Barclaycard SmartPay

Skins Guide

Version 1.0 released April 2012

DOC Version Control

Version No.	Date Issued	Reason for Change
1.0	April 2012	Initial Document

Contents

Purpose of this Document

The purpose of this document is to help you create and configure a "skin" for the SmartPay Hosted Payment Pages. This will allow you to modify the appearance of our Hosted Payment Page so that it can match the style of your website.

This document will help you to design, configure and publish your skin.

Intended Audience

This document is intended for use by:

- Merchants performing their own integrations
- Web developers working on behalf of merchants
- Merchant Development Partners

It is recommended that the merchant responsible for the merchant account reviews this document to ensure appropriate configuration of the account.

A thorough knowledge of HTML and web-based scripting language is required for successful integration of Barclaycard SmartPay.

You must ensure that you have the necessary experience and required skill sets in order to avoid problems with integration.

If you do have any queries or questions whilst reading this document then please feel free to contact us, our contact details can be found below.

Contacting us

Contact the support team via email at:

Support.SmartPay@barclaycard.co.uk

Alternatively you can call the support team on the following:

From the UK -	01604 269518*
Outside the UK -	+441604269518*

Support hours:

Monday to Friday: 8.00 to 18:00 GMT

* Calls may be monitored and/or recorded to maintain high levels of security and quality of service

Documentation & Code Examples

This document and others which can help you with you integration and store setup can be found at the support website. Please refer to your set up email.

Glossary

Term	Definition
AVS	Address Verification Service
CSC	Card Security Code – also known as CV2, CVV2, CID and CVN
GBP	Great British Pound (Sterling)
HMAC	Hash Message Authentication Code – a method of encrypting data
HPP	Hosted Payment Page – Barclaycard SmartPay's payment pages which take the payment for you
HTML	Hypertext Mark up Language – language used to construct web pages
HTTP	HyperText Transfer Protocol – the protocol used most often to transfer information from World Wide Web servers to browsers. Also called HyperText Transport Protocol
HTTPS	HyperText Transfer Protocol, Secure – a version of http for secure transactions
ISO	International Standards Organisation – a recognised protocol for transaction transmission
RSS	Really Simple Syndication or Rich Site Summary
MasterCard SecureCode	MasterCard's process to authenticate the customer as the cardholder during online purchases
Barclaycard SmartPay	Barclaycards secure payment service
SOAP	Simple Object Access Protocol – a generic message structure used by programming languages to communicate data in a standard format.
SSL	Secure Sockets Layer – a protocol designed to provide secure communications on the internet
URL	Uniform Resource Locator – an internet address
VbV	Verified by Visa. A Visa initiative to authenticate the customer as the cardholder during online purchases

How to use this Document

This document combines essential integration and user information, plus tips on how to get the most from Barclaycard SmartPay. For ease of use, it is indexed by section, topic and product as shown below:

Section	Topic
A	**Recurring Payments**

This type of header will appear at the start of each new subject. There are 9 Sections to this document.

The Topic provides information on what can be performed by Barclaycard SmartPay within the section. You can "mix and match" the topics within the sections to tailor this user guide to your specific needs.

Section	Content	Description
A	Payment Process	How the payment pages can fit into the purchase process.
B	Address Verification Service (AVS)	How to pass and pre-populate customer address details on the hosted payment pages.
C	Modifications	How to perform actions on a transaction via SOAP.
D	Notifications	The format and values returned in response to the transaction.
E	Skins	Changing the look and feel of the Hosted Payment Pages.
F	Remember Shopper Details	Introduces CSC-only functionality, for the use of repeat shoppers.
G	Recurring Payments	How to perform and manage recurring transactions.
H	Downloading Reports	Explaining how to download reports which have been run by the Backoffice.
I	Payment Methods	Managing the payment methods available.
J	Appendix	Test and Live URL's, Computing the HMAC, Format Standards, Currency Codes, Payment Methods, Payment Page HTML Skeleton, HTML Structure and Reset.css.

Section	Topic
E	**Skins**

What is a Skin?

A Skin is a set of look-and-feel customisations which consist of a set of custom HTML fragments, images and CSS style sheets, which allow you to make the payment page look as you require.

The following will explain what a Skin is, how to build and manage a Skin, and then how to move this to take live payments.

A Skin is a combination of settings and files which define the look and feel of the Barclaycard SmartPay Hosted Payment Pages. This allows you to integrate the payment pages in the same style as your website.

You can even create multiple skins if you have more than one web shop, or if you want to target a different type of device or application such as a mobile phone browser or point-of - sale terminal.

A Skin is uniquely identified using a random combination of eight digits and letters known as the "skinCode". Skins aren't restricted to a single merchant account; if you have more than one merchant account you can use the same Skin to process payments for each of the accounts. Likewise, you could have multiple skins processing payments for a single merchant account.

Supporting multiple languages does not require having more than one Skin. All "strings" are internationalised in the payment pages and multiple default translations are offered. HTML fragments which are included in the payment can also be supplied in different languages and many of the default strings and their translations can be changed by overriding them in resource files (which can also be supplied as part of the Skin).

The Skin also allows you to manipulate which payment methods are offered by default and the order in which they are displayed. Also minimum and maximum transaction amounts per payment method can be specified.

Please Note: The default skins that created in your back-office are examples and can be used to process payments, if you make any modifications to the Skins it is your responsibility to test them and ensure they work before you go live.

Creating and Uploading a Skin

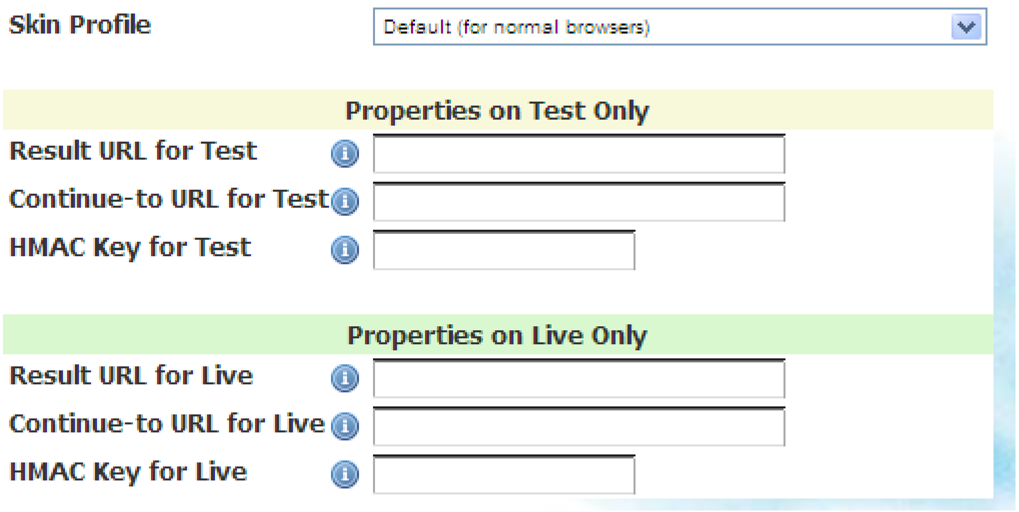
You can create, edit, upload, test and publish your Skin in the Barclaycard SmartPay Backoffice, which can be accessed by logging in to the Backoffice and then selecting Skins from the left hand menu.

