

# WePay Android SDK

3.0.0-pre-1

Generated by Doxygen 1.8.13

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## 1 Getting Started

### Introduction

The WePay Android SDK enables collection of payments via various payment methods.

It is meant for consumption by **WePay** partners who are developing their own Android apps aimed at merchants and/or consumers.

Regardless of the payment method used, the SDK will ultimately return a Payment Token, which must be redeemed via a server-to-server **API** call to complete the transaction.

### Payment methods

There are two types of payment methods:

- Consumer payment methods - to be used in apps where consumers directly pay and/or make donations
- Merchant payment methods - to be used in apps where merchants collect payments from their customers

The WePay Android SDK supports the following payment methods:

- Card Reader: Using an EMV Card Reader, a merchant can accept in-person payments by processing a consumer's EMV-enabled chip card. Traditional magnetic stripe cards can be processed as well.
- Manual Entry (Consumer/Merchant): The Manual Entry payment method lets consumer and merchant apps accept payments by allowing the user to manually enter card info.

### Installation

In the following steps, [version] represent one particular sdk version identifier such as 1.0.0 Replace [version] in following steps with the sdk version you are using

- Add the following jars to the libs directory under app directory of your project source:
  1. wepay-android-[version].aar
  2. wepay-android-[version]-javadoc.jar
  3. wepay-android-[version]-sources.jar

For example, if you are using sdk version 1.0.0, you need to include the following files

1. wepay-android-1.0.0.aar
2. wepay-android-1.0.0-javadoc.jar
3. wepay-android-1.0.0-sources.jar

- Open build.gradle file for your app module (not the build.gradle file of the project) and add the following

```
repositories{
    flatDir{
        dirs 'libs'
    }
}
```

- Also add the following to the dependencies closure

```
compile(name:'wepay-android-[version]', ext:'aar')
compile 'com.google.code.gson:gson:2.2.2'
```

As an example, if you are using sdk version 1.0.0, you need to add the following in dependencies closure

```
compile(name:'wepay-android-1.0.0', ext:'aar')
compile 'com.google.code.gson:gson:2.2.2'
```

- Open your app's manifest.xml and add the following permissions under the manifest tag:

```
<uses-permission android:name="android.permission.RECORD_AUDIO" />
<uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS" />
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.BLUETOOTH" />
<uses-permission android:name="android.permission.BLUETOOTH_ADMIN" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
```

- Android 6 / M / API 23 and later require a more complicated mechanism of requesting audio permissions from the user. See the WePayExample app's MainActivity.java for a sample implementation.
- Android 6 also requires COARSE\_LOCATION permission in order to scan for Bluetooth devices. This is most likely a bug in Android. You can view a discussion of the topic [here](#).
- Clean and build the project using your IDE or from the command line by going to the project's base directory and running:

```
./gradlew clean build
```

- Done!

Note: Card reader functionality is not available in this SDK by default. If you are interested in using the WePay Card Reader, please contact your sales representative or account manager. If you have yet to be in direct contact with WePay, please email [sales@wepay.com](mailto:sales@wepay.com).

## Documentation

HTML documentation is hosted on our [Github Pages Site](#).

Pdf documentation is available on the [releases page](#) or as a direct [download](#).

## SDK Organization

### [com.wepay.android.WePay](#)

The WePay class is the starting point for consuming the SDK, and is the primary class you will interact with. It exposes all the methods you can call to accept payments via the supported payment methods. Detailed reference documentation is available on the reference page for the Wepay class.

## Interfaces

The SDK uses interfaces to respond to API calls. You will implement the relevant interfaces to receive responses to the API calls you make. Detailed reference documentation is available on the reference page for each interface:

- [com.wepay.android.AuthorizationHandler](#)
- [com.wepay.android.BatteryLevelHandler](#)
- [com.wepay.android.CalibrationHandler](#)
- [com.wepay.android.CardReaderHandler](#)
- [com.wepay.android.CheckoutHandler](#)
- [com.wepay.android.TokenizationHandler](#)

## Data Models and Enums

All other classes in the SDK are data models and Enums that are used to exchange data between your app and the SDK. Detailed reference documentation is available on the reference page for each class.

## Next Steps

Head over to the [documentation](#) to see all the API methods available. When you are ready, look at the samples below to learn how to interact with the SDK.

## Error Handling

[com.wepay.android.models.Error](#) serves as documentation for all errors surfaced by the WePay Android SDK.

## Samples

See the [WePayExample app](#) for a working implementation of all API methods.

## Initializing the SDK

- Complete the installation steps (above).
- Include the wepay packages

```
import com.wepay.android.*;
import com.wepay.android.models.*;
import com.wepay.android.enums.*;
```

- Define a property to store the WePay object

```
WePay wepay;
```

- Create a [com.wepay.android.models.Config](#) object

```
String clientId = "your_client_id";
Context context = getApplicationContext();
String environment = Config.ENVIRONMENT_STAGE;

Config config = new Config(context, clientId, environment);
```

- Initialize the WePay object and assign it to the property

```
this.wepay = new WePay(config);
```

## (optional) Providing permission to use location services for fraud detection

- Open your app's manifest.xml and add the following permission under the manifest tag:

```
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"></uses-permission>
```

- Set the option on the config object, before initializing the WePay object

```
config.setUseLocation(true);
```

## Integrating the Card Reader payment methods (Swipe+Dip)

- Implement the CardReaderHandler, TokenizationHandler, and AuthorizationHandler interfaces

```
public class MainActivity extends ActionBarActivity implements CardReaderHandler, TokenizationHandler,
    AuthorizationHandler
```

- Implement the CardReaderHandler interface methods

```
@Override
public void onStatusChange(CardReaderStatus status) {
    if (status.equals(CardReaderStatus.NOT_CONNECTED)) {
        // show UI that prompts the user to connect the card reader
        this.setStatusText("Connect card reader and wait");
    } else if (status.equals(CardReaderStatus.WAITING_FOR_CARD)) {
        // show UI that prompts the user to swipe/dip
        this.setStatusText("Swipe/Dip card");
    } else if (status.equals(CardReaderStatus.SWIPE_DETECTED)) {
        // provide feedback to the user that a swipe was detected
        this.setStatusText("Swipe detected");
    } else if (status.equals(CardReaderStatus.CARD_DIPPED)) {
        // provide feedback to the user that a dip was detected
        // also let them know they should not remove the card
        this.setStatusText("Card dipped, do not remove card");
    } else if (status.equals(CardReaderStatus.TOKENIZING)) {
        // provide feedback to the user that the card is being tokenized
        this.setStatusText("Tokenizing card...");
    } else if (status.equals(CardReaderStatus.AUTHORIZING)) {
        // provide feedback to the user that the card is being authorized
        this.setStatusText("Authorizing card...");
    } else if (status.equals(CardReaderStatus.STOPPED)) {
        // provide feedback to the user that the card reader was stopped
        this.setStatusText("card reader Stopped");
    } else {
        // handle all other status change notifications
        this.setStatusText(status.toString());
    }
}

@Override
public void onCardReaderSelection(final CardReaderSelectionCallback callback, ArrayList<String>
    cardReaderNames) {
    // In production apps, the merchant must choose the card reader they want to use.
    // Here, we always select the first card reader in the array
    int selectedIndex = 0;
    callback.useCardReaderAtIndex(selectedIndex);
}

@Override
public void onReaderResetRequested(CardReaderResetCallback callback) {
    // decide if you want to reset the reader,
    // then execute the callback with the appropriate response
    callback.resetCardReader(false);
}

@Override
public void onTransactionInfoRequested(CardReaderTransactionInfoCallback callback) {
    // provide the amount, currency code and WePay account ID of the merchant
    callback.useTransactionInfo(new BigDecimal("21.61"), CurrencyCode.USD, accountId);
}

@Override
```



```

public void onEMVApplicationSelectionRequested(ApplicationSelectionCallback callback, ArrayList<String>
    applications) {
    // Ask the payer to select an application from the list,
    // then execute the callback with the index of the selected application
    callback.useApplicationAtIndex(0);
}

@Override
public void onPayerEmailRequested(CardReaderEmailCallback callback) {
    // provide the email address of the payer
    callback.insertPayerEmail("android-example@wepay.com");
}

@Override
public void onSuccess(PaymentInfo paymentInfo) {
    // use the payment info (for display/recordkeeping)
    // wait for card tokenization response
}

@Override
public void onError(Error error) {
    // handle the error
}

```

- Implement the TokenizationHandler interface methods

```

@Override
public void onSuccess(PaymentInfo paymentInfo, PaymentToken token) {
    // Send the tokenId (paymentToken.getTokenId()) to your server
    // Your server would use the tokenId to make a /checkout/create call to complete the transaction
}

@Override
public void onError(PaymentInfo paymentInfo, Error error) {
    // Handle error
}

```

- Implement the AuthorizationHandler interface methods

```

@Override
public void onAuthorizationSuccess(PaymentInfo paymentInfo, AuthorizationInfo authorizationInfo) {
    // Send the tokenId (authorizationInfo.getTokenId()) and transactionToken
    (authorizationInfo.getTransactionToken()) to your server
    // Your server will use these values to make a /checkout/create call to complete the transaction
}

@Override
public void onAuthorizationError(PaymentInfo paymentInfo, Error error) {
    // handle the error
}

```

- Make the WePay API call, passing in the instance(s) of the class(es) that implemented the interface methods

```

this.wepay.startCardReaderForTokenizing(this, this, this);
// Show UI asking the user to insert the card reader and wait for it to be ready

```

- That's it! The following sequence of events will occur:

1. The user inserts the card reader (or it is already inserted), or powers on their bluetooth card reader.
2. The SDK tries to detect the card reader and initialize it.
  - The `onStatusChange` method will be called with `status = SEARCHING_FOR_READER`.
  - If any card readers are discovered, the `onCardReaderSelection` method will be called with a list of discovered devices. If anything is plugged into the headphone jack, "AUDIOJACK" will be one of the devices discovered.
  - If no card readers are detected, the `onStatusChange` method will be called with `status = NOT_↵ CONNECTED`

