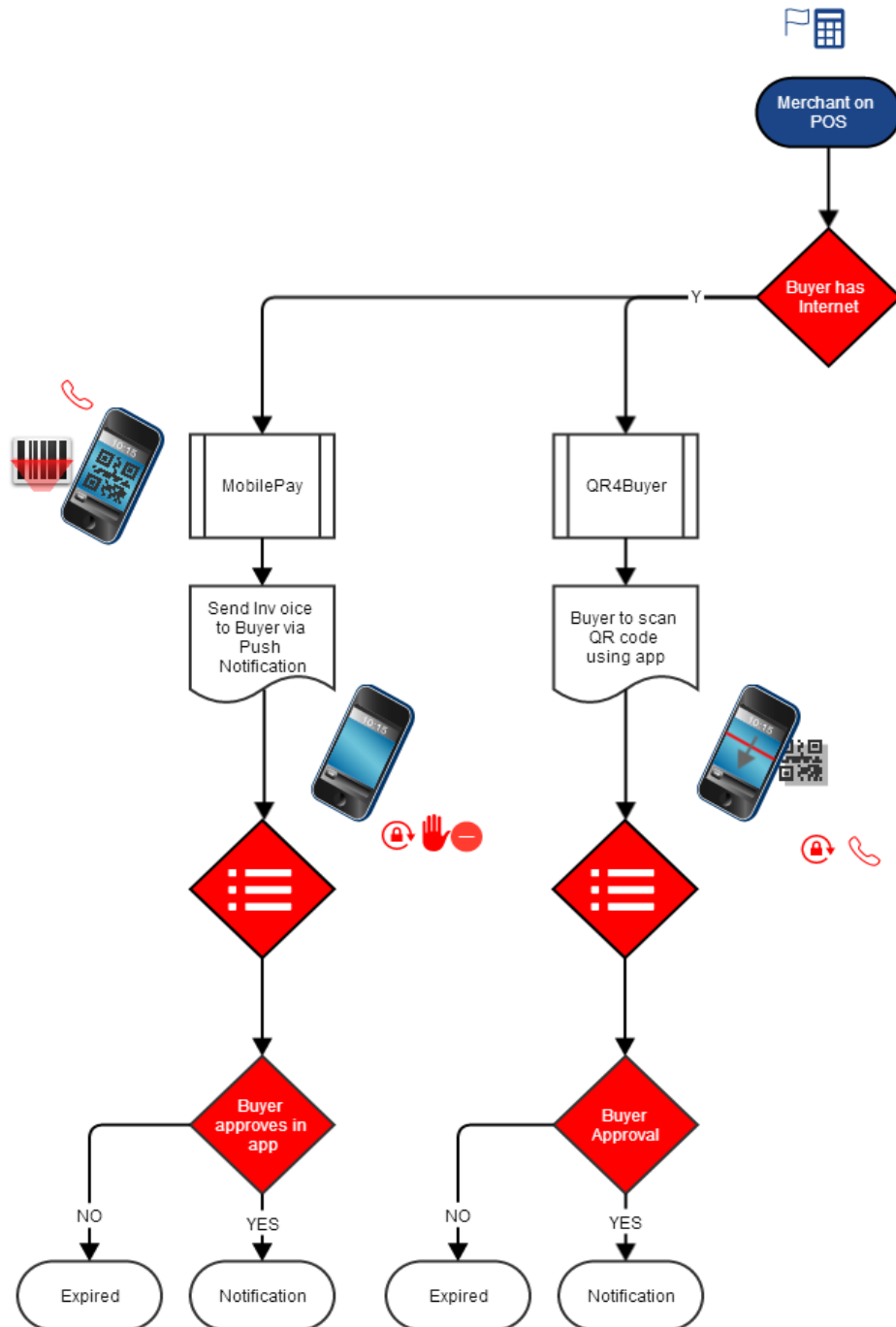
### 3.1 How the Library Works

The flow of the library is as below:

1. Library is in DLL format;
2. Initiate the library;
3. Merchant app to pass buyer's information to the SDK library and will be sent to MOLWallet server;
4. After payment is completed, MOLWallet will return the result for transaction id and payment status;
5. Library will return the result back to application.

### 3.2 Initiate the Payment

There are two types of flow which explained in provided scheme below.