Creating a new Skin

To create a new Skin, from the 'Skins for the Payment Pages' section, select the 'New' tab, this will then open the New Skin page.

Here you will be prompted to enter a few details, such as a description of your Skin (for convenience only, so you can identify it if you have more than one Skin).

You then set the **Skin Profile** (This gives you the option to specify which alternative browsers your Skin is designed for, for example mobile devices). Along with the HMAC Key for test and live for computation of the HMAC (signature) and a result URL (or a continue-to URL) for test and live.



Skin Profile: Default (for normal browsers)

Properties on Test Only

Result URL for Test

Continue-to URL for Test

HMAC Key for Test

Properties on Live Only

Result URL for Live

Continue-to URL for Live

HMAC Key for Live

The **result URL** is the URL where you host your payment result page. Customers will be taken there after they complete the payment. We will append parameters to the resultURL to inform you of the status of the payment. Although not recommended, it is possible to override the result URL on a per-payment basis.

If the value of the result URL is not set, and if no result URL parameter value is passed with the Payment Request, the default Barclaycard SmartPay result page will be used to display the payment result.

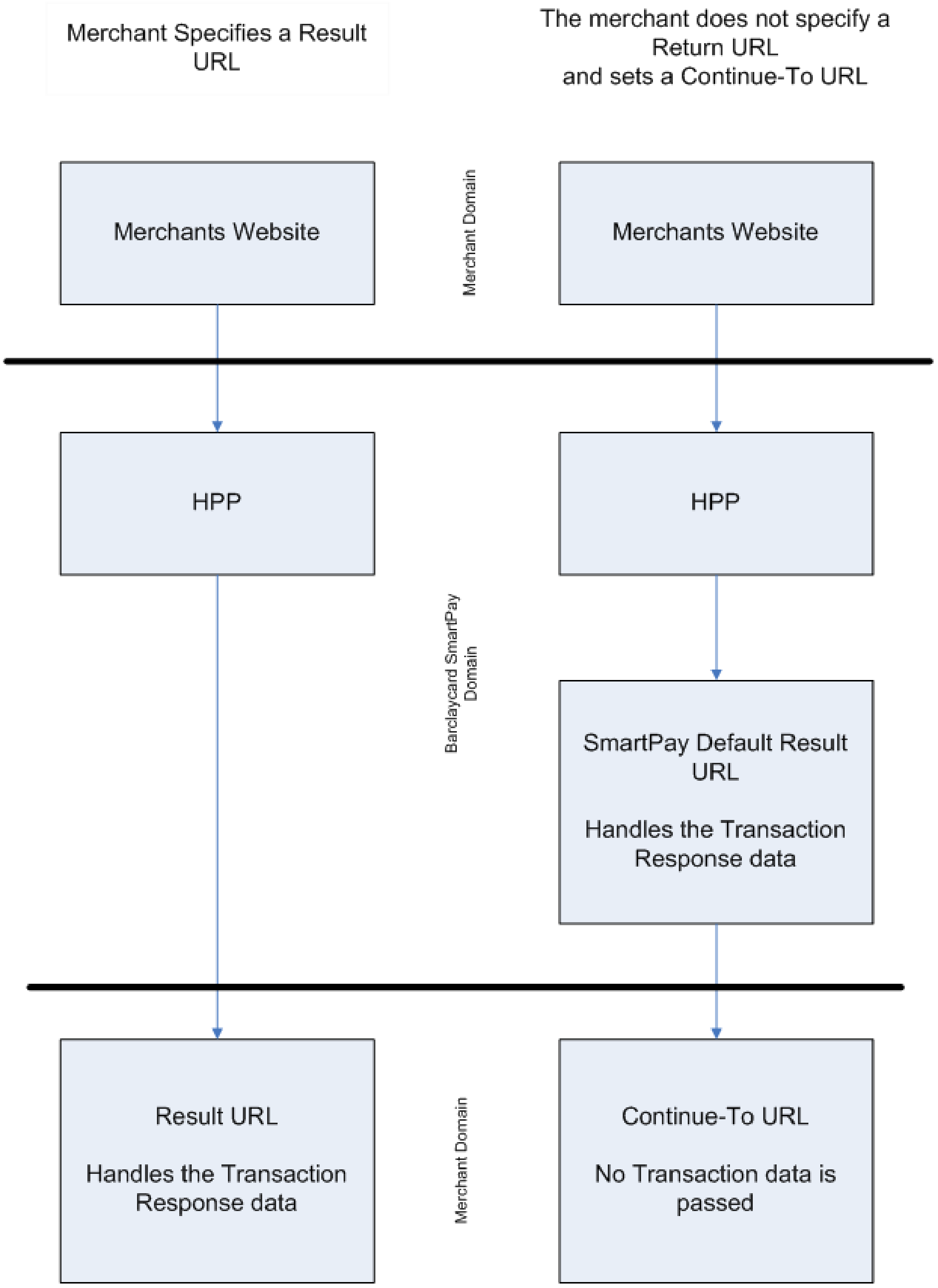
The **continue-to URL** is only applicable if you use the default Barclaycard SmartPay result page to display the payment result to the customer. When the customer has seen the payment result, clicking on the "continue" button will pass the customer to your configured continue to URL. Note that we will not append parameters of the payment status to the continue URL.

Note: *Please see the flow diagram on the following page showing how the payment process works with and without specifying a Result URL.*

The **HMAC Key** is your shared secret key for the HMAC computation for testing and the live environments, this must match the value you use in the HMAC to encrypt the data which creates the merchantSig value.

When creating a Skin, a random skinCode is generated. In the rare case that the randomly generated skinCode contains an undesirable combination of characters, you can choose a new one by clicking on the "New" tab again. Since the new Skin will not be saved until the "Create New Skin" submit button is pressed, you can safely repeat this a number of times.

Payment Flow for Result
and Continue-To URL’s


Merchant Specifies a Result URL
The merchant does not specify a Return URL and sets a Continue-To URL
Merchants Website
Merchant Domain
Merchants Website
HPP
HPP
Barclaycard SmartPay Domain
SmartPay Default Result URL
Handles the Transaction Response data
Result URL
Handles the Transaction Response data
Merchant Domain
Continue-To URL
No Transaction data is passed

Editing a Skin

You can edit a Skin by clicking on its skinCode in the Skin listing screen. This will allow you to edit the same fields you could edit when creating a Skin. If a HMAC Key is set, the input field will show (***********) rather than a blank field.

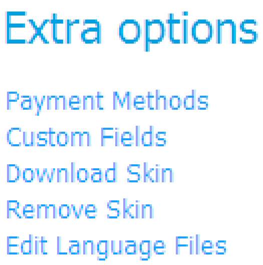
Skin Options

When editing and creating a Skin you will see a link part way down the page called Skin Options, if you select this then you can configure the following option for your Skin.