- Once `callback.useCardReaderAtIndex()` is called, the SDK will attempt to connect to the selected card reader.
  - If the card reader is successfully connected, then the `onStatusChange` method will be called with `status = CONNECTED`.
3. Next, the SDK checks if the card reader is correctly configured (the `onStatusChange` method will be called with `status = CHECKING_READER`).
- If the card reader is already configured, the app is given a chance to force configuration. The SDK calls the `onReaderResetRequested` method, and the app must execute the callback method, telling the SDK whether or not the reader should be reset.
  - If the reader was not already configured, or the app requested a reset, the card reader is configured (the `onStatusChange` method will be called with `status = CONFIGURING_READER`).
4. Next, if the card reader is successfully initialized, the SDK asks the app for transaction information by calling the `onTransactionInfoRequested` method. The app must execute the callback method, telling the SDK what the amount, currency code and merchant account id is.
5. Next, the `onStatusChange` method will be called with `status = WAITING_FOR_CARD`
6. If the user swipes a card successfully:
- The `onStatusChange` method will be called with `status = SWIPE_DETECTED`.
  - The SDK asks the app for the payer's email by calling the `onPayerEmailRequested` method. The app must execute the completion method and pass in the payer's email address.
  - The `onSuccess` method is called with the obtained payment info.
  - The `onStatusChange` method will be called with `status = TOKENIZING`, and the SDK will automatically send the obtained card info to WePay's servers for tokenization.
  - If tokenization succeeds, `TokenizationHandler`'s `onSuccess` method will be called.
  - If tokenization fails, `TokenizationHandler`'s `onError` method will be called with the appropriate error, and processing will stop.
7. Instead, if the user dips a card successfully:
- The `onStatusChange` method will be called with `status = CARD_DIPPED`
  - If the card has multiple applications on it, the payer must choose one:
    - The SDK calls the `onEMVApplicationSelectionRequested` method with a list of Applications on the card.
    - The app must display these Applications to the payer and allow them to choose which application they want to use.
    - Once the payer has decided, the app must inform the SDK of the choice by executing the callback method and passing in the index of the chosen application.
  - Next, the SDK obtains card data from the chip on the card.
  - The SDK asks the app for the payer's email by calling the `onPayerEmailRequested` method. The app must execute the completion method and pass in the payer's email address.
  - The `onSuccess` method is called with the obtained payment info.
  - The `onStatusChange` method will be called with `status = AUTHORIZING`, and the SDK will automatically send the obtained EMV card info to WePay's servers for authorization.
  - If authorization succeeds, the `onAuthorizationSuccess` method will be called and processing will stop.
  - If authorization fails, the `onAuthorizationError` method will be called.

8. If a recoverable error occurs during swiping or dipping, one of the `onError` methods will be called. After a few seconds, the `onStatusChange` method will be called with `status = WAITING_FOR_CARD` and the card reader will again wait for the user to swipe/dip a card.
9. If an unrecoverable error occurs, or if the SDK is unable to obtain data from the card, one of the `onError` methods will be called with the appropriate error.
10. When processing stops, the `onStatusChange` method will be called with `status = kWPCardReader← StatusStopped`.
1. Done!

Note: After the card is inserted into the reader, it must not be removed until a successful auth response (or an error) is returned.

#### Integrating the Manual payment method

- Implement the `TokenizationHandler` interface

```
public class MainActivity extends ActionBarActivity implements TokenizationHandler
```

- Implement the `TokenizationHandler` interface methods

```
@Override
public void onSuccess(PaymentInfo paymentInfo, PaymentToken token) {
    // Send the tokenId (paymentToken.getTokenId()) to your server
    // Your server would use the tokenId to make a /checkout/create call to complete the transaction
}

@Override
public void onError(PaymentInfo paymentInfo, Error error) {
    // Handle error
}
```

- Instantiate a `PaymentInfo` object using the user's credit card and address data

```
Address address = new Address(Locale.getDefault());
address.setAddressLine(0, "380 Portage ave");
address.setLocality("Palo Alto");
address.setPostalCode("94306");
address.setCountryCode("US");

PaymentInfo paymentInfo = new PaymentInfo("Android", "Tester", "a@b.com",
    "Visa xxxx-1234", address,
    address, PaymentMethod.MANUAL,
    "4242424242424242", "123", "01", "18", true);
```

- Make the WePay API call, passing in the instance of the class that implemented the `TokenizationHandler` interface methods

```
this.wepay.tokenize(paymentInfo, this);
```

- That's it! The following sequence of events will occur:

1. The SDK will send the obtained payment info to WePay's servers for tokenization
2. If the tokenization succeeds, `TokenizationHandler`'s `onSuccess` method will be called
3. Otherwise, if the tokenization fails, `TokenizationHandler`'s `onError` method will be called with the appropriate error

## Integrating the Store Signature API

- Implement the CheckoutHandler interface

```
public class MainActivity extends ActionBarActivity implements CheckoutHandler
```

- Implement the CheckoutHandler interface methods

```
@Override
public void onSuccess(String signatureUrl, String checkoutId) {
    // success! nothing to do here
}

@Override
public void onError(Bitmap image, String checkoutId, Error error) {
    // handle the error
}
```

- Obtain the checkout\_id associated with this signature from your server

```
String checkoutId = this.obtainCheckoutId();
```

- Instantiate a Bitmap object containing the user's signature

```
Bitmap signature = BitmapFactory.decodeResource(getApplicationContext().getResources(), R.drawable.
    dd_signature);
```

- Make the WePay API call, passing in the instance of the class that implemented the CheckoutHandler interface methods

```
this.wepay.storeSignatureImage(signature, checkoutId, this);
```

- That's it! The following sequence of events will occur:

1. The SDK will send the obtained signature to WePay's servers for tokenization
2. If the operation succeeds, CheckoutHandler's `onSuccess` method will be called
3. Otherwise, if the operation fails, CheckoutHandler's `onError` method will be called with the appropriate error

## Integrating the Calibration API

Sometimes, the card reader will not work with Android devices that we have not seen before. It is possible to calibrate the card reader to these new devices so that it starts working. The calibration only needs to be performed once, and only if the card reader is not detected on first use. After successful calibration, the reader can be used on the user's device as usual.

- Implement the CalibrationHandler interface

```
public class MainActivity extends ActionBarActivity implements CalibrationHandler
```

- Implement the CalibrationHandler interface methods

```

@Override
public void onProgress(final double progress) {
    // show progress
}

@Override
public void onComplete(final CalibrationResult result, final CalibrationParameters params) {
    // show result to the user
    // send the calibration params to WePay
}

```

- Make the WePay API call, passing in the instance of the class that implemented the CalibrationHandler interface methods

```
this.wepay.calibrateCardReader(this);
```

- That's it! The following sequence of events will occur:
  1. The SDK will attempt to calibrate the reader
  2. CalibrationHandler's onProgress method will be called periodically to indicate the current progress
  3. When the process is completed, CalibrationHandler's onComplete method will be called with the result
  4. The card reader must be plugged in before attempting calibration, otherwise the process will fail

Note: If calibration succeeds, you must obtain the calibration parameters and email them to [mobile@wepay.com](mailto:mobile@wepay.com). We will bake these parameters into the SDK, so that future users with the same devices will not have to run the calibration process.

### Integrating the Battery Level API

- Implement the BatteryLevelHandler interface

```
public class MainActivity extends ActionBarActivity implements BatteryLevelHandler
```

- Implement the BatteryLevelHandler interface methods

```

@Override
public void onBatteryLevel(int batteryLevel) {
    // show result to the user
}

@Override
public void onBatteryLevelError(Error error) {
    // handle the error
}

```

- Make the WePay API call, passing in the instance of the class that implemented the BatteryLevelHandler interface methods

```
this.wepay.getCardReaderBatteryLevel(this);
```

- That's it! The following sequence of events will occur:
  1. The SDK will attempt to read the battery level of the card reader
  2. If the operation succeeds, BatteryLevelHandler's onBatteryLevel method will be called with the result
  3. Otherwise, if the operation fails, BatteryLevelHandler's onBatteryLevelError method will be called with the appropriate error
  4. The card reader must be plugged in before attempting to get battery level, otherwise the process will fail

## Configuring the SDK

The experiences described above can be modified by utilizing the configuration options available on the Config object. Detailed descriptions for each configurable property is available in the documentation for Config.

### Test/develop using mock card reader and mock WepayClient

- To use mock card reader implementation instead of using the real reader, instantiate a MockConfig object and pass it to Config:

```
MockConfig mockConfig = new MockConfig().setUseMockCardReader(true);
config.setMockConfig(mockConfig);
```

- To use mock WepayClient implementation instead of interacting with the real WePay server, set the corresponding option on the mockConfig object:

```
mockConfig.setUseMockWepayClient(true);
```

- Other options are also available:

```
mockConfig.setMockPaymentMethod(PaymentMethod.SWIPE) // Payment method to mock; Defaults to SWIPE.
.setCardReadTimeout(true) // To mock a card reader timeout; Defaults to false.
.setCardReadFailure(true) // To mock a failure for card reading; Defaults to false.
.setCardTokenizationFailure(true) // To mock a failure for card tokenization; Defaults to false.
.setEMVAuthFailure(true) // To mock a failure for EMV authorization; Defaults to false.
.setMultipleEMVApplication(true) // To mock multiple EMV applications on card to choose from; Defaults to
    false.
.setBatteryLevelError(true); // To mock an error while fetching battery level; Defaults to false.
.setMockCardReaderDetected(false); // To mock a card reader being available for connection; Defaults to
    true.
```

## Integration tests and unit tests

All the integration tests and unit tests are located in the `src/androidTest/java/` directory. The tests are instrumented tests so be sure to have a connected running physical device or emulator before running the tests.

