

Mobile Payment SDK Version 1.0.3

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MOBILE PAYMENT SDK - iOS

1 Pre-requites when develop iOS Apps that use lpay88 iOS Mobile Payments channel

Please provide your MerchantCode to Ipay88.

Ipay88 need to configure your MerchantCode into Ipay88 server to allow you can use Ipay88 Mobile Payment channel.

2 Ipay88 iOS Mobile Payments Library

This section provides details about the Mobile Payments Library API, and it provides instructions and examples for integrating the library with your iOS application.

2.1 Mobile Payments Library API Reference

The flow of the library is:

- 1. Your application initializes the library.
- 2. Your UI view controller should add the UI view returned by the library as its subview.
- 3. After buyers complete their payments, the library returns a callback to your application with the status of the payment and the transaction id.

2.2 Adding the Library and Importing Header Files

- 1. In XCode, open your build target and go to "Build Phases" tab.
- 2. Under "Link Binary With Libraries", add the "libipay88sdk.a" static library.
- 3. Add the headers files ("lpay.h" & "lpayPayment.h") into your project.

Also, import the appropriate headers into your application classes. The following classes must be imported:

#import "Ipay.h" #import "IpayPayment.h"

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2.3 Start the Library UIView

The Library uses the native UIWebView to start the checkout flow, and to communicate completion back to you. You can implement PaymentResultDelegate to be informed immediately upon successful completion of a payment.

To start the Ipay88 payment, you must initialize the Ipay object first.

You must use the checkout method and give it the IpayPayment object. IpayPayment handles *simple* payments, which support single receivers of payments with one transaction and a few details.

In the following example, the buyer checks out with a simple payment for a single recipient:

```
paymentsdk = [[Ipay alloc] init];
paymentsdk.delegate = self;
IpayPayment *payment = [[IpayPayment alloc] init];
[payment setPaymentId:@""];
[payment setMerchantKey:@"ABCD1234"];
[payment setMerchantCode:@"M01234"];
[payment setRefNo:@"test"];
[payment setAmount:@"1.00"];
[payment setCurrency:@"MYR"];
[payment setProdDesc:@"testing"];
[payment setUserName:@"SDK Tester"];
[payment setUserEmail:@"sdktester@ipay88.com"];
[payment setUserContact:@"0171234567"];
[payment setRemark:@"Testing SDK"];
[payment setLang:@"ISO-8859-1"];
[payment setCountry:@"MY"];
UIView *paymentView = [paymentsdk checkout:payment];
[self.view addSubview:paymentView];
```

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2.4 Methods in the Mobile Payments Library

The "checkout" method

This method returns a UIView(an instance of UIWebView).

- (UIView *)checkout:(IpayPayment *)payment;

The interface for providing details on when a payment is completed is defined in <PaymentResultDelegate> protocol. This interface provides you with a way to be notified immediately when a payment has completed:

@protocol PaymentResultDelegate < NSObject >

- (void)paymentSuccess:(NSString *)refNo withTransId:(NSString *)transId withAmount:(NSString *)amount withRemark:(NSString *)remark withAuthCode:(NSString *)authCode;
- (void)paymentFailed:(NSString *)refNo withTransId:(NSString *)transId withAmount:(NSString *)amount withRemark:(NSString *)remark withErrDesc:(NSString *)errDesc;
- (void)paymentCancelled:(NSString *)refNo withTransId:(NSString *)transId withAmount:(NSString *)amount withRemark:(NSString *)remark withErrDesc:(NSString *)errDesc;

@end

Requery method

- (void)requery:(IpayPayment *)payment

Note: only the refNo, merchantCode and amount properties of the IpayPayment object are required for requery(the rest can be left empty).

The interface for providing details on when a requery is completed is defined in <PaymentResultDelegate> protocol. This interface provides you with a way to be notified immediately when a requery has completed:

@protocol PaymentResultDelegate < NSObject >

- (void)requerySuccess:(NSString *)refNo withMerchantCode:(NSString *)merchantCode withAmount:(NSString *)amount withResult:(NSString *)result;
- (void)requeryFailed:(NSString *)refNo withMerchantCode:(NSString *)merchantCode withAmount:(NSString *)amount withErrDesc:(NSString *)errDesc;
 @end

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2.5 Custom Objects in the Mobile Payments Library

The Mobile Payments Library includes custom objects for passing information between the library and your application during checkout.

IpayPayment

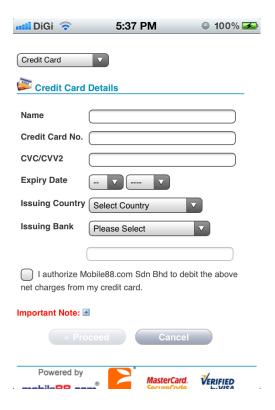
This object is passed to the library. This object contains all the values for a payment.