- **Use inline frame for VbV and MSC 3-D Secure Interaction** – This option specifies if you wish the window supplied by the card issuer to be displayed within the Skin used or not.
- **Use deprecated back-button behaviour** – The allows you to select how the back button on the payment page responds, if selected the shopper will navigate back to the page on your website which passed the shopper to the payment page, if not selected the shopper would be passed back to your configured result URL with an authResult of CANCELLED.
- **ShopperInteraction for this Skin** – Allows you to specify if the shopper interaction is for ecommerce or MOTO (Mail Order/Telephone Order) when using this Skin.
- **Support Partial payments** – Currently not supported
- **Billing Address Fields (AVS)** – To select whether you wish the address fields to be displayed on the payment page.

Extra Options

Below the basic Skin settings are links to a number of extra options. Clicking on one of these links takes you to a separate configuration screen, so make sure you save any changes before following one of these links.



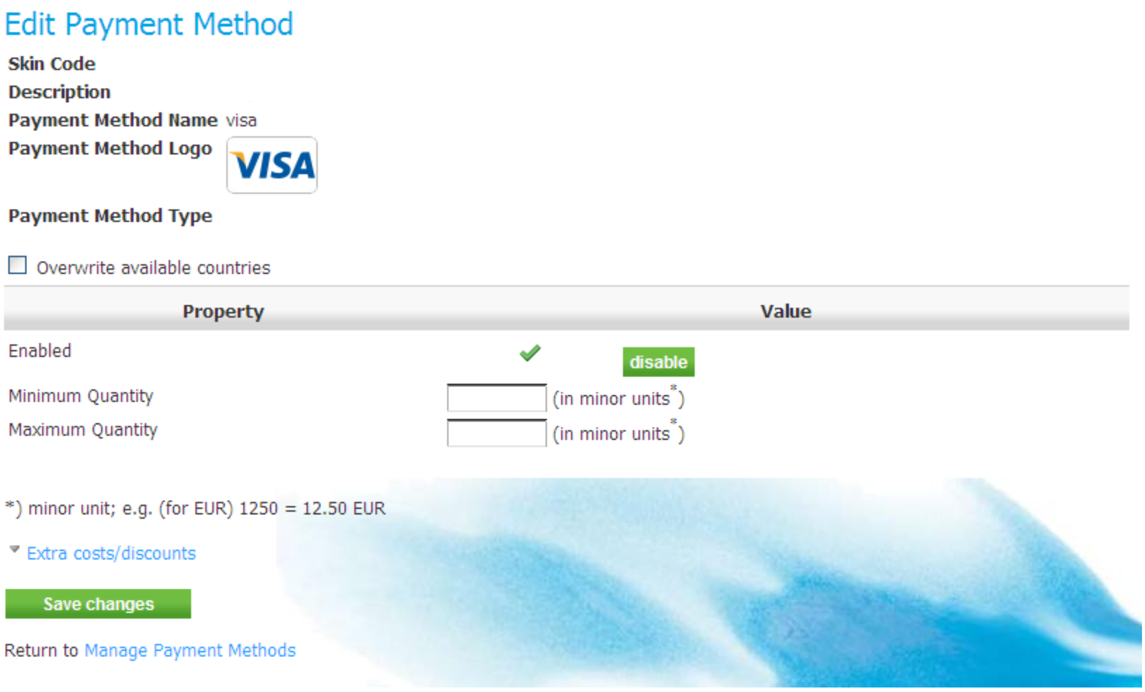
Extra options

Payment Methods
Custom Fields
Download Skin
Remove Skin
Edit Language Files

Payment Methods

The Payment Methods page gives you the ability to control the payment methods that will be shown to the customer and in what order.

You can select each payment method and specify the minimum/maximum amounts that you want to accept per payment method. You can also apply any additional cost or discounts amounts (as seen in the screen shot below).



Edit Payment Method

Skin Code

Description

Payment Method Name visa

Payment Method Logo VISA

Payment Method Type

☐ Overwrite available countries

Property	Value
Enabled	✓ disable
Minimum Quantity	(in minor units*)
Maximum Quantity	(in minor units*)

*) minor unit; e.g. (for EUR) 1250 = 12.50 EUR

Return to Manage Payment Methods

Custom Fields

Custom Fields is a powerful feature of the payment pages that allow you to add form fields to the payment page which will be sent to you before final payment submission for approval. You can use this to capture any data such as collecting shipping data, force the shopper to accept "terms and conditions", check a validation code and other details you may require.

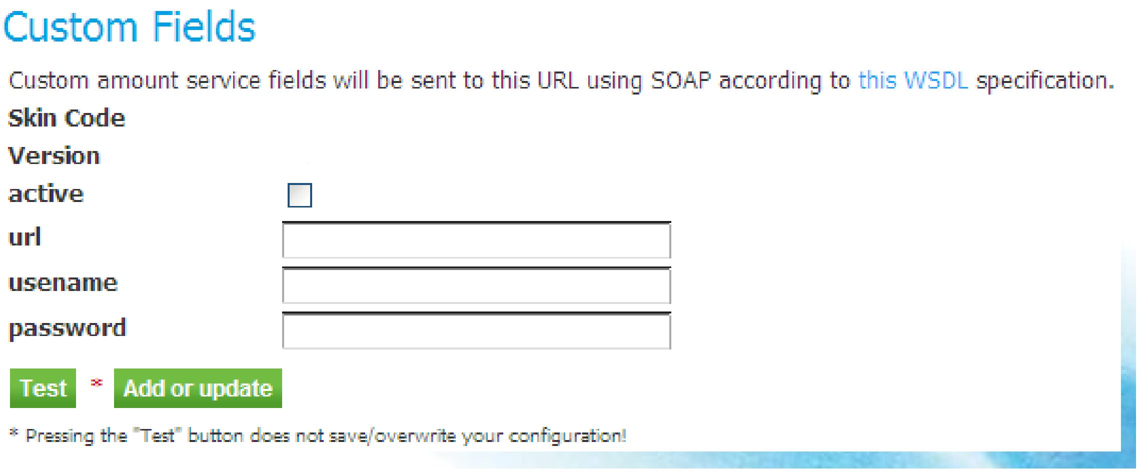
Custom fields are added as HTML to the page in an include file which is named customfields.txt (or a localised variant customfields_[locale].txt.

Any form fields whose "name" attribute of the fields is prefixed with "customfields" is considered a Custom Field.

Example custom fields:

```
<table id="basetable">
<tr>
<td>
<div class="fieldDiv">
<input type="checkbox" name="customfields.subscribe"
id="customfields.subscribe" value="true" CHECKED/>Next<br />
<input type="name" name="customfields.email" id="customfields.email" value=""/> Email
address<br />
</div>
</td>
</tr>
</table>
```

The contents of the custom fields are sent as a SOAP Web Service request to a URL of your choice which can be configured using the "Custom Fields" link on the "Edit Skin" page.



Custom Fields

Custom amount service fields will be sent to this URL using SOAP according to this WSDL specification.

Skin Code

Version

active □

url

usename

password

* Pressing the "Test" button does not save/overwrite your configuration!