### From Android Studio

- To run a single test, right-click the test method and select "Run".
- To run all test methods in a class, right-click the class and select "Run".
- To run all tests in a directory, right-click the directory and select "Run tests".

### From the command line

Change to this project's directory and call the `connectedAndroidTest` (or `cAT`) task:

```
./gradlew cAT
```

- HTML test result files can be found at: `<path_to_your_project>/app/build/reports/androidTests/connected/` directory.
- XML test result files: `<path_to_your_project>/app/build/outputs/androidTest-results/connected/` directory.

## 2 Class Index

### 2.1 Class List

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## 3 Class Documentation

### 3.1 CardReaderHandler.ApplicationSelectionCallback Interface Reference

#### Public Member Functions

- void [useApplicationAtIndex](#) (int selectedIndex)

#### 3.1.1 Detailed Description

The Interface [ApplicationSelectionCallback](#) defines the callback method used to provide information to the card reader during a Dip transaction.

#### 3.1.2 Member Function Documentation

##### 3.1.2.1 useApplicationAtIndex()

```
void useApplicationAtIndex (
    int selectedIndex )
```

The callback function that must be executed by the app when [onEMVApplicationSelectionRequested\(\)](#) is called by the SDK.

Examples: `callback.useApplicationAtIndex(0);`

#### Parameters

<i>selectedIndex</i>	the index of the selected application in the array of applications from the card.
----------------------	---

The documentation for this interface was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java

## 3.2 AuthorizationHandler Interface Reference

#### Public Member Functions

- void [onAuthorizationSuccess](#) ([PaymentInfo](#) paymentInfo, [AuthorizationInfo](#) authorizationInfo)
- void [onAuthorizationError](#) ([PaymentInfo](#) paymentInfo, [Error](#) error)



### 3.2.1 Detailed Description

The Interface [AuthorizationHandler](#) defines the method used to return data in response to an authorization call.

### 3.2.2 Member Function Documentation

#### 3.2.2.1 onAuthorizationError()

```
void onAuthorizationError (
    PaymentInfo paymentInfo,
    Error error )
```

Called when an authorization call fails.

##### Parameters

<i>paymentInfo</i>	the payment info for the card that failed authorization.
<i>error</i>	the error which caused the failure.

#### 3.2.2.2 onAuthorizationSuccess()

```
void onAuthorizationSuccess (
    PaymentInfo paymentInfo,
    AuthorizationInfo authorizationInfo )
```

Called when an authorization call succeeds.

##### Parameters

<i>paymentInfo</i>	the payment info for the card that was authorized.
<i>authorizationInfo</i>	the authorization info for the transaction that was authorized.

The documentation for this interface was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/AuthorizationHandler.java

## 3.3 BatteryLevelHandler Interface Reference

### Public Member Functions

- void [onBatteryLevel](#) (int batteryLevel)
- void [onBatteryLevelError](#) ([com.wepay.android.models.Error](#) error)

### 3.3.1 Detailed Description

The Interface [BatteryLevelHandler](#) defines the methods used to communicate information regarding the card reader's battery level.

### 3.3.2 Member Function Documentation

#### 3.3.2.1 onBatteryLevel()

```
void onBatteryLevel (
    int batteryLevel )
```

Gets called when the card reader's battery level is determined.

##### Parameters

<i>batteryLevel</i>	the card reader's battery charge level (0-100%).
---------------------	--

#### 3.3.2.2 onBatteryLevelError()

```
void onBatteryLevelError (
    com.wepay.android.models.Error error )
```

Gets called when we fail to determine the card reader's battery level.

##### Parameters

<i>error</i>	the error due to which battery level reading failed.
--------------	--

The documentation for this interface was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/Battery↵  
LevelHandler.java

## 3.4 CalibrationHandler Interface Reference

### Public Member Functions

- void [onProgress](#) (double progress)
- void [onComplete](#) ([CalibrationResult](#) result, [CalibrationParameters](#) params)

### 3.4.1 Detailed Description

The Interface [CalibrationHandler](#) defines the methods used to communicate information regarding the card reader calibration process.

### 3.4.2 Member Function Documentation

#### 3.4.2.1 onComplete()

```
void onComplete (
    CalibrationResult result,
    CalibrationParameters params )
```

Gets called when the calibration process is completed.

##### Parameters

<i>result</i>	the result of calibration.
<i>params</i>	the calibration parameters that were detected. Will be null if the result is not CalibrationResult.SUCCESS.

#### 3.4.2.2 onProgress()

```
void onProgress (
    double progress )
```

Gets called when the card reader calibration makes progress.

##### Parameters

<i>progress</i>	the completion percentage [0.0 - 1.0].
-----------------	--

The documentation for this interface was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CalibrationHandler.java

## 3.5 CalibrationParameters Class Reference

### 3.5.1 Detailed Description

The Class [CalibrationParameters](#) contains the parameters used to calibrate the card reader.

The documentation for this class was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/CalibrationParameters.java](#)

## 3.6 CalibrationResult Enum Reference

### Public Attributes

- **SUCCEEDED** =(0)
- **FAILED** =(1)
- **INTERRUPTED** =(2)

### 3.6.1 Detailed Description

The Enum [CalibrationResult](#) defines all the results that can be returned by the card reader calibration process.

### 3.6.2 Member Data Documentation

#### 3.6.2.1 FAILED

**FAILED** = (1)

Failed.

#### 3.6.2.2 INTERRUPTED

**INTERRUPTED** = (2)

Interrupted

#### 3.6.2.3 SUCCEEDED

**SUCCEEDED** = (0)

Succeeded.

The documentation for this enum was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/CalibrationResult.java](#)

### 3.7 CardReaderHandler.CardReaderEmailCallback Interface Reference

#### Public Member Functions

- void [insertPayerEmail](#) (String email)

#### 3.7.1 Detailed Description

The Interface [CardReaderEmailCallback](#) defines the method used to provide email information to the card reader after a transaction.

#### 3.7.2 Member Function Documentation

##### 3.7.2.1 insertPayerEmail()

```
void insertPayerEmail (
    String email )
```

The callback function that must be executed by the app when [onPayerEmailRequested\(\)](#) is called by the SDK.

Examples: `callback.insertPayerEmail("android-example@wepay.com");` `callback.insertPayerEmail(null);`

#### Parameters

<i>email</i>	the payer's email address.
--------------	----------------------------

The documentation for this interface was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java`

### 3.8 CardReaderHandler Interface Reference

#### Classes

- interface [ApplicationSelectionCallback](#)
- interface [CardReaderEmailCallback](#)
- interface [CardReaderResetCallback](#)
- interface [CardReaderSelectionCallback](#)
- interface [CardReaderTransactionInfoCallback](#)

### Public Member Functions

- void `onEMVApplicationSelectionRequested` (`ApplicationSelectionCallback` callback, `ArrayList< String >` applications)
- void `onSuccess` (`PaymentInfo` paymentInfo)
- void `onError` (`Error` error)
- void `onStatusChange` (`CardReaderStatus` status)
- void `onReaderResetRequested` (`CardReaderResetCallback` callback)
- void `onTransactionInfoRequested` (`CardReaderTransactionInfoCallback` callback)
- void `onPayerEmailRequested` (`CardReaderEmailCallback` callback)
- void `onCardReaderSelection` (`CardReaderSelectionCallback` callback, `ArrayList< String >` cardReaderNames)

#### 3.8.1 Detailed Description

The Interface `CardReaderHandler` defines the methods used to communicate information regarding the card reader.

#### 3.8.2 Member Function Documentation

##### 3.8.2.1 `onCardReaderSelection()`

```
void onCardReaderSelection (
    CardReaderSelectionCallback callback,
    ArrayList< String > cardReaderNames )
```

Gets called when card reader devices have been discovered, to give the app an opportunity to select which card reader to initialize. The app must respond by executing callback. The card reader will not be initialized until the callback is executed.

##### Parameters

<i>callback</i>	the callback object.
<i>cardReaderNames</i>	the list of device names.

##### 3.8.2.2 `onEMVApplicationSelectionRequested()`

```
void onEMVApplicationSelectionRequested (
    ApplicationSelectionCallback callback,
    ArrayList< String > applications )
```

Called when the EMV card contains more than one application. The applications should be presented to the payer for selection. Once the payer makes a choice, the app must execute `callback.useApplicationAtIndex()` with the index of the selected application. The transaction cannot proceed until the callback is executed.

Example: `callback.useApplicationAtIndex(0);`

**Parameters**

<i>callback</i>	the callback object.
<i>applications</i>	the array of String containing application names from the card.

**3.8.2.3 onError()**

```
void onError (
    Error error )
```

Gets called when the card reader fails to read a card's information.

**Parameters**

<i>error</i>	the error due to which card reading failed.
--------------	---

**3.8.2.4 onPayerEmailRequested()**

```
void onPayerEmailRequested (
    CardReaderEmailCallback callback )
```

Gets called so that an email address can be provided before a transaction is authorized. The app must respond by executing `callback.insertPayerEmail()`. The transaction cannot proceed until the callback is executed.

**Parameters**

<i>callback</i>	the callback object.
-----------------	----------------------

**3.8.2.5 onReaderResetRequested()**

```
void onReaderResetRequested (
    CardReaderResetCallback callback )
```

Gets called when the connected card reader is previously configured, to give the app an opportunity to reset the device. The app must respond by executing `callback.resetCardReader()`. The transaction cannot proceed until this callback is executed. The card reader must be reset here if the merchant manually resets the reader via the hardware reset button on the reader.

**Parameters**

<i>callback</i>	the callback object.
-----------------	----------------------

### 3.8.2.6 onStatusChange()

```
void onStatusChange (
    CardReaderStatus status )
```

Gets called whenever the card reader changes status.

#### Parameters

<i>status</i>	the status.
---------------	-------------

### 3.8.2.7 onSuccess()

```
void onSuccess (
    PaymentInfo paymentInfo )
```

Gets called when the card reader reads a card's information successfully.