### 3.2.1 Initiate the Payment to generate QR code

```
private async void InitQRPayment()
{
    try
    {
        Dictionary<MOLWallet_SDK.Keys, string> extraDic = new
            Dictionary<MOLWallet_SDK.Keys, string>();
        extraDic.Add(MOLWallet_SDK.Keys.MerchantId, "MerchantId");
        extraDic.Add(MOLWallet_SDK.Keys.AppName, "AppName");
        extraDic.Add(MOLWallet_SDK.Keys.TerminalId, "TerminalId");
        extraDic.Add(MOLWallet_SDK.Keys.VerifyKey,
            "verifyKey");
        extraDic.Add(MOLWallet_SDK.Keys.BillName, "Wallet user");
        extraDic.Add(MOLWallet_SDK.Keys.BillDescription,
            "description");
        extraDic.Add(MOLWallet_SDK.Keys.Currency, "MYR");
        extraDic.Add(MOLWallet_SDK.Keys.Country, "MY");
        extraDic.Add(MOLWallet_SDK.Keys.Amount, "amount");
        extraDic.Add(MOLWallet_SDK.Keys.UserName, "username");
        extraDic.Add(MOLWallet_SDK.Keys.Password, "password");

        molWallet = new MOLWallet();
        string result = await molWallet.GetPayment(extraDic,
            PaymentMode.QR);
        JObject jResult = JObject.Parse(result);
        var status = jResult["status"].ToString();
        if (status.Equals("True"))
        {
            txnId = jResult["txn_ID"].ToString();
            string url = jResult["url"].ToString();
            webBrowser1.DocumentText =
                "<html><body>" +
                "<img src='" + url + "' height='400' width='400'" +
                "</body></html>";
        }
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.ToString());
    }
}
```

### 3.2.2 Initiate the Mobile Payment when scan customer's phone

```
public async void InitMobilePayment(string phoneNumber)
{
    try
    {
        Dictionary<MOLWallet_SDK.Keys, string> extraDic = new
            Dictionary<MOLWallet_SDK.Keys, string>();
        extraDic.Add(MOLWallet_SDK.Keys.MerchantId, "MerchantId");
        extraDic.Add(MOLWallet_SDK.Keys.AppName, "AppName");
        extraDic.Add(MOLWallet_SDK.Keys.TerminalId, "TerminalId");
        extraDic.Add(MOLWallet_SDK.Keys.VerifyKey,
            "verifyKey");
        extraDic.Add(MOLWallet_SDK.Keys.BillName, "Wallet user");
        extraDic.Add(MOLWallet_SDK.Keys.BillMobile, phoneNumber);
        extraDic.Add(MOLWallet_SDK.Keys.BillDescription,
            "description");
        extraDic.Add(MOLWallet_SDK.Keys.Currency, "MYR");
        extraDic.Add(MOLWallet_SDK.Keys.Country, "MY");
        extraDic.Add(MOLWallet_SDK.Keys.Amount, "amount");
        extraDic.Add(MOLWallet_SDK.Keys.UserName, "username");
        extraDic.Add(MOLWallet_SDK.Keys.Password, "password");

        molWallet = new MOLWallet();
        string result = await molWallet.GetPayment(extraDic,
            PaymentMode.Mobile);
        JObject jResult = JObject.Parse(result);

        var status = jResult["status"].ToString();
        if (status.Equals("true"))
        {
            TxnId = jResult["order_id"].ToString();
        }

        this.Invoke((MethodInvoker)delegate
        {
            lbStatus.Text = result;
        });
    }
    catch (Exception ex)
    {
        Console.WriteLine(ex.ToString());
    }
}
```

### 3.3 Payment Result (Payment Status)

You have to do manual request for the payment result.

There are four types of result as listed below:

```
//transactionId is dynamic. You will get it when you call to GetPayment
method //previously.
Dictionary<MOLWallet_SDK.Keys, string> extraDic = new
    Dictionary<MOLWallet_SDK.Keys, string>();
    extraDic.Add(MOLWallet_SDK.Keys.MerchantId, "MerchantId");
    extraDic.Add(Keys.TransactionId, "TransactionId");
    extraDic.Add(MOLWallet_SDK.Keys.VerifyKey,
        "verifyKey");
    extraDic.Add(MOLWallet_SDK.Keys.Amount, "amount");
string result = molWallet.CheckPaymentStatus(extraDic);
```

The result will be in json format. Moreover there will be "status\_code" field which represents payment's current status.

Codes for status:

00 for Successful payment;

11 for failure;

22 for pending.

## 3.4 MOLWallet POS SDK Screenshots

### Payment page

The screenshot shows a window titled "MOLWallet Payment Page" with a wood-grain background. It contains two input fields: "Amount" with the value "1.1" and "Description" with the text "Purchase of 5 pcs of survivor kits". Below these is a "Payment" section with four buttons: "Cash", "MasterCard", "Coupon", and "MOLWallet". The "MOLWallet" button is highlighted with a grey gradient.

Field	Value
Amount	1.1
Description	Purchase of 5 pcs of survivor kits

Payment	
Cash	MasterCard
Coupon	MOLWallet



**Payment methods page**



**Scanning buyer's mobile for payment**

The screenshot shows a software window titled "MobileQRPayment" with a standard Windows-style title bar (minimize, maximize, close buttons). The window has a light gray background. At the top, it says "Scan barcode or QR code to read the mobile number". Below this is a text input field labeled "Mobile No." which contains a blacked-out number. Underneath the input field, it says "Payment Status Waiting for payment!". Further down, it says "Expires in 09:56". At the bottom of the window, there are two buttons: "Send Payment Request" and "Done".

MobileQRPayment

Scan barcode or QR code to read the mobile number

Mobile No. [REDACTED]

Payment Status Waiting for payment!

Expires in 09:56

Send Payment Request Done

**Buyer scans POS QR code for payment**