Custom fields SOAP message:

```
<?xml version="1.0" encoding="UTF-8"?>
<soap:Envelope xmlns:soap="http://schemas.xmlsoap.org/soap/envelope"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema
-instance">
<soap:Body>
<ns1:check xmlns:ns1="http://customfields.services.adyen.com">
<ns1:customFieldRequest>
<fields xmlns="http://customfields.services.adyen.com">
<CustomField>
<name>subscribe</name>
<value>true</value>
</CustomField>
<CustomField>
<name>email</name>
<value>shopper@domain.com</value>
</CustomField>
</fields>
<merchantAccount
xmlns="http://customfields.services.adyen.com">YourMerchantAccount</merchantAccount
>
<merchantReference
xmlns="http://customfields.services.adyen.com">YourMerchantReference</merchantRefere
nce>
</ns1:customFieldRequest>
</ns1:check>
</soap:Body>
</soap:Envelope>
```

If you send an "[accepted]" response, the payment is allowed to continue. If not, you can specify which fields failed validation and what validation messages to show.

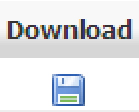
An example of the response you should send is shown on the following page.

Custom Fields Response:

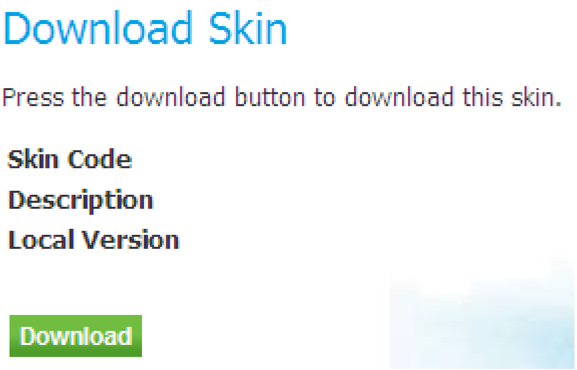
```
<?xml version="1.0" encoding="UTF-8"?>
<soap:Envelope xmlns:soap="http://schemas.xmlsoap.org/soap/envelope"
xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema
-instance">
<soap:Body>
<ns1:checkResponse xmlns:ns1="http://customfields.services.adyen.com">
<ns1:customFieldResponse>
<fields xmlns="http://customfields.services.adyen.com" xsi:nil="true"/>
<response xmlns="http://customfields.services.adyen.com">[accepted]</response>
</ns1:CustomFieldResponse>
</ns1:checkResponse>
</soap:Body>
</soap:Envelope>
```

Downloading a Skin

Once you have created a new Skin, it is a good idea to download the Skin to give you a good basis for designing your own Skin. There are two ways you can download a Skin either from the Skin List screen by selecting the Download option next to the Skin you wish to download.



Alternatively from the Edit tab of a Skin you can select the Download Skin option from the Extra options at the bottom of the screen, both options will take you to the following screen where you can download the selected Skin directly.



Download Skin

Press the download button to download this skin.

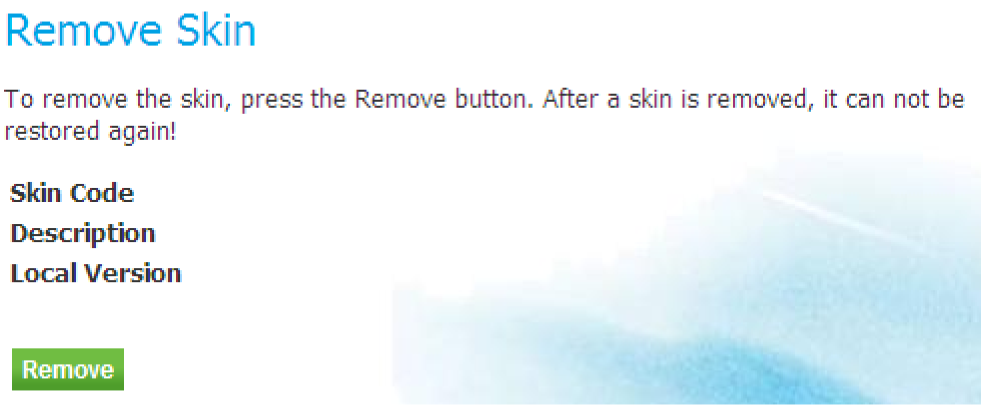
Skin Code

Description

Local Version

Remove Skin

If you have a Skin which you have created which you no longer need you can remove it from your account by simple selecting 'Remove Skin' whilst on the edit screen of the Skin, this will give you the following screen to confirm the action you are about to perform and that the action cannot be reversed.



Remove Skin

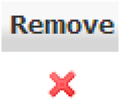
To remove the skin, press the Remove button. After a skin is removed, it can not be restored again!

Skin Code

Description

Local Version

Alternatively the Skin can also be removed by selecting the remove option next to the desired Skin on the Skin list screen; this will also take you to the above screen to confirm the removal of the Skin.

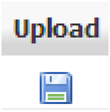


Uploading a Skin

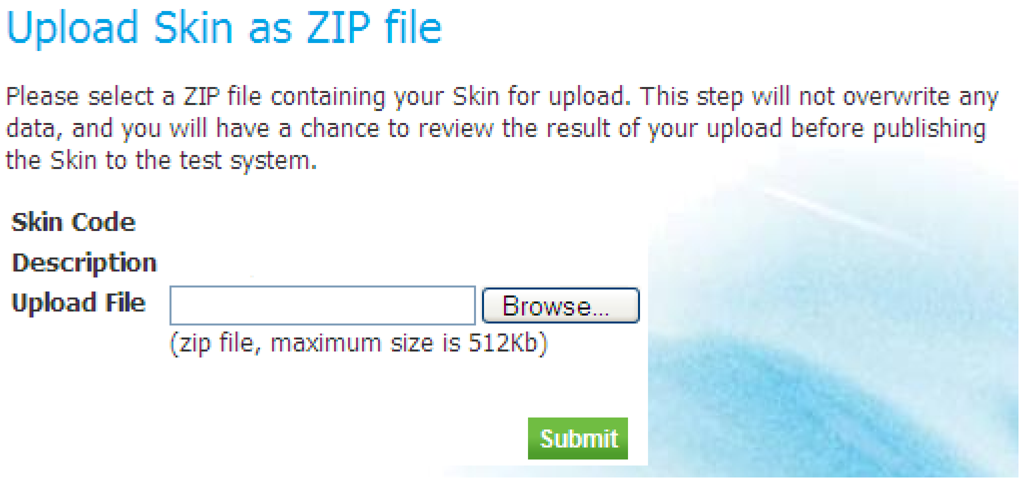
Once you have designed the Skin and saved it in a ZIP file, you can upload it. From there you will combine the current Skin settings with the uploaded ZIP file and save it to the test system.

If you are satisfied with the way the Skin operates on the test system, you can publish the Skin as it is on the test system directly to the live system. This publish-to-live operation does not change any settings; it simply copies the Skin as it is on the test environment to the live environment.

To upload the saved Skin, select the list tab on the 'Skins for the Payment Pages' screen to see a list of all your skins and then select the upload option next to the desired Skin



Alternatively, if you select the Skin name and then select the Upload tab this will take you to the following page where you can browse and upload the Skin file.