#### Parameters

<i>paymentInfo</i>	the payment info read from a card.
--------------------	------------------------------------

### 3.8.2.8 onTransactionInfoRequested()

```
void onTransactionInfoRequested (
    CardReaderTransactionInfoCallback callback )
```

Gets called so that the app can provide the amount, currency code and the [WePay](#) account Id of the merchant. The app must respond by executing `callback.useTransactionInfo()`. The transaction cannot proceed until this callback is executed.

#### Parameters

<i>callback</i>	the callback object.
-----------------	----------------------

The documentation for this interface was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java`



### 3.9 CardReaderHandler.CardReaderResetCallback Interface Reference

#### Public Member Functions

- void [resetCardReader](#) (boolean shouldReset)

#### 3.9.1 Detailed Description

The Interface [CardReaderResetCallback](#) defines the method used to provide information to the card reader before a transaction.

#### 3.9.2 Member Function Documentation

##### 3.9.2.1 resetCardReader()

```
void resetCardReader (
    boolean shouldReset )
```

The callback function that must be executed by the app when [onReaderResetRequested\(\)](#) is called by the SDK.

Examples: `callback.resetCardReader(true);` `callback.resetCardReader(false);`

#### Parameters

<i>shouldReset</i>	The answer to the question: "Should the card reader be reset?".
--------------------	---

The documentation for this interface was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java`

### 3.10 CardReaderHandler.CardReaderSelectionCallback Interface Reference

#### Public Member Functions

- void [useCardReaderAtIndex](#) (int selectedIndex)

#### 3.10.1 Detailed Description

The Interface [CardReaderSelectionCallback](#) defines the callback method used to select which card reader to initialize.

### 3.10.2 Member Function Documentation

#### 3.10.2.1 useCardReaderAtIndex()

```
void useCardReaderAtIndex (
    int selectedIndex )
```

The callback function that must be executed by the app when [onCardReaderSelection\(\)](#) is called by the SDK.

Examples: `callback.useCardReaderAtIndex(0);`

##### Parameters

<i>selectedIndex</i>	the index of the selected card reader in the array of detected card readers.
----------------------	--

The documentation for this interface was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java`

## 3.11 CardReaderStatus Enum Reference

### Public Attributes

- [NOT\\_CONNECTED](#) =(0)
- [WAITING\\_FOR\\_CARD](#) =(1)
- [TOKENIZING](#) =(2)
- [STOPPED](#) =(3)
- [CONNECTED](#) =(4)
- [SWIPE\\_DETECTED](#) =(5)
- [CHECK\\_CARD\\_ORIENTATION](#) =(6)
- [CHECKING\\_READER](#) =(7)
- [CONFIGURING\\_READER](#) =(8)
- [SHOULD\\_NOT\\_SWIPE\\_EMV\\_CARD](#) =(9)
- [CHIP\\_ERROR\\_SWIPE\\_CARD](#) =(10)
- [CARD\\_DIPPED](#) =(11)
- [AUTHORIZING](#) =(12)
- [SWIPE\\_ERROR\\_SWIPE\\_AGAIN](#) =(13)
- [SEARCHING\\_FOR\\_READER](#) =(14)

#### 3.11.1 Detailed Description

The Enum [CardReaderStatus](#) defines all the statuses that can be returned by the card reader.

### 3.11.2 Member Data Documentation

#### 3.11.2.1 AUTHORIZING

AUTHORIZING = (12)

Authorizing.

#### 3.11.2.2 CARD\_DIPPED

CARD\_DIPPED = (11)

Card dipped.

#### 3.11.2.3 CHECK\_CARD\_ORIENTATION

CHECK\_CARD\_ORIENTATION = (6)

Check card orientation.

#### 3.11.2.4 CHECKING\_READER

CHECKING\_READER = (7)

Checking reader.

#### 3.11.2.5 CHIP\_ERROR\_SWIPE\_CARD

CHIP\_ERROR\_SWIPE\_CARD = (10)

Chip error, swipe card.

#### 3.11.2.6 CONFIGURING\_READER

CONFIGURING\_READER = (8)

Configuring reader.

#### 3.11.2.7 CONNECTED

CONNECTED = (4)

Connected.

### 3.11.2.8 NOT\_CONNECTED

NOT\_CONNECTED = (0)

Not connected.

### 3.11.2.9 SEARCHING\_FOR\_READER

SEARCHING\_FOR\_READER = (14)

Searching for a card reader.

### 3.11.2.10 SHOULD\_NOT\_SWIPE\_EMV\_CARD

SHOULD\_NOT\_SWIPE\_EMV\_CARD = (9)

Should not swipe EMV card.

### 3.11.2.11 STOPPED

STOPPED = (3)

Stopped.

### 3.11.2.12 SWIPE\_DETECTED

SWIPE\_DETECTED = (5)

Swipe detected.

### 3.11.2.13 SWIPE\_ERROR\_SWIPE\_AGAIN

SWIPE\_ERROR\_SWIPE\_AGAIN = (13)

Swipe error, swipe again.

### 3.11.2.14 TOKENIZING

TOKENIZING = (2)

Tokenizing.

### 3.11.2.15 WAITING\_FOR\_CARD

WAITING\_FOR\_CARD = (1)

Waiting for card.

The documentation for this enum was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/CardReaderStatus.java

### 3.12 CardReaderHandler.CardReaderTransactionInfoCallback Interface Reference

#### Public Member Functions

- void [useTransactionInfo](#) (BigDecimal amount, [CurrencyCode](#) currencyCode, long accountId)

#### 3.12.1 Detailed Description

The Interface [CardReaderTransactionInfoCallback](#) defines the method used to provide transaction information to the card reader before a transaction.

#### 3.12.2 Member Function Documentation

##### 3.12.2.1 useTransactionInfo()

```
void useTransactionInfo (
    BigDecimal amount,
    CurrencyCode currencyCode,
    long accountId )
```

The callback function that must be executed when [onTransactionInfoRequested\(\)](#) is called by the SDK. Note: In the staging environment, use amounts of 20.61, 120.61, 23.61 and 123.61 to simulate authorization errors. Amounts of 21.61, 121.61, 22.61, 122.61, 24.61, 124.61, 25.61 and 125.61 will simulate successful auth.

Example: `callback.useTransactionInfo(new BigDecimal("21.61"), CurrencyCode.USD, 1234567);`

#### Parameters

<i>amount</i>	the amount for the transaction. For USD amounts, there can be a maximum of two places after the decimal point.
<i>currencyCode</i>	the currency code for the transaction. e.g. <a href="#">CurrencyCode.USD</a> .
<i>accountId</i>	the <a href="#">WePay</a> account id of the merchant.

The documentation for this interface was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CardReaderHandler.java`

### 3.13 CheckoutHandler Interface Reference

#### Public Member Functions

- void [onSuccess](#) (String signatureUrl, String checkoutId)
- void [onError](#) (Bitmap image, String checkoutId, [Error](#) error)

### 3.13.1 Detailed Description

The Interface [CheckoutHandler](#) defines the methods used to return results of a storeSignature operation.

### 3.13.2 Member Function Documentation

#### 3.13.2.1 onError()

```
void onError (
    Bitmap image,
    String checkoutId,
    Error error )
```

Gets called when an error occurs while storing a signature.

##### Parameters

<i>image</i>	the signature image to be stored.
<i>checkoutId</i>	the checkout id associated with the signature.
<i>error</i>	the error which caused the failure.

#### 3.13.2.2 onSuccess()

```
void onSuccess (
    String signatureUrl,
    String checkoutId )
```

Gets called when a signature is successfully stored for the given checkout id.

##### Parameters

<i>signatureUrl</i>	the url for the signature image.
<i>checkoutId</i>	the checkout id associated with the signature.

The documentation for this interface was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/CheckoutHandler.java

### 3.14 Config Class Reference

#### Public Member Functions

- [Config](#) (Context context, String clientId, String environment)
- Context [getContext](#) ()
- String [getClientId](#) ()
- String [getEnvironment](#) ()
- boolean [isUseLocation](#) ()
- [Config](#) [setUseLocation](#) (boolean useLocation)
- boolean [isUseTestEMVCards](#) ()
- [Config](#) [setUseTestEMVCards](#) (boolean useTestEMVCards)
- boolean [shouldStopCardReaderAfterOperation](#) ()
- [Config](#) [setStopCardReaderAfterOperation](#) (boolean stopCardReaderAfterOperation)
- boolean [shouldRestartTransactionAfterSuccess](#) ()
- [Config](#) [setRestartTransactionAfterSuccess](#) (boolean restartTransactionAfterSuccess)
- boolean [shouldRestartTransactionAfterGeneralError](#) ()
- [Config](#) [setRestartTransactionAfterGeneralError](#) (boolean restartTransactionAfterGeneralError)
- boolean [shouldRestartTransactionAfterOtherErrors](#) ()
- [Config](#) [setRestartTransactionAfterOtherErrors](#) (boolean restartTransactionAfterOtherErrors)
- LogLevel [getLogLevel](#) ()
- [Config](#) [setLogLevel](#) (LogLevel logLevel)
- [MockConfig](#) [getMockConfig](#) ()
- [Config](#) [setMockConfig](#) ([MockConfig](#) mockConfig)

#### Static Public Attributes

- final static String [ENVIRONMENT\\_STAGE](#) = "stage"
- final static String [ENVIRONMENT\\_PRODUCTION](#) = "production"

#### 3.14.1 Detailed Description

The Class [Config](#) contains the configuration required to initialize the sdk.

#### 3.14.2 Constructor & Destructor Documentation

##### 3.14.2.1 Config()

```
Config (
    Context context,
    String clientId,
    String environment )
```

Instantiates a new config.

## Parameters

<i>context</i>	the application context
<i>clientId</i>	the client id for your <a href="#">WePay</a> app
<i>environment</i>	the environment (use one of the provided constants - ENVIRONMENT_STAGING or ENVIRONMENT_PRODUCTION)

## 3.14.3 Member Function Documentation

## 3.14.3.1 getClientId()

```
String getClientId ( )
```

Gets the client id.

