

Version 1.19  
August 2016

# MOL GLOBAL API

## Development & Integration Guides



## Change Logs

DOCUMENT VERSION	DESCRIPTION	DATE
1.19	<ul style="list-style-type: none"> <li>Added new supported channels: <ul style="list-style-type: none"> <li><b>DragonPay (ChannelId = 14)</b></li> <li><b>AIS 12 Call Prepaid Card (ChannelId = 601)</b></li> <li><b>True Money Prepaid Card (ChannelId = 602)</b></li> <li><b>Happy Prepaid Card (ChannelId = 603)</b></li> <li><b>ZEST Prepaid Card (ChannelId = 604)</b></li> <li><b>MOLPoints Prepaid Card (ChannelId = 605)</b></li> </ul> </li> <li>Include merchant payment result <b>Acknowledge Payment Result</b> and <b>retries</b> (Section 4.1.4 Payout Payment Result)</li> </ul>	August 8, 2016
1.18	<ul style="list-style-type: none"> <li>Added guidelines for new added detail &amp; summary reporting services (Section 5)</li> </ul>	April 29, 2016
1.17	<ul style="list-style-type: none"> <li>Added guidelines for direct integrate with MOL payment methods individually (Section 4.1.1 – <b>Merchant to surface payment methods individually</b> &amp; Section 4.1.3 – <b>Payout Payment Request</b>)</li> <li>Removed parameters <b>VirtualCurrencyName</b> &amp; <b>VirtualCurrencyRate</b> from <b>Payout Payment Request</b>, instead, configured via MOL backend.</li> <li>Added more supported currencies (SGD, IDR, PHP, THB &amp; VND) for channel <b>Easy2Pay</b>.</li> </ul>	March 15, 2016
1.16	<ul style="list-style-type: none"> <li>Added new supported channels (Page 7): <ul style="list-style-type: none"> <li><b>FPX</b></li> <li><b>Maybank2U</b></li> </ul> </li> <li>Standardized integration flows via MOL Hosted Payment Wall, and removed <b>channelId</b> parameter from <b>Payout Payment Request, Result &amp; Query</b>.</li> <li>Revised channels supported payment countries &amp; currencies (Page 4 to 7).</li> </ul>	April 20, 2015
1.15	<ul style="list-style-type: none"> <li>Added new supported channels, <b>MOLPay Credit Card (channelId = 10) &amp; PayPal (channelId = 11)</b>.</li> </ul>	March 23, 2015
1.14	<ul style="list-style-type: none"> <li>Added new section to explain how to surface MOL payment methods at either at merchant site or MOL Payment Wall, in <b>Section 4.1 Surface Payment Methods</b></li> <li>Revise payment flows in <b>section 4.2 Customer Purchase Flows</b></li> <li>Update <b>channelId</b> parameter in <b>section 4.4 Payout Payment Request</b> as conditional field.</li> <li>Added description for <b>channelId</b> parameter in <b>section 4.4 Payout Payment Request</b> to surface MOL Payment Wall.</li> <li>Added new supported channel, <b>Game Sultan (channelId = 9) in Payout Payment Request</b>.</li> </ul>	September 25, 2014
1.13	<ul style="list-style-type: none"> <li>Added new supported channel, <b>NganLuong (channelId = 7) &amp; Easy2Pay (channelId 8) in Payout Payment Request</b></li> </ul>	September 18, 2014
1.12	<ul style="list-style-type: none"> <li>Added new supported channel, <b>EasyTopUp (channelId = 6) in Payout Payment Request</b>.</li> </ul>	July 07, 2014
1.11	<ul style="list-style-type: none"> <li>Added new securities feature for <b>IP Address fraud detection</b>.</li> <li>Added "<b>ClientIpAddress</b>" in <b>Redemption Request</b> and <b>Card Query</b> as required field.</li> </ul>	July 04, 2014

## Intended Audience

This integration guide is for developers from merchant who integrating their system with MOL Payout API.

## Feedback

Feedback and comments are welcome throughout. You may help us to improve this guide by sending feedback to [apisupport@mol.com](mailto:apisupport@mol.com).

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# 1.Introduction

The MOL Checkout – Payout API offers merchant a wide range of payment channels to their customer across the globe with just one time integration. Payout API designed to optimize and simplify integration effort between merchant and various payment channels. Instead of having to integrate with multiple APIs from different payment channels, Payout API provides a single endpoint for all. In other words, overall integration effort can be reduced and thus, completed in much shorter time.

MOL Payout API also provides a secure payment experience with server to server communication over a secure socket layer (SSL) and conforms to Representational State Transfer (RESTful) architectural style uses JSON as its data representation format.