Upload Skin as ZIP file

Please select a ZIP file containing your Skin for upload. This step will not overwrite any data, and you will have a chance to review the result of your upload before publishing the Skin to the test system.

Skin Code

Description

Upload File

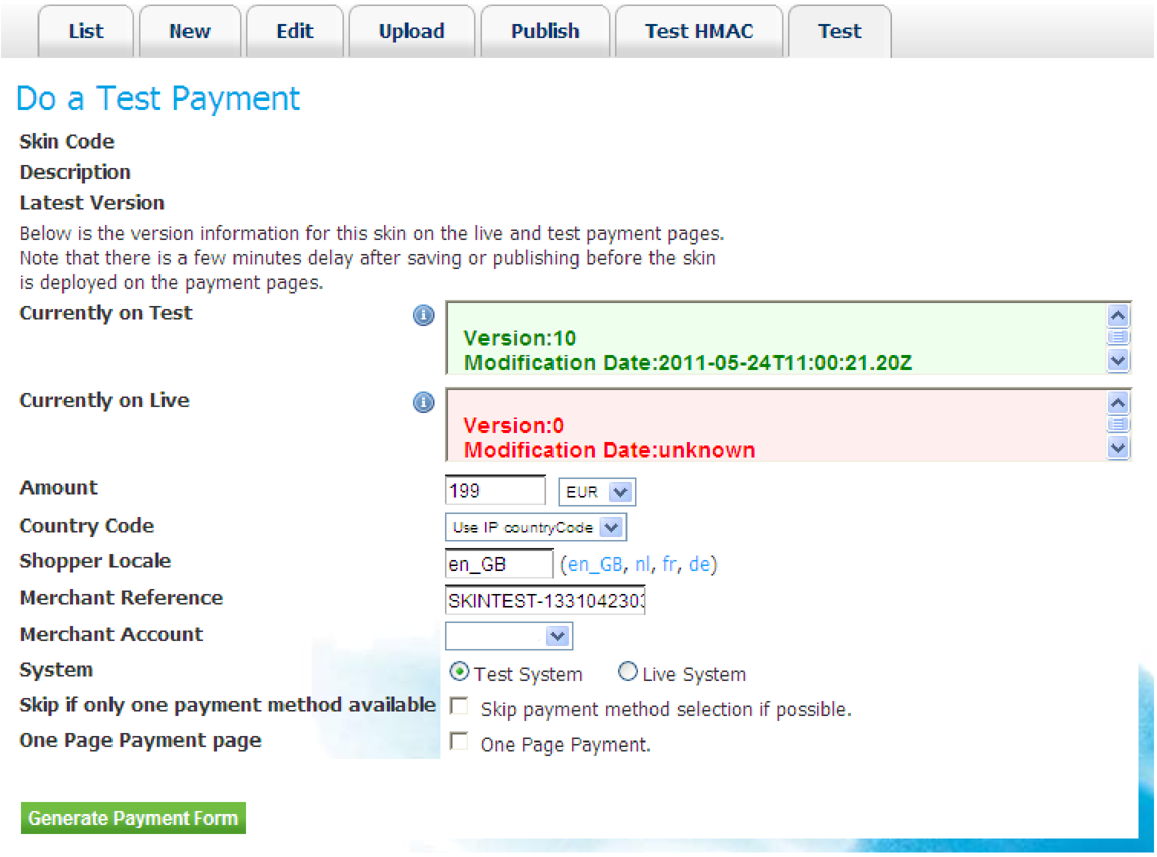
(zip file, maximum size is 512Kb)

When uploading the ZIP file, you will receive feedback on which files were accepted and which files were rejected. If for example you attempted to upload a ZIP file with the wrong directory structure, or which had a different skinCode as its "root" directory, all files will be rejected. If you are satisfied that the accepted file list is correct, you can confirm the result of the upload. Doing so will save the current upload with the current Skin settings to the test environment.

Testing a Skin

It is possible to send a payment request to the Hosted Payment Pages directly from the Skin editor. This is a very useful tool to quickly test the correct operation of the Skin and allows you to submit payments to the system prior to completing your integration with the hosted payment pages.

When you have selected a Skin select the Test tab and you will be presented with the following screen which allows you to test to live and test systems and also to test other options.



Do a Test Payment

Skin Code

Description

Latest Version

Below is the version information for this skin on the live and test payment pages. Note that there is a few minutes delay after saving or publishing before the skin is deployed on the payment pages.

Currently on Test: Version:10 Modification Date:2011-05-24T11:00:21.20Z

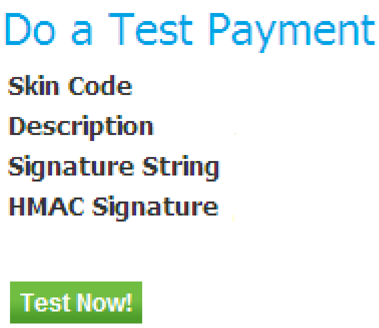
Currently on Live: Version:0 Modification Date:unknown

Amount	199 EUR
Country Code	Use IP countryCode
Shopper Locale	en_GB (en_GB, nl, fr, de)
Merchant Reference	SKINTEST-133104230
Merchant Account	
System	● Test System ○ Live System
Skip if only one payment method available	□ Skip payment method selection if possible.
One Page Payment page	□ One Page Payment.

This page also shows you what versions of the Skin are currently deployed on the test and live Hosted Payment Page servers. There is always a delay between saving a Skin and publishing it to the live servers. When the "Latest Version" corresponds with the "Currently on Test/Live" version, all the latest changes are have been deployed to that system.

The test functionality is also useful in debugging any problems you may have with your integration, since it produces a complete payment setup form which you can compare your implementation against.

When you want to run a test select 'Generate Payment Form' to see the following screen confirming what has been created for the values which have been passed. Selecting 'Test Now!' will take you to the payment pages where you can continue to put through a test payment if you wish.



Do a Test Payment

Skin Code

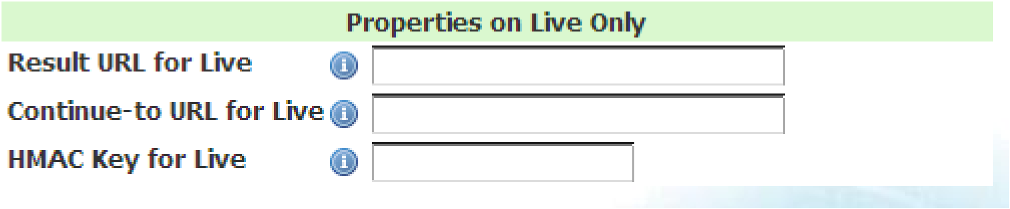
Description

Signature String

HMAC Signature

Publish the Skin

Please Note: Once you have completed testing and wish to use the Live service, you must ensure that have populated the 'Properties on Live Only' fields in your SmartPay test backoffice https://ca-test.barclaycardsmartpay.com/ca/ca/login.shtml (screen shot below)