## Returns

the client id

## 3.14.3.2 getContext()

```
Context getContext ( )
```

Gets the context.

## Returns

the context

## 3.14.3.3 getEnvironment()

```
String getEnvironment ( )
```

Gets the environment.

## Returns

the environment



#### 3.14.3.4 `getLogLevel()`

```
LogLevel getLogLevel ( )
```

Gets the log level.

##### Returns

the `LogLevel`

#### 3.14.3.5 `getMockConfig()`

```
MockConfig getMockConfig ( )
```

Gets the `MockConfig` instance.

##### Returns

the `MockConfig` instance

#### 3.14.3.6 `isUseLocation()`

```
boolean isUseLocation ( )
```

Determines if we should use location services.

##### Returns

the use location config

#### 3.14.3.7 `isUseTestEMVCards()`

```
boolean isUseTestEMVCards ( )
```

Determines if we should use test EMV cards.

##### Returns

the use test EMV cards config

#### 3.14.3.8 `setLogLevel()`

```
Config setLogLevel (
    LogLevel logLevel )
```

Sets the log level.

**Parameters**

<i>logLevel</i>	determines which SDK log messages should show
-----------------	---

**Returns**

the config

**3.14.3.9 setMockConfig()**

```
Config setMockConfig (
    MockConfig mockConfig )
```

Sets the [MockConfig](#) instance to be used.

**Parameters**

<i>mockConfig</i>	the <a href="#">MockConfig</a> instance
-------------------	---

**Returns**

the config

**3.14.3.10 setRestartTransactionAfterGeneralError()**

```
Config setRestartTransactionAfterGeneralError (
    boolean restartTransactionAfterGeneralError )
```

Sets the option for the transaction to automatically restart after a general error (errorCode:ERROR\_CATEGORY←\_CARD\_READER, errorCode:CARD\_READER\_GENERAL\_ERROR). If not explicitly set to false, defaults to true.

**Parameters**

<i>restartTransactionAfterGeneralError</i>	the flag to determine if the transaction should automatically restart after a general error.
--	--

**Returns**

the config

#### 3.14.3.11 `setRestartTransactionAfterOtherErrors()`

```
Config setRestartTransactionAfterOtherErrors (
    boolean restartTransactionAfterOtherErrors )
```

Sets the option for the transaction to automatically restart after an error other than general error. If not explicitly set to true, defaults to false.

##### Parameters

<i>restartTransactionAfterOtherErrors</i>	the flag to determine if the transaction should automatically restart after an error other than general error.
---	--

##### Returns

the config

#### 3.14.3.12 `setRestartTransactionAfterSuccess()`

```
Config setRestartTransactionAfterSuccess (
    boolean restartTransactionAfterSuccess )
```

Sets the option for the transaction to automatically restart after a successful swipe. If not explicitly set to true, defaults to false.

##### Parameters

<i>restartTransactionAfterSuccess</i>	the flag to determine if the transaction should automatically restart after a successful swipe.
---------------------------------------	---

##### Returns

the config

#### 3.14.3.13 `setStopCardReaderAfterOperation()`

```
Config setStopCardReaderAfterOperation (
    boolean stopCardReaderAfterOperation )
```

Sets the option for the card reader to automatically stop after an operation. If not explicitly set to false, defaults to true.

##### Parameters

<i>stopCardReaderAfterOperation</i>	the flag to determine if the card reader should automatically stop after an operation.
-------------------------------------	--

**Returns**

the config

**3.14.3.14 setUseLocation()**

```
Config setUseLocation (
    boolean useLocation )
```

Sets the option for using location services for fraud detection purposes. If not explicitly set to true, defaults to false.

**Parameters**

<i>useLocation</i>	the permission to use location
--------------------	--------------------------------

**Returns**

the config

**3.14.3.15 setUseTestEMVCards()**

```
Config setUseTestEMVCards (
    boolean useTestEMVCards )
```

Sets the option for using test EMV cards. If not explicitly set to true, defaults to false.

**Parameters**

<i>useTestEMVCards</i>	the permission to use location
------------------------	--------------------------------

**Returns**

the config

**3.14.3.16 shouldRestartTransactionAfterGeneralError()**

```
boolean shouldRestartTransactionAfterGeneralError ( )
```

Determines if the transaction should automatically restart after a general error (errorCode:ERROR\_CATEGORY←\_CARD\_READER, errorCode:CARD\_READER\_GENERAL\_ERROR).

**Returns**

true, if the transaction restarts after a general error.

**3.14.3.17 shouldRestartTransactionAfterOtherErrors()**

```
boolean shouldRestartTransactionAfterOtherErrors ( )
```

Determines if the transaction should automatically restart after an error other than general error.

**Returns**

true, if the transaction restarts after an error other than general error.

**3.14.3.18 shouldRestartTransactionAfterSuccess()**

```
boolean shouldRestartTransactionAfterSuccess ( )
```

Determines if the transaction should automatically restart after a successful swipe.

**Returns**

true, if the transaction restarts after success.

**3.14.3.19 shouldStopCardReaderAfterOperation()**

```
boolean shouldStopCardReaderAfterOperation ( )
```

Determines if the card reader should automatically stop after a transaction is completed.

**Returns**

true, if the card reader restarts after success

**3.14.4 Member Data Documentation****3.14.4.1 ENVIRONMENT\_PRODUCTION**

```
final static String ENVIRONMENT_PRODUCTION = "production" [static]
```

The constant string representing the production environment.

#### 3.14.4.2 ENVIRONMENT\_STAGE

```
final static String ENVIRONMENT_STAGE = "stage" [static]
```

The constant string representing the staging environment.

The documentation for this class was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/Config.java](#)

### 3.15 CurrencyCode Enum Reference

#### Public Attributes

- [USD](#) =(0)

#### 3.15.1 Detailed Description

The Enum [CurrencyCode](#) defines all currency codes supported by the sdk.

#### 3.15.2 Member Data Documentation

##### 3.15.2.1 USD

[USD](#) =(0)

[USD](#)

The documentation for this enum was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/CurrencyCode.java](#)

### 3.16 Error Class Reference

Inherits Exception.

### Public Member Functions

- String [getErrorCategory](#) ()
- String [getErrorDomain](#) ()
- String [getErrorDescription](#) ()
- Integer [getErrorCode](#) ()
- Exception [getInnerException](#) ()

### Static Public Attributes

- final static String [ERROR\\_DOMAIN\\_API](#) = "com.wepay.api"
- final static String [ERROR\\_DOMAIN\\_SDK](#) = "com.wepay.sdk"
- final static String [ERROR\\_CATEGORY\\_CARD\\_READER](#) = "card\_reader\_error"
- final static String [ERROR\\_CATEGORY\\_API](#) = "api\_error"
- final static String [ERROR\\_CATEGORY\\_SDK](#) = "sdk\_error"

#### 3.16.1 Detailed Description

The Class [Error](#) contains information about an error that occurs in the sdk.

#### 3.16.2 Member Function Documentation

##### 3.16.2.1 [getErrorCategory\(\)](#)

```
String getErrorCategory ( )
```

Gets the error category.

#### Returns

the error category

##### 3.16.2.2 [getErrorCode\(\)](#)

```
Integer getErrorCode ( )
```

Gets the error code.

#### Returns

the error code

### 3.16.2.3 `getErrorDescription()`

```
String getErrorDescription ( )
```

Gets the error description.

#### Returns

the error description

### 3.16.2.4 `getErrorDomain()`

```
String getErrorDomain ( )
```

Gets the error domain.

#### Returns

the error domain

### 3.16.2.5 `getInnerException()`

```
Exception getInnerException ( )
```

Gets the inner exception.

#### Returns

the inner exception

## 3.16.3 Member Data Documentation

### 3.16.3.1 `ERROR_CATEGORY_API`

```
final static String ERROR_CATEGORY_API = "api_error" [static]
```

The constant string representing the error category API [Error](#).

### 3.16.3.2 `ERROR_CATEGORY_CARD_READER`

```
final static String ERROR_CATEGORY_CARD_READER = "card_reader_error" [static]
```

The constant string representing the error category Card reader [Error](#).



### 3.16.3.3 ERROR\_CATEGORY\_SDK

```
final static String ERROR_CATEGORY_SDK = "sdk_error" [static]
```

The constant string representing the error category SDK [Error](#).

### 3.16.3.4 ERROR\_DOMAIN\_API

```
final static String ERROR_DOMAIN_API = "com.wepay.api" [static]
```

The constant ERROR\_DOMAIN\_API

### 3.16.3.5 ERROR\_DOMAIN\_SDK

```
final static String ERROR_DOMAIN_SDK = "com.wepay.sdk" [static]
```

The constant ERROR\_DOMAIN\_SDK

The documentation for this class was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/Error.[↵](#)  
java