Method	Description
setMerchantKey(String merchantKey)	(Required) - Merchant Key that provided by Ipay88.
setMerchantCode(String merchantCode)	(Required) – Merchant Code that provided by Ipay88.
setPaymentId(String paymentId)	(Optional) - Payment Id that required by Ipay88.
setRefNo(String refNo)	(Required) - Reference number for merchant refer purposes, should be unique for each transaction.
setAmount(String amount)	(Required) – Amount to charge customer. *For testing, please use 1.00
setCurrency(String currency)	(Required) – Currency.
setProdDesc(String prodDesc)	(Required) – Product Description
setUserName(String userName)	(Required) - User Name of the customer in merchant's system.
setUserEmail(String userEmail)	(Required) - User Email of the customer in merchant's system.
setUserContact(String userContact)	(Required) - User Contact of the customer in merchant's system.
setRemark(String remark)	(Required) - Remark for particular transaction.
setLang(String lang)	(Optional) - Language. *Default - ISO-8859-1
setCountry(String country)	Set this field to connect iPay88 gateway to selected country. *Default – MY *Available values: MY / PH / ID Important Note: Please ensure merchant have merchant account before connect to specified country gateway.
setBackendPostURL(String url)	(Optional) – This mainly for some time mobile phone user not able get the payment result, for example when poor internet connection, ipay88 return the payment result to this merchant backend post URL.

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3 The Checkout Experience with the Ipay88 iOS Mobile Payments Library

3.1 Ipay88 iOS Mobile - Credit Card

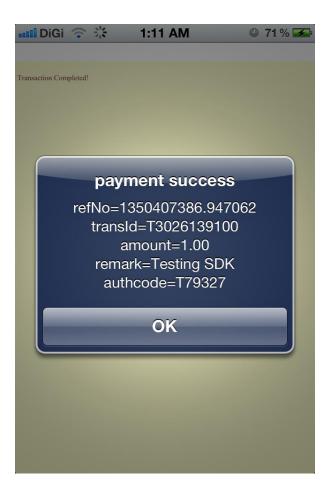


(If 3D card), request a TAC, key in the TAC, press 'Submit'.



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Result will sent to your Result delegate methods.

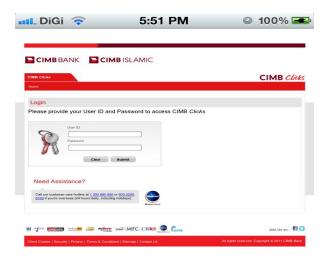


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3.2 Ipay88 iOS Mobile - CIMB

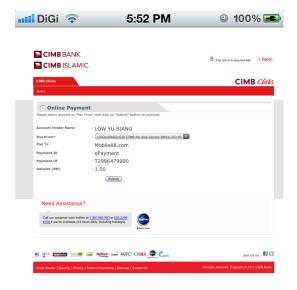


Key in User ID and password then login to CIMB

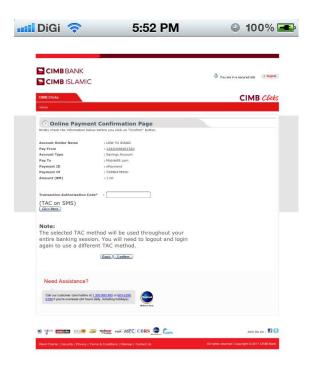


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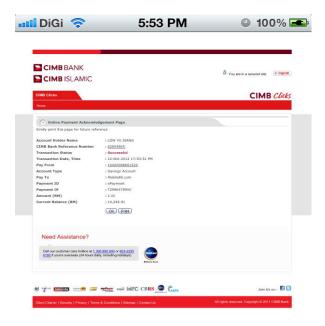
Press 'Submit' to confirm



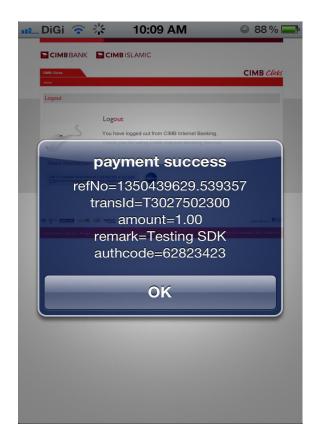
Request a TAC by press 'Click here' button. Key in the TAC and press 'Confirm' to confirm the payment



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Result will sent to your Result delegate methods



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3.3 Ipay88 iOS Mobile - Maybank2u

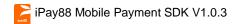


Press 'Proceed'



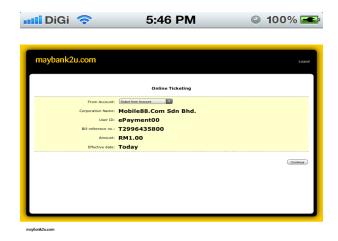
Key in username and press 'Next'

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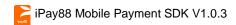


Key in Password, and press 'Login'.



Press 'Continue' to confirm.

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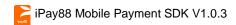


Request a TAC number.



Press 'Close this Window'.

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Key in TAC and press 'Confirm'.



Result will sent to your Result delegate methods.

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