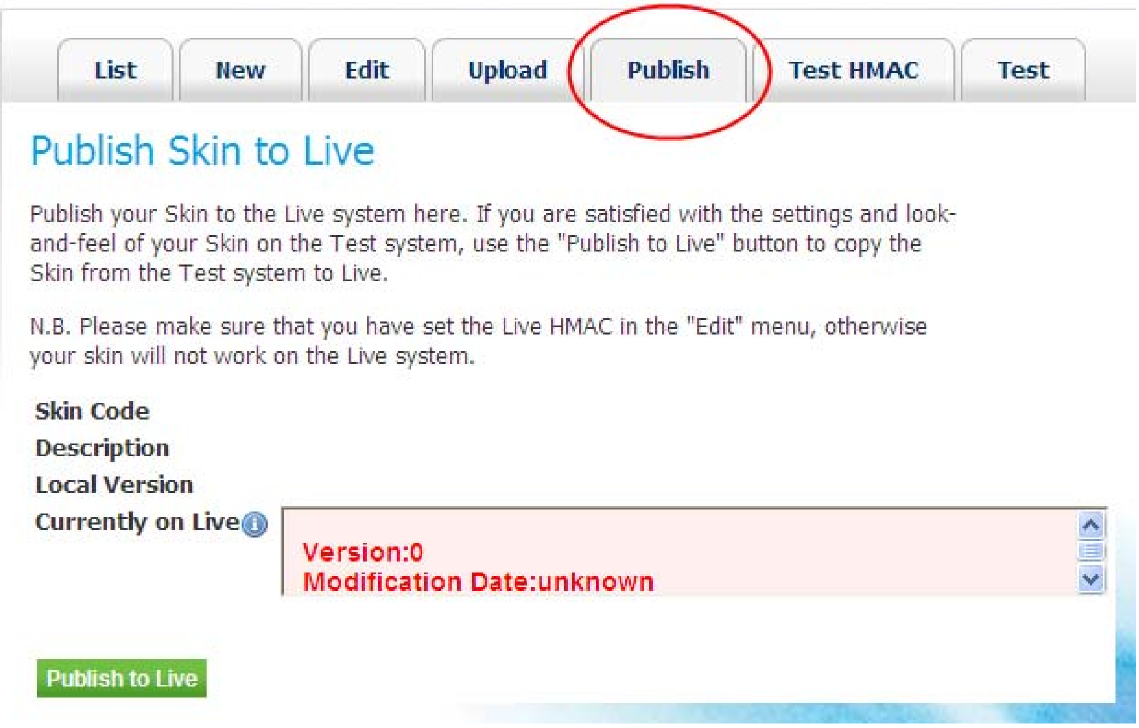
Properties on Live Only

Result URL for Live

Continue-to URL for Live

HMAC Key for Live

And that you publish your skins to live (screen shot below)



Publish Skin to Live

Publish your Skin to the Live system here. If you are satisfied with the settings and look-and-feel of your Skin on the Test system, use the "Publish to Live" button to copy the Skin from the Test system to Live.

N.B. Please make sure that you have set the Live HMAC in the "Edit" menu, otherwise your skin will not work on the Live system.

Skin Code

Description

Local Version

Currently on Live

Version:0
Modification Date:unknown

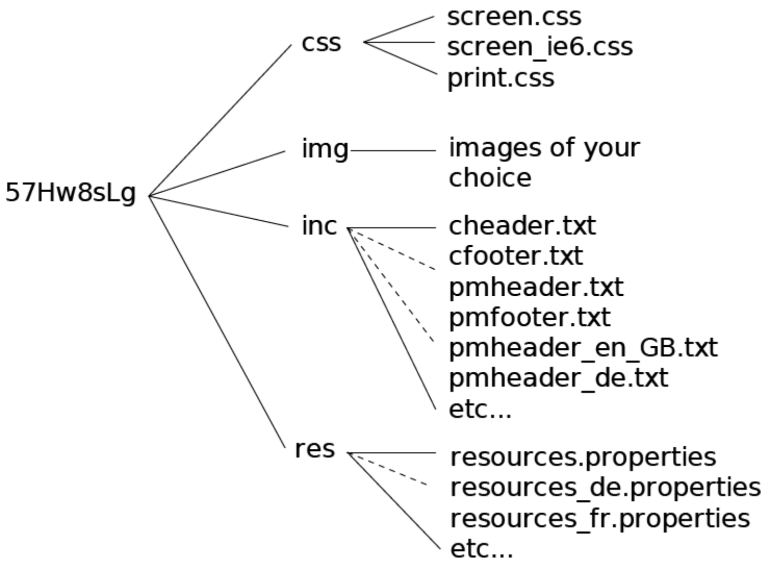
Publish to Live

Designing a Skin

This section covers the basics of creating a Skin from scratch, there are some example skins on our support website which you may wish to refer to. If your requirements are not too complex, creating your Skin may simply consist of replacing a logo and one or two images.

Skin Files

As described previously, a Skin is comprised of a number of files. The Skin files are uploaded in the Barclaycard SmartPay Backoffice as a ZIP archive with the following structure (assuming that the skinCode of your Skin is "57Hw8sLg"):



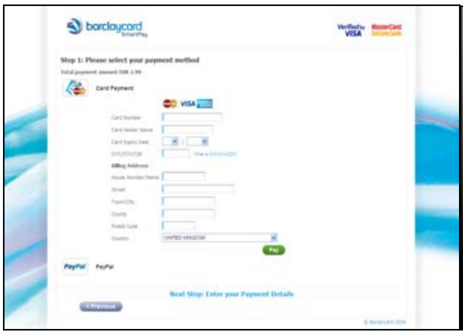
The contents of the ZIP file must exactly match the layout above (file names and directory names are case sensitive) otherwise the file will not be accepted during upload to the Barclaycard SmartPay Backoffice. As a rule, no extra subdirectories are allowed and filenames should be composed of alphanumeric's. Here is an explanation of the contents of these folders:

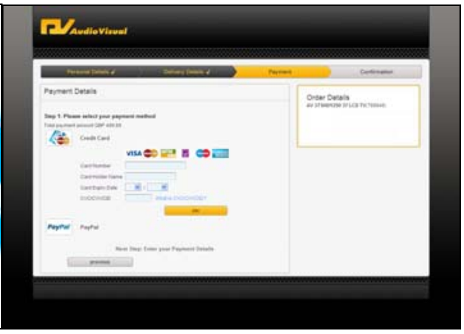
Folder Name	Description
css	This directory contains the customised stylesheets which will be included in each page. The main stylesheet is "screen.css" which is valid for media type "screen". If preferred, you may also supply a "print.css" to produce a formatted printout if a customer prints a page. The optional "screen_ie6.css" is included conditionally in Microsoft Internet Explorer version 6 or lower to work around some non-standard interpretations of the CSS stylesheet standard. See the Appendix for details on how the stylesheets are included in the pages.
img	Any images referenced in the stylesheets or HTML includes can be included in this directory. Names of the files are your choice.
inc	This directory can contain HTML fragments which can be included in each page. If an included file is language dependent, then it is possible to supply an include file for each language locale. For details of where these includes are inserted in the page, see the Appendix.
res	This directory contains files named resources_$localename.properties with text overrides for the text in payment pages. The main file is resources.properties which overrides the default string (language locale en_GB). For overriding a string in French, you would create a file resources_fr.properties. The format of the resource files, as well as the allowed overrides are described in the section 'Overriding Text Strings and Translations'.

Getting the Look Right

Since you are able to supply your own style sheets and images for your Skin, getting the payment pages to look the way you want is easy to achieve. As well as images and style sheets, you can also add custom HTML content in key places in the pages which can hold menus, disclaimers, shop links, navigation and other fields you may require.

These files are combined with the basic (fixed) HTML structure for the pages. The HTML structure was created to allow maximum flexibility in creating a layout.





The Appendix contains a listing of the HTML skeleton which generates each page. This translates to a layout in the HTML default flow model shown in the Appendix. However, when the default flow model is modified using a stylesheet, virtually any layout can be created.

The "reset.css" Stylesheet

If you examine the HTML in the Appendix, you will see that the first stylesheet included is "reset.css". This stylesheet is always included and its purpose is to "nullify" the default HTML styling applied by the browser. Because the default styling varies somewhat between browsers, applying the reset.css stylesheet makes it much easier to create a layout which renders consistently on each browser. The source listing or reset.css can be found in the Appendix.

Please Note: The default skins that created in your back-office are examples and can be used to process payments, if you make any modifications to the Skins it is your responsibility to test them and ensure they work before you go live.

Overriding Text Strings and Translations

By supplying internationalisation resource files in your skin you can override certain default strings in the payment pages. If you override a string you supply translations in the languages your skin will be used with.

When displaying a message, the HPP will search for the string in the following locations:

1. in the skin resource files using the payment session locale
2. in the skin resource files using the default locale
3. in the default resource files using the payment session locale
4. in the default resource files using the default locale

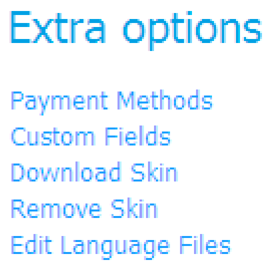
Text strings can be set or overridden in two places:

1. In the SmartPay backoffice
2. In the skin resource file that you upload to the backoffice

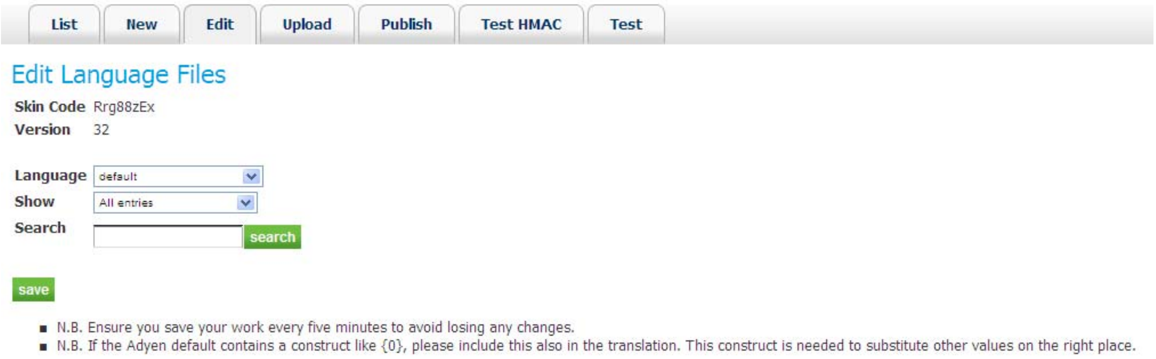
Edit Language files in the SmartPay backoffice

The backoffice offers a visual interface in which to view and modify text strings in numerous languages. For languages we do not offer by default you can create them via the skin resource file method explained later. With the skin selected click the *Edit Language Files* link in the *Extra Options* section.

Select "Edit Language Files"



Then select the language you wish to edit from the drop down menu.



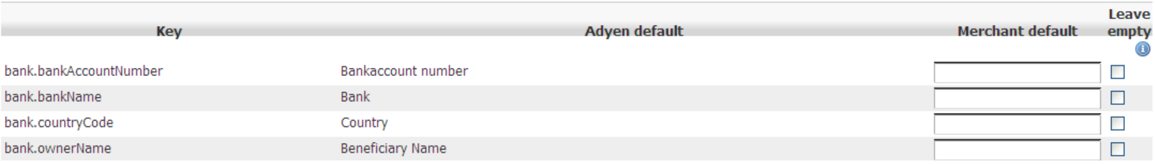
Edit Language Files

Skin Code Rrg88zEx
Version 32

Language default
Show All entries
Search

- N.B. Ensure you save your work every five minutes to avoid losing any changes.
- N.B. If the Adyen default contains a construct like {0}, please include this also in the translation. This construct is needed to substitute other values on the right place.

A table is shown with the following fields (*Please Note: This is for the default language option only). Complete the fields contained in the table and once complete save the changes you have made.



Key	Adyen default	Merchant default	Leave empty
bank.bankAccountNumber	Bankaccount number		□
bank.bankName	Bank		□
bank.countryCode	Country		□
bank.ownerName	Beneficiary Name		□

Column	Description
Key	A unique identifier for the text string (e.g. button.continue).
Adyen Default	The text string Adyen associates with the key (e.g. Continue).
Merchant Default	The text string you associate with the key (if set). This overrides the Adyen default if set. Set the Merchant default for each key whose text you wish to be different from the Adyen default and, when done, click the *save* button. It is important to ensure you save every 5 minutes to avoid your session from timing out, resulting in a loss of any changes. Every time you save a new version of the skin will be created.
Leave empty (Tick Box)	Check this if you want to use an empty text as translation, instead of the default translations.

For the *-default-* language the *res/resource.properties* file in the skin will be created/updated each time you save.

To edit the other language options, choose its shopper locale from the *Language* drop-down list.

A table will be shown with the following fields:

Column	Description
Key	A unique identifier for the text string (e.g. button.continue).
Adyen Default	The text string Adyen associates with the key (e.g. Continue).
Adyen [language] (e.g. Adyen (nl))	The text string Adyen associates with the key for the language chosen (e.g. Continue).
Merchant [language] (e.g. Merhant (nl))	The text string you associate with the key for the language chosen (if set). This overrides the Adyen default if set.

Leave empty (Tick Box)	Check this if you want to use an empty text as translation, instead of the default translations.

For each language you set merchant values for, a file called *resources_[language].properties* will be created in the *res* directory of the skin. For example, if shopper locale *nl* is chosen, a file called *resources_nl.properties* in the *res* directory will be created.

Please Note: Once text string editing is complete be sure to download the latest version of the skin to your PC before making any further changes. This will ensure that you have the most up to date skin resource files.