## 3.17 ErrorCode Enum Reference

### Public Attributes

- [UNKNOWN\\_ERROR](#) =(10000)
- [NO\\_DATA\\_RETURNED\\_ERROR](#) =(10015)
- [CARD\\_READER\\_GENERAL\\_ERROR](#) =(10016)
- [CARD\\_READER\\_INITIALIZATION\\_ERROR](#) =(10017)
- [CARD\\_READER\\_TIME\\_OUT\\_ERROR](#) =(10018)
- [CARD\\_READER\\_STATUS\\_ERROR](#) =(10019)
- [INVALID\\_SIGNATURE\\_IMAGE\\_ERROR](#) =(10020)
- [NAME\\_NOT\\_FOUND\\_ERROR](#) =(10021)
- [INVALID\\_CARD\\_DATA](#) =(10022)
- [CARD\\_NOT\\_SUPPORTED](#) =(10023)
- [EMV\\_TRANSACTION\\_ERROR](#) =(10024)
- [INVALID\\_APPLICATION\\_ID](#) =(10025)
- [DECLINED\\_BY\\_CARD](#) =(10026)
- [CARD\\_BLOCKED](#) =(10027)
- [CARD\\_DECLINED\\_BY\\_ISSUER](#) =(10028)
- [ISSUER\\_UNREACHABLE](#) =(10029)
- [INVALID\\_TRANSACTION\\_INFO](#) =(10030)
- [TRANSACTION\\_INFO\\_NOT\\_PROVIDED](#) =(10031)
- [PAYMENT\\_METHOD\\_CANNOT\\_BE\\_TOKENIZED](#) =(10032)
- [FAILED\\_TO\\_GET\\_BATTERY\\_LEVEL](#) =(10033)
- [CARD\\_READER\\_NOT\\_CONNECTED\\_ERROR](#) =(10034)
- [CARD\\_READER\\_MODEL\\_NOT\\_SUPPORTED](#) =(10035)
- [INVALID\\_TRANSACTION\\_AMOUNT](#) =(10036)
- [INVALID\\_TRANSACTION\\_CURRENCY\\_CODE](#) =(10037)
- [INVALID\\_TRANSACTION\\_ACCOUNT\\_ID](#) =(10038)
- [INVALID\\_CARD\\_READER\\_SELECTION](#) =(10039)
- [CARD\\_READER\\_BATTERY\\_TOO\\_LOW](#) =(10040)
- [CARD\\_READER\\_UNABLE\\_TO\\_CONNECT](#) =(10041)

### 3.17.1 Detailed Description

The Enum `ErrorCode` defines all error codes returned by the sdk itself. For error codes returned by the server api, visit <https://www.wepay.com/developer/reference/errors>

### 3.17.2 Member Data Documentation

#### 3.17.2.1 CARD\_BLOCKED

```
CARD_BLOCKED = (10027)
```

The card blocked error.

#### 3.17.2.2 CARD\_DECLINED\_BY\_ISSUER

```
CARD_DECLINED_BY_ISSUER = (10028)
```

The declined by issuer error.

#### 3.17.2.3 CARD\_NOT\_SUPPORTED

```
CARD_NOT_SUPPORTED = (10023)
```

The card not supported error.

#### 3.17.2.4 CARD\_READER\_BATTERY\_TOO\_LOW

```
CARD_READER_BATTERY_TOO_LOW = (10040)
```

The card reader battery too low error.

#### 3.17.2.5 CARD\_READER\_GENERAL\_ERROR

```
CARD_READER_GENERAL_ERROR = (10016)
```

The card reader general error.

#### 3.17.2.6 CARD\_READER\_INITIALIZATION\_ERROR

```
CARD_READER_INITIALIZATION_ERROR = (10017)
```

The card reader initialization error.

### 3.17.2.7 CARD\_READER\_MODEL\_NOT\_SUPPORTED

`CARD_READER_MODEL_NOT_SUPPORTED = (10035)`

The card reader model not supported error.

### 3.17.2.8 CARD\_READER\_NOT\_CONNECTED\_ERROR

`CARD_READER_NOT_CONNECTED_ERROR = (10034)`

The card reader not connected error.

### 3.17.2.9 CARD\_READER\_STATUS\_ERROR

`CARD_READER_STATUS_ERROR = (10019)`

The card reader status error.

### 3.17.2.10 CARD\_READER\_TIME\_OUT\_ERROR

`CARD_READER_TIME_OUT_ERROR = (10018)`

The card reader time out error.

### 3.17.2.11 CARD\_READER\_UNABLE\_TO\_CONNECT

`CARD_READER_UNABLE_TO_CONNECT = (10041)`

Unable to connect to card reader. It may not be a supported model or it could be that the plugged in headphone jack card reader has insufficient battery.

### 3.17.2.12 DECLINED\_BY\_CARD

`DECLINED_BY_CARD = (10026)`

The declined by card error.

### 3.17.2.13 EMV\_TRANSACTION\_ERROR

`EMV_TRANSACTION_ERROR = (10024)`

The EMV transaction error.

### 3.17.2.14 FAILED\_TO\_GET\_BATTERY\_LEVEL

`FAILED_TO_GET_BATTERY_LEVEL = (10033)`

The failed to get battery info error.

**3.17.2.15 INVALID\_APPLICATION\_ID**

```
INVALID_APPLICATION_ID = (10025)
```

The invalid application error.

**3.17.2.16 INVALID\_CARD\_DATA**

```
INVALID_CARD_DATA = (10022)
```

The invalid card data error.

**3.17.2.17 INVALID\_CARD\_READER\_SELECTION**

```
INVALID_CARD_READER_SELECTION = (10039)
```

The invalid card reader selection error.

**3.17.2.18 INVALID\_SIGNATURE\_IMAGE\_ERROR**

```
INVALID_SIGNATURE_IMAGE_ERROR = (10020)
```

The invalid signature image error.

**3.17.2.19 INVALID\_TRANSACTION\_ACCOUNT\_ID**

```
INVALID_TRANSACTION_ACCOUNT_ID = (10038)
```

The invalid transaction account id error.

**3.17.2.20 INVALID\_TRANSACTION\_AMOUNT**

```
INVALID_TRANSACTION_AMOUNT = (10036)
```

The invalid transaction amount error.

**3.17.2.21 INVALID\_TRANSACTION\_CURRENCY\_CODE**

```
INVALID_TRANSACTION_CURRENCY_CODE = (10037)
```

The invalid transaction currency code error.

**3.17.2.22 INVALID\_TRANSACTION\_INFO**

```
INVALID_TRANSACTION_INFO = (10030)
```

The invalid transaction info.

### 3.17.2.23 ISSUER\_UNREACHABLE

ISSUER\_UNREACHABLE = (10029)

The issuer unreachable error.

### 3.17.2.24 NAME\_NOT\_FOUND\_ERROR

NAME\_NOT\_FOUND\_ERROR = (10021)

The name not found error.

### 3.17.2.25 NO\_DATA\_RETURNED\_ERROR

NO\_DATA\_RETURNED\_ERROR = (10015)

The no data returned error.

### 3.17.2.26 PAYMENT\_METHOD\_CANNOT\_BE\_TOKENIZED

PAYMENT\_METHOD\_CANNOT\_BE\_TOKENIZED = (10032)

The payment method cannot be tokenized error.

### 3.17.2.27 TRANSACTION\_INFO\_NOT\_PROVIDED

TRANSACTION\_INFO\_NOT\_PROVIDED = (10031)

The transaction info not provided error.

### 3.17.2.28 UNKNOWN\_ERROR

UNKNOWN\_ERROR = (10000)

The unknown error.

The documentation for this enum was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/Error↵ Code.java](#)

## 3.18 LogLevel Enum Reference

### Public Attributes

- [NONE](#) =(0)
- [ALL](#) =(1)

### 3.18.1 Detailed Description

The levels of messages the SDK will log. We currently support showing either no log messages or all of them. The SDK log level can be set in a Config object and passed into the [WePay](#) constructor.

See also

[com.wepay.android.models.Config](#)  
[com.wepay.android.WePay](#)

### 3.18.2 Member Data Documentation

#### 3.18.2.1 ALL

ALL = (1)

All log messages.

#### 3.18.2.2 NONE

NONE = (0)

No log messages.

The documentation for this enum was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/LogLevel.java](#)

## 3.19 MockConfig Class Reference

### Public Member Functions

- [MockConfig](#) ()
- [MockConfig](#) (boolean useMockCardReader, boolean useMockWepayClient)
- boolean [isUseMockCardReader](#) ()
- [MockConfig setUseMockCardReader](#) (boolean useMockCardReader)
- boolean [isUseMockWepayClient](#) ()
- [MockConfig setUseMockWepayClient](#) (boolean useMockWepayClient)
- [PaymentMethod getMockPaymentMethod](#) ()
- [MockConfig setMockPaymentMethod](#) ([PaymentMethod](#) paymentMethod)
- boolean [isCardReadTimeout](#) ()
- [MockConfig setCardReadTimeout](#) (boolean cardReadTimeout)
- boolean [isCardReadFailure](#) ()
- [MockConfig setCardReadFailure](#) (boolean cardReadFailure)

- boolean `isCardTokenizationFailure` ()
- `MockConfig setCardTokenizationFailure` (boolean cardTokenizationFailure)
- boolean `isEMVAuthFailure` ()
- `MockConfig setEMVAuthFailure` (boolean EMVAuthFailure)
- boolean `isBatteryLevelError` ()
- `MockConfig setBatteryLevelError` (boolean batteryLevelError)
- boolean `isMultipleEMVApplication` ()
- `MockConfig setMultipleEMVApplication` (boolean multipleEMVApplication)
- boolean `isMockCardReaderDetected` ()
- `MockConfig setMockCardReaderDetected` (boolean isDetected)
- String `getMockedDeviceName` ()
- `MockConfig setMockedDeviceName` (String mockedDeviceName)

### 3.19.1 Detailed Description

The Class `MockConfig` contains the configuration required when using mock card reader and/or WepayClient implementation.

### 3.19.2 Constructor & Destructor Documentation

#### 3.19.2.1 `MockConfig()` [1/2]

`MockConfig` ( )

Default constructor.

#### 3.19.2.2 `MockConfig()` [2/2]

`MockConfig` (  
     boolean *useMockCardReader*,  
     boolean *useMockWepayClient* )

Constructor with parameters to indicate whether mock card reader/WepayClient implementations will be used.

#### Parameters

<i>useMockCardReader</i>	if the mock card reader implementation will be used.
<i>useMockWepayClient</i>	If the mock WepayClient implementation will be used.

### 3.19.3 Member Function Documentation

#### 3.19.3.1 getMockedDeviceName()

```
String getMockedDeviceName ( )
```

Determines name of the device being mocked.

##### Returns

name of mocked device

#### 3.19.3.2 getMockPaymentMethod()

```
PaymentMethod getMockPaymentMethod ( )
```

Determines the mocked payment method used.