Following are list of payment providers supported by MOL Payout API:

- **MOLPoints**

MOLPoints is an online micropayment system enables consumers nationwide to purchase online games, products and services through any one of our 12 localized portals and pay for your purchases at over 1.6 million physical, online and mobile channels in more than 80 countries worldwide. For more information about MOLPoints, please visit [www.mol.com](http://www.mol.com).

<b>Payment Types:</b>	Prepaid Card, E-Wallet
<b>Payment Countries:</b>	Malaysia, Thailand, Indonesia, Philippines, Vietnam, Singapore, United States, Brazil, India, Australia, New Zealand, Taiwan, Rest of the World
<b>Payment Currencies:</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND

- **Rixty**

Rixty is an alternative payment system that lets domestic and international users spend cash and coins for online games, virtual worlds and all types of digital content. Consumers can pay without a credit card and without exposing confidential information by converting cash to Rixty value at 140,000 stores in the US and Brazil or nearly 500,000 locations worldwide. For more information about Rixty, please visit [www.rixty.com](http://www.rixty.com).

<b>Payment Types:</b>	Prepaid Card, E-Wallet
<b>Payment Countries:</b>	United States, Brazil, North America, South America
<b>Payment Currencies:</b>	USD, BRL

## • Thailand Prepaid Cards (via EasyTopUp)

Thailand Customers simply purchase the prepaid card anywhere and use the prepaid card PIN (direct top-up) for both client game and web game. The supported Thailand prepaid cards are:

- AIS 3G 1-2-Call! Cash Card ([www.ais.co.th](http://www.ais.co.th))
- Truemoney ([www.truemoney.co.th](http://www.truemoney.co.th))
- MOLPoints Card ([th.mol.com](http://th.mol.com))
- Zest Card ([www.zest.co.th](http://www.zest.co.th))
- Happy Cash Card ([www.dtac.co.th](http://www.dtac.co.th))

<b>Payment Types:</b>	Prepaid Card
<b>Payment Countries:</b>	Thailand
<b>Payment Currencies:</b>	THB

## • NganLuong

NganLuong.vn is the leading E-wallet & prepaid card payment service in Vietnam Pilot licensed by Central Bank Quick and Easy merchant self-integration. The supported prepaid card for NganLuong.vn are Viettel, Vinaphone, MobiFone, and Gate card. For more information about NganLuong.vn, please visit [www.nganluong.vn](http://www.nganluong.vn).

<b>Payment Types:</b>	Prepaid Card
<b>Payment Countries:</b>	Vietnam
<b>Payment Currencies:</b>	VND

## • Mobile Direct Top-Up (via Easy2Pay)

Mobile Direct Top-Up (via Easy2Pay) is a carrier billing for game companies that use it as key payment channel. Users allow using Telco credits for purchase and top up in-app through mobile phone or web based.

<b>Payment Types:</b>	Carrier Billing
<b>Payment Countries:</b>	Malaysia, Singapore, Indonesia, Philippines, Thailand, Vietnam
<b>Payment Currencies:</b>	MYR, SGD, IDR, PHP, THB, VND

## • Game Sultan

Game Sultan is one of Turkey's leading E-Pin distribution brand and MOL subsidiary company, founded in 2006. Game Sultan has been providing payment systems since 2006 from online gaming to digital online platforms through Turkey.

Game Sultan has more than 40 global online gaming partners with its various physical and digital distribution channels with more than 8.000 dealer network and 1 M end user community. Now Game Sultan bringing its expertise to Saudi Arabia, Egypt, UAE, Qatar, Kuwait covering MENA to increase the joy of the game and safe & fast payment quality. For more information about Game Sultan, please visit [www.gamesultan.com](http://www.gamesultan.com).

<b>Payment Types:</b>	E-Wallet
<b>Payment Countries:</b>	Turkey, MENA (Egypt, Saudi Arabia, UAE, Qatar, Bahrain, Kuwait, Tunisia, Algeria), EU (Poland, Germany, Romania, Bulgaria, Austria)
<b>Payment Currencies:</b>	TRY, EUR, USD

## • MOLPay Credit Card

MOLPay is the first multi-currency payment gateway in Southeast Asia that accepts cash payments for online purchases, through physical outlets such as convenience stores and bookstores. It is simple to setup on any e-commerce store and also, convenient and secure for online buyers to use.

MOLPay offers a wide range of e-commerce payment solutions – from online payment acceptance and processing to fraud management to payment security.

<b>Payment Types:</b>	Credit Card (Visa & Master)
<b>Payment Countries:</b>	Malaysia, Thailand, Indonesia, Philippines, