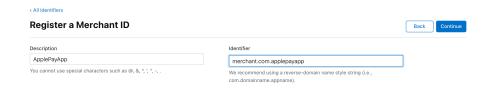
Apple Pay manual for iMoje iOS SDK

Requirements:

- * iOS 11+
- 1. Create Merchant ID
 - · Sign in to your apple developer account
 - · Open "Identifiers" in "Certificates, Identifiers & Profiles" section
 - Press + blue button on the right of "Identifiers" title
 - · Select "Merchant IDs" option than press "Continue" button
 - Fill "Description" and "Identifier" (Identifier must be unique)

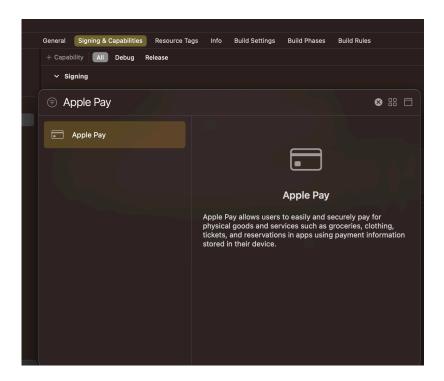


- Press "Continue" button
- · Review your data and press "Register" button
- 2. Create Apple Pay Payment Processing Certificate
 - · Sign in to your apple developer account
 - · Open "Identifiers" in "Certificates, Identifiers & Profiles" section
 - · On the right site change filter to "Merchant IDs"



- · Select the Merchant ID that you have created
- On the "Apple Pay Payment Processing Certificate" section press "Create Certificate"

- Select "Choose File" and then add CRS file provided from ING support
- Download Your Certificate (press "Download" button) and send to ING support
- 3. Enable Apple Pay Capability in project
 - · Go to your "xcodeproj"
 - · Select "Signing & Capabilities" section
 - Press "+ Capability" button
 - · Find Apple Pay Capability
 - · Double press to add it



• In "Signing & Capabilities" section find Apple Pay capability and select your correct merchant id



4. Example usage with iMoje SDK

```
var applePayHandler: INGApplePayHandler?
    func createApplePayPayment(confirm: INGConfirm) {
        let transaction = INGApplePayTransaction(merchantIdentifier: "Your merchant",
                                                 paymentItemDescription: "Payment Description",
                                                 amount: NSDecimalNumber(value: confirm.amount / 100)) //
amount = 100.99 is equal to 100,99 zł
        applePayHandler = INGApplePayHandler(onSuccess: { resultToken in
            guard let codableToken = resultToken.codable else {
               return
            let transaction: CreateTransaction = self.baseTransaction(confirm: confirm)
            transaction.paymentMethod = .card
            transaction.paymentMethodCode = .ecom3ds
            transaction.wallet = .init(applePay: codableToken)
            self.createTransaction(transaction)
        }, onFailure: { [weak self] error in
            self?.showError(error: error)
        applePayHandler?.purchase(in: self, with: transaction)
```