##### Returns

the mocked payment method

#### 3.19.3.3 isBatteryLevelError()

```
boolean isBatteryLevelError ( )
```

Determines if a battery level error is mocked.

##### Returns

the battery level error config

#### 3.19.3.4 isCardReadFailure()

```
boolean isCardReadFailure ( )
```

Determines if a card reading failure is mocked.

##### Returns

the card reading failure config



**3.19.3.5 isCardReadTimeout()**

```
boolean isCardReadTimeout ( )
```

Determines if card reader timeout is mocked.

**Returns**

the card reader timeout config

**3.19.3.6 isCardTokenizationFailure()**

```
boolean isCardTokenizationFailure ( )
```

Determines if a card tokenization failure is mocked.

**Returns**

the card tokenization failure config

**3.19.3.7 isEMVAuthFailure()**

```
boolean isEMVAuthFailure ( )
```

Determines if an EMV authorization failure is mocked.

**Returns**

the EMV authorization failure config

**3.19.3.8 isMockCardReaderDetected()**

```
boolean isMockCardReaderDetected ( )
```

Determines if the mock card reader is available for the purpose of establishing a connection.

**Returns**

the card reader isDetected config

### 3.19.3.9 isMultipleEMVApplication()

```
boolean isMultipleEMVApplication ( )
```

Determines if card having multiple EMV applications is mocked.

#### Returns

the multiple EMV applications config

### 3.19.3.10 isUseMockCardReader()

```
boolean isUseMockCardReader ( )
```

Determines whether mocked card reader is used.

#### Returns

if using mocked card reader

### 3.19.3.11 isUseMockWepayClient()

```
boolean isUseMockWepayClient ( )
```

Determines if mocked WepayClient is used.

#### Returns

if using mocked WepayClient

### 3.19.3.12 setBatteryLevelError()

```
MockConfig setBatteryLevelError (
    boolean batteryLevelError )
```

Sets the option for whether to mock a battery level error. If not explicitly set to true, defaults to false.

#### Parameters

<i>batteryLevelError</i>	the battery level error config
--------------------------	--------------------------------

**Returns**

the [MockConfig](#) instance

**3.19.3.13 setCardReadFailure()**

```
MockConfig setCardReadFailure (
    boolean cardReadFailure )
```

Sets the option for whether to mock a card reading failure. If not explicitly set to true, defaults to false.

**Parameters**

<i>cardReadFailure</i>	whether to mock a card reading failure
------------------------	--

**Returns**

the [MockConfig](#) instance

**3.19.3.14 setCardReadTimeout()**

```
MockConfig setCardReadTimeout (
    boolean cardReadTimeout )
```

Sets the option for whether to mock card reader timeout. If not explicitly set to true, defaults to false.

**Parameters**

<i>cardReadTimeout</i>	whether to mock card reader timeout
------------------------	-------------------------------------

**Returns**

the [MockConfig](#) instance

**3.19.3.15 setCardTokenizationFailure()**

```
MockConfig setCardTokenizationFailure (
    boolean cardTokenizationFailure )
```

Sets the option for whether to mock card tokenization failure. If not explicitly set to true, defaults to false.

## Parameters

<i>cardTokenizationFailure</i>	the card tokenization failure config
--------------------------------	--------------------------------------

## Returns

the [MockConfig](#) instance

## 3.19.3.16 setEMVAuthFailure()

```
MockConfig setEMVAuthFailure (
    boolean EMVAuthFailure )
```

Sets the option for whether to mock an EMV authorization failure. If not explicitly set to true, defaults to false.

## Parameters

<i>EMVAuthFailure</i>	the EMV authorization failure config
-----------------------	--------------------------------------

## Returns

the [MockConfig](#) instance

## 3.19.3.17 setMockCardReaderDetected()

```
MockConfig setMockCardReaderDetected (
    boolean isDetected )
```

Sets the option for whether to mock a card reader that is available for the purpose of establishing a connection. If not explicitly set to false, defaults to true.

## Parameters

<i>isDetected</i>	the card reader isDetected config
-------------------	-----------------------------------

## Returns

the [MockConfig](#) instance

### 3.19.3.18 setMockedDeviceName()

```
MockConfig setMockedDeviceName (
    String mockedDeviceName )
```

Sets name for the mocked device.

#### Parameters

<i>mockedDeviceName</i>	name of mocked device
-------------------------	-----------------------

#### Returns

the [MockConfig](#) instance

### 3.19.3.19 setMockPaymentMethod()

```
MockConfig setMockPaymentMethod (
    PaymentMethod paymentMethod )
```

Sets the option for mocked payment method to use. If not explicitly set to DIP, defaults to SWIPE.

#### Parameters

<i>paymentMethod</i>	payment method to use
----------------------	-----------------------

#### Returns

the [MockConfig](#) instance

### 3.19.3.20 setMultipleEMVApplication()

```
MockConfig setMultipleEMVApplication (
    boolean multipleEMVApplication )
```

Sets the option for whether to mock a card with multiple EMV applications. If not explicitly set to true, defaults to false.

#### Parameters

<i>multipleEMVApplication</i>	whether to mock card with multiple EMV applications
-------------------------------	---

**Returns**

the [MockConfig](#) instance

**3.19.3.21 setUseMockCardReader()**

```
MockConfig setUseMockCardReader (
    boolean useMockCardReader )
```

Sets the option for whether to use mocked card reader. If not explicitly set to false, defaults to true.

**Parameters**

<i>useMockCardReader</i>	whether to use mocked card reader
--------------------------	-----------------------------------

**Returns**

the [MockConfig](#) instance

**3.19.3.22 setUseMockWepayClient()**

```
MockConfig setUseMockWepayClient (
    boolean useMockWepayClient )
```

Sets the option for whether to use mocked WepayClient. If not explicitly set to false, defaults to true.

**Parameters**

<i>useMockWepayClient</i>	whether to used mocked WepayClient
---------------------------	------------------------------------

**Returns**

the [MockConfig](#) instance

The documentation for this class was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/MockConfig.java

**3.20 PaymentInfo Class Reference**

## Public Member Functions

- [PaymentInfo](#) (String firstName, String lastName, String email, String paymentDescription, Address billingAddress, Address shippingAddress, [PaymentMethod](#) paymentMethod, String ccNumber, String cvv, String expMonth, String expYear, boolean virtualTerminal)
- String [getFirstName](#) ()
- String [getLastName](#) ()
- String [getEmail](#) ()
- String [getPaymentDescription](#) ()
- Address [getBillingAddress](#) ()
- Address [getShippingAddress](#) ()
- [PaymentMethod](#) [getPaymentMethod](#) ()
- Object [getManualInfo](#) ()
- boolean [isVirtualTerminal](#) ()
- void [addEmail](#) (String email)
- String [getFullName](#) ()

### 3.20.1 Detailed Description

The Class [PaymentInfo](#) represents all the information obtained via a particular payment method.

### 3.20.2 Constructor & Destructor Documentation

#### 3.20.2.1 [PaymentInfo](#)()

```
PaymentInfo (
    String firstName,
    String lastName,
    String email,
    String paymentDescription,
    Address billingAddress,
    Address shippingAddress,
    PaymentMethod paymentMethod,
    String ccNumber,
    String cvv,
    String expMonth,
    String expYear,
    boolean virtualTerminal )
```

Instantiates a new payment info. Use this constructor when representing manually obtained card data. Note: For virtual terminal, name is optional. A placeholder name will be inserted if it is not provided.

#### Parameters

<i>firstName</i>	the first name
<i>lastName</i>	the last name
<i>email</i>	the email

## Parameters

<i>paymentDescription</i>	the payment description
<i>billingAddress</i>	the billing address
<i>shippingAddress</i>	the shipping address
<i>paymentMethod</i>	the payment method
<i>ccNumber</i>	the cc number
<i>cvv</i>	the cvv
<i>expMonth</i>	the expiration month
<i>expYear</i>	the expiration year
<i>virtualTerminal</i>	the virtual terminal flag

## 3.20.3 Member Function Documentation

## 3.20.3.1 addEmail()

```
void addEmail (
    String email )
```

Allows adding an email if one is not already present. The call will be ignored if an email is already present.

## Parameters

<i>email</i>	the email to be added
--------------	-----------------------

## 3.20.3.2 getBillingAddress()

```
Address getBillingAddress ( )
```

Gets the billing address.

## Returns

the billingAddress

## 3.20.3.3 getEmail()

```
String getEmail ( )
```

Gets the email.

## Returns

the email



**3.20.3.4   getFirstName()**

```
String getFirstName ( )
```

Gets the first name.

**Returns**

the firstName

**3.20.3.5   getFullName()**

```
String getFullName ( )
```

Gets the full name

**Returns**

full name if available, otherwise null

**3.20.3.6   getLastName()**

```
String getLastName ( )
```

Gets the last name.

**Returns**

the lastName

**3.20.3.7   getManualInfo()**

```
Object getManualInfo ( )
```

Gets the manual info.

**Returns**

the manualInfo

**3.20.3.8** `getPaymentDescription()`

```
String getPaymentDescription ( )
```

Gets the payment description.

**Returns**

the paymentDescription

**3.20.3.9** `getPaymentMethod()`

```
PaymentMethod getPaymentMethod ( )
```

Gets the payment method.

**Returns**

the paymentMethod

**3.20.3.10** `getShippingAddress()`

```
Address getShippingAddress ( )
```

Gets the shipping address.

**Returns**

the shippingAddress

**3.20.3.11** `isVirtualTerminal()`

```
boolean isVirtualTerminal ( )
```

Determines if the card info was obtained via Virtual Terminal.

**Returns**

true if virtual terminal, else false

The documentation for this class was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/PaymentInfo.java`

### 3.21 PaymentMethod Enum Reference

#### Public Attributes

- [MANUAL](#) =(0)
- [SWIPE](#) =(1)
- [DIP](#) =(2)

#### 3.21.1 Detailed Description

The Enum [PaymentMethod](#) defines all the payment methods available in the sdk.