Edit language Files in the Skin Resource File

Skin resource files can be created manually in the skin. This method should be used for languages not supported in the CA. When creating the files you state the key name, and it's value, for example *button.continue=continue* (example below):

The set of keys (with default values) can be seen via the CA (see above) or by navigating to our documentation website http://www.barclaycard.com/smartpay/documentation/ and referring to the

An example set of keys (with default values) for which you can provide an override is:

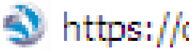
```
button.pay=pay
button.continue=continue
button.previous=previous
button.cancel=cancel
review.order_details=Order Details
review.total_payment_amount=Total payment amount
review.goods_shipped_before=Goods will be shipped before
review.goods_shipped_before.header=Ship Before Date
review.goods_shipped_before.message=The goods listed will be shipped(...)
nextstep=Next Step
finalstep=Final Step
step1=Step 1
step2=Step 2
step3=Step 3
step1.title=: Choose your Payment Method
step1.header=: Please select your payment method
step2.title=: Enter your Payment Details
step2.header=: Enter your Payment Details
step3.title=: Review and Complete Your Payment
step3.header=: Please review and complete your payment
```

The resource files use the Latin 1 (ISO 8859-1) encoding, but it is recommended that you treat them as US-ASCII only. This means that any character that is outside the US-ASCII set should be encoded in Unicode using the following notation \u + UTF-16 code point. Thus “é” becomes “\u00e9” and “ ” becomes “\u0158”.

File names are resources.properties for the default locale (en_GB). For other languages, the locale is included in the filename as resources_fr.properties for French and resources_en_US.properties for US English.

Change the Address bar Icon

In the address bar by default you will see the Barclaycard image, if you wish you can override this.



To override the default icon which is displayed in the URL area when on the payment pages simply place your favicon.ico file in the "img" directory of the Skin. It will be picked up automatically by the payment pages.

Payment Detail Reminder Email

For some (offline) payment methods that require the shopper to perform an action after the payment flow has completed, the shopper is given the option to send themselves a payment detail reminder email. An example is a bank transfer for which the bank details, the amount and the transfer reference are required to complete the payment. If you are not using such a payment method, you can ignore this section.

The shopper can specify their email address in the supplied field, however if the shopperEmail parameter is sent with the payment request, the field is pre-populated with this data.

By default, a generic Barclaycard SmartPay branded email will be sent, however the look of this email can be customised in the Skin. The following resource keys are used (See Overriding Text Strings and Translations on how to override these):

```
pmDetailEmailReminder.sendCopyCheckbox=Send a copy of these details to my email address
pmDetailEmailReminder.emailAddress=Email Address
pmDetailEmailReminder.orderDetailsHeader=Order Details
pmDetailEmailReminder.reminderNote=Added Note
pmDetailEmailReminder.noteToSelfMessage=Add a note to the email
pmDetailEmailReminder.bankTransfer_NL.subject=Copy of Your Bank Transfer Details
pmDetailEmailReminder.bankTransfer_NL.title=Copy of Your Bank Transfer Details
```

Note that the last two keys are specific for the payment method used, for example for French bank transfers you would use pmDetailEmailReminder.bankTransfer_FR.subject.

Two other files are used in the email message. One is an include file bankTransfer_email.txt which can contain HTML markup and will be included with the email. This file can be internationalised as (e.g.) bankTransfer_email_nl.txt. These file(s) should be added to the inc directory. There is a default inline stylesheet included with the email. Any changes to the stylesheet should be added inline to the bankTransfer_email.txt.

The other file is a logo pm_detail_reminder.png that is embedded in the email. This image is added to the img directory and is assumed to be 475 pixels wide. If you want to use an image with a different width, you may need to make some changes to the stylesheet.

Section	Topic
K	**Appendix A – Test and Live URL’s**

Please find below a list of the URL’s used by Barclaycard SmartPay, please note these have been divided between test and live, to access the corresponding account.

URL’s for test

Backoffice URL –
https://ca-test.barclaycardsmartpay.com/ca/ca/login.shtml

Hosted Payment Pages (Multiple): -
https://test.barclaycardsmartpay.com/hpp/select.shtml

Hosted Payment Pages (Single) -
https://test.barclaycardsmartpay.com/hpp/pay.shtml

RSS Feed URL –
https://ca-test.barclaycardsmartpay.com/reports/rss/lasttxrss/MerchantAccount/ **
https://ca-test.barclaycardsmartpay.com/reports/rss/lasttxrss/Company/ ***

Reports URL -
https://ca-test.barclaycardsmartpay.com/reports/download/MerchantAccount/ **/
https://ca-test.barclaycardsmartpay.com/reports/download/Company/ ***/

Modification SOAP Service –
https://pal-test.barclaycardsmartpay.com/pal/servlet/soap/Payment

Modification SOAP Service WSDL –
https://pal-test.barclaycardsmartpay.com/pal/Payment.wsdl

Notification SOAP Service WSDL –
https://ca-test.barclaycardsmartpay.com/ca/services/Notification?wsdl

Open Invoice SOAP Service WSDL –
https://ca-test.barclaycardsmartpay.com/ca/services/OpenInvoiceDetail?wsdl

Recurring SOAP Service URL –
https://pal-test.barclaycardsmartpay.com/pal/servlet/soap/Recurring

Recurring SOAP Service WSDL –
https://pal-test.barclaycardsmartpay.com/pal/Recurring.wsdl

Payment SOAP Service –
https://pal-test.barclaycardsmartpay.com/pal/servlet/soap/Payment

Payment SOAP Service WSDL –
https://pal-test.barclaycardsmartpay.com/pal/Payment.wsdl

URL’s for Live

Backoffice URL –
https://ca-live.barclaycardsmartpay.com/ca/ca/login.shtml

Hosted Payment Pages (Multiple): -
https://live.barclaycardsmartpay.com/hpp/select.shtml

Hosted Payment Pages (Single) -
https://live.barclaycardsmartpay.com/hpp/pay.shtml
RSS Feed URL –
https://ca-live.barclaycardsmartpay.com/reports/rss/lasttxrss/MerchantAccount/ **
https://ca-live.barclaycardsmartpay.com/reports/rss/lasttxrss/Company/ ***

Reports URL -
https://ca-live.barclaycardsmartpay.com/reports/download/MerchantAccount/ **/
https://ca-live.barclaycardsmartpay.com/reports/download/Company/ ***/

Modification SOAP Service –
https://pal-live.barclaycardsmartpay.com/pal/servlet/soap/Payment

Modification SOAP Service WSDL –
https://pal-live.barclaycardsmartpay.com/pal/Payment.wsdl

Notification SOAP Service WSDL –
https://ca-live.barclaycardsmartpay.com/ca/services/Notification?wsdl

Open Invoice SOAP Service WSDL –
https://ca-live.barclaycardsmartpay.com/ca/services/OpenInvoiceDetail?wsdl

Recurring SOAP Service URL –
https://pal-live.barclaycardsmartpay.com/pal/servlet/soap/Recurring

Recurring SOAP Service WSDL –
https://pal-live.barclaycardsmartpay.com/pal/Recurring.wsdl

Payment SOAP Service –
https://pal-live.barclaycardsmartpay.com/pal/servlet/soap/Payment

Payment SOAP Service WSDL –
https://pal-live.barclaycardsmartpay.com/pal/Payment.wsdl

** - enter your Merchant Account name in place of this marker.

*** - enter your Company Account name in place of this marker.