#### 3.21.2 Member Data Documentation

##### 3.21.2.1 DIP

`DIP = (2)`

Dip

##### 3.21.2.2 MANUAL

`MANUAL = (0)`

Manual.

##### 3.21.2.3 SWIPE

`SWIPE = (1)`

Swipe.

The documentation for this enum was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/enums/PaymentMethod.java`

### 3.22 PaymentToken Class Reference

#### Public Member Functions

- [PaymentToken](#) (String tokenId)
- String [getTokenId](#) ()

### 3.22.1 Detailed Description

The Class [PaymentToken](#) represents payment information that was obtained from the user and is stored on [WePay](#) servers. This token can be used to complete the payment transaction via [WePay](#)'s web APIs.

### 3.22.2 Constructor & Destructor Documentation

#### 3.22.2.1 PaymentToken()

```
PaymentToken (
    String tokenId )
```

Instantiates a new payment token.

##### Parameters

<i>tokenId</i>	the token id
----------------	--------------

### 3.22.3 Member Function Documentation

#### 3.22.3.1 getTokenId()

```
String getTokenId ( )
```

Gets the token id.

##### Returns

the token id

The documentation for this class was generated from the following file:

- /Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/models/PaymentToken.java

## 3.23 TokenizationHandler Interface Reference

### Public Member Functions

- void [onSuccess](#) ([PaymentInfo](#) paymentInfo, [PaymentToken](#) token)
- void [onError](#) ([PaymentInfo](#) paymentInfo, [Error](#) error)

### 3.23.1 Detailed Description

The Interface [TokenizationHandler](#) defines the method used to return data in response to a tokenization call.

### 3.23.2 Member Function Documentation

#### 3.23.2.1 onError()

```
void onError (
    PaymentInfo paymentInfo,
    Error error )
```

Gets called when a tokenization call fails.

##### Parameters

<i>paymentInfo</i>	the payment info.
<i>error</i>	the error due to which tokenization failed.

#### 3.23.2.2 onSuccess()

```
void onSuccess (
    PaymentInfo paymentInfo,
    PaymentToken token )
```

Gets called when a tokenization calls succeeds.

##### Parameters

<i>paymentInfo</i>	the payment info passed to the tokenization call.
<i>token</i>	the token representing the payment info.

The documentation for this interface was generated from the following file:

- [/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/TokenizationHandler.java](#)

## 3.24 WePay Class Reference

### Public Member Functions

- [WePay](#) ([Config](#) config)

- void [startTransactionForReading](#) (final [CardReaderHandler](#) cardReaderHandler)
- void [startTransactionForTokenizing](#) (final [CardReaderHandler](#) cardReaderHandler, final [TokenizationHandler](#) tokenizationHandler, final [AuthorizationHandler](#) authorizationHandler)
- void [stopCardReader](#) ()
- void [calibrateCardReader](#) (final [CalibrationHandler](#) calibrationHandler)
- void [getCardReaderBatteryLevel](#) (final [CardReaderHandler](#) cardReaderHandler, final [BatteryLevelHandler](#) batteryLevelHandler)
- void [tokenize](#) (final [PaymentInfo](#) paymentInfo, final [TokenizationHandler](#) tokenizationHandler)
- void [storeSignatureImage](#) (final Bitmap image, final String checkoutId, final [CheckoutHandler](#) checkoutHandler)
- String [getRememberedCardReader](#) ()
- void [forgetRememberedCardReader](#) ()

#### 3.24.1 Detailed Description

Main Class containing all public endpoints.

#### 3.24.2 Constructor & Destructor Documentation

##### 3.24.2.1 WePay()

```
WePay (
    Config config )
```

Instantiates a new [WePay](#) instance.

##### Parameters

<i>config</i>	the <a href="#">WePay</a> config
---------------	----------------------------------

#### 3.24.3 Member Function Documentation

##### 3.24.3.1 [calibrateCardReader\(\)](#)

```
void calibrateCardReader (
    final CalibrationHandler calibrationHandler )
```

Use this method to try calibrating a charged card reader that doesn't seem to work on a device. If successful, we will store the calibration parameters on the device, and use them to connect to the card reader in future transactions. This operation only needs to be performed once during first-time setup, and only if the card reader is not automatically detected on a device.

**Parameters**

<i>calibrationHandler</i>	the calibration handler
---------------------------	-------------------------

**3.24.3.2 forgetRememberedCardReader()**

```
void forgetRememberedCardReader ( )
```

Use this method to clear the name of the most recently used card reader.

**3.24.3.3 getCardReaderBatteryLevel()**

```
void getCardReaderBatteryLevel (
    final CardReaderHandler cardReaderHandler,
    final BatteryLevelHandler batteryLevelHandler )
```

Use this method to get the current battery level of the card reader. If no card reader is currently connected, this method will try to find and connect to one.

**Parameters**

<i>cardReaderHandler</i>	the card reader handler
<i>batteryLevelHandler</i>	the battery level handler

**3.24.3.4 getRememberedCardReader()**

```
String getRememberedCardReader ( )
```

Use this method to get the name of the most recently used card reader.

**Returns**

the name of the card reader.

**3.24.3.5 startTransactionForReading()**

```
void startTransactionForReading (
    final CardReaderHandler cardReaderHandler )
```

Use this method if you just want to read non-sensitive data from the card, without actually charging the card. Non-sensitive info from the card will be returned via the [CardReaderHandler](#) interface.

The reader will wait 60 seconds for a card, and then return a timeout error if a card is not detected. The reader will automatically stop waiting for card if:

- a timeout occurs
- a successful swipe/dip is detected
- an unexpected error occurs
- stopReader is called

However, if a general error (errorCategory:ERROR\_CATEGORY\_CARD\_READER, errorCode:CARD\_READER\_GENERAL\_ERROR) occurs while reading, after a few seconds delay, the reader will automatically start waiting again for another 60 seconds. At that time, [CardReaderHandler](#)'s onStatusChange() method will be called with status = WAITING\_FOR\_CARD, and the user can try to swipe/dip again. This behavior can be configured with [com.wepay.android.models.Config](#).

WARNING: When this method is called, if the "AUDIOJACK" device is selected via the onCardReaderSelection method in the [CardReaderHandler](#) interface, a (normally inaudible) signal is sent to the headphone jack of the phone, where the reader is expected to be connected. If headphones are connected instead of the reader, they may emit a very loud audible tone on receiving this signal. This method should only be called when the user intends to use a reader.

#### Parameters

<i>cardReaderHandler</i>	the card reader handler
--------------------------	-------------------------

#### 3.24.3.6 startTransactionForTokenizing()

```
void startTransactionForTokenizing (
    final CardReaderHandler cardReaderHandler,
    final TokenizationHandler tokenizationHandler,
    final AuthorizationHandler authorizationHandler )
```

Use this method if you want to tokenize the card info. Non-sensitive info from the card will be returned via the [CardReaderHandler](#) interface. The card info will be tokenized by WePay's servers, and the token will be returned via the [TokenizationHandler](#) interface.

The reader will wait 60 seconds for a card, and then return a timeout error if a card is not detected. The reader will automatically stop waiting for card if:

- a timeout occurs
- a successful swipe/dip is detected
- an unexpected error occurs
- stopReader is called

However, if a general error (errorCategory:ERROR\_CATEGORY\_CARD\_READER, errorCode:CARD\_READER\_GENERAL\_ERROR) occurs while reading, after a few seconds delay, the reader will automatically start waiting again for another 60 seconds. At that time, [CardReaderHandler](#)'s onStatusChange() method will be called with status = WAITING\_FOR\_CARD, and the user can try to swipe/dip again. This behavior can be configured with [com.wepay.android.models.Config](#).

WARNING: When this method is called, if the "AUDIOJACK" device is selected via the onCardReaderSelection method in the [CardReaderHandler](#) interface, a (normally inaudible) signal is sent to the headphone jack of the phone, where the reader is expected to be connected. If headphones are connected instead of the reader, they may emit a very loud audible tone on receiving this signal. This method should only be called when the user intends to use a reader.



## Parameters

<i>cardReaderHandler</i>	the card reader handler
<i>tokenizationHandler</i>	the tokenization handler
<i>authorizationHandler</i>	the authorization handler

## 3.24.3.7 stopCardReader()

```
void stopCardReader ( )
```

Stops the reader. In response, [CardReaderHandler](#)'s `onStatusChange()` method will be called with status = STOPPED. The status can only be returned if you've provided a [CardReaderHandler](#) by starting a card reader operation after the [WePay](#) object was initialized. Any operation in progress may not stop, and its result will be delivered to the appropriate handler.

## 3.24.3.8 storeSignatureImage()

```
void storeSignatureImage (
    final Bitmap image,
    final String checkoutId,
    final CheckoutHandler checkoutHandler )
```

Use this method to store a signature image associated with a checkout id on [WePay](#)'s servers. The signature can be retrieved via a server-to-server call that fetches the checkout object. The aspect ratio (width:height) of the image must be between 1:4 and 4:1. If needed, the image will internally be scaled to fit inside 256x256 pixels, while maintaining the original aspect ratio.

## Parameters

<i>image</i>	the signature image to be stored.
<i>checkoutId</i>	the checkout id associated with the signature
<i>checkoutHandler</i>	the signature handler

## 3.24.3.9 tokenize()

```
void tokenize (
    final PaymentInfo paymentInfo,
    final TokenizationHandler tokenizationHandler )
```

Use this method to tokenize any `PaymentInfo` object, such as one representing credit card info obtained manually. The payment info will be tokenized by [WePay](#)'s servers, and the token will be returned via the [TokenizationHandler](#) interface.

## Parameters

<i>paymentInfo</i>	the payment info to be tokenized
<i>tokenizationHandler</i>	the tokenization handler

The documentation for this class was generated from the following file:

- `/Users/zachv/Developer/mobile-sdk/wepay-android-priv/WePay/app/src/main/java/com/wepay/android/WePay.java`↔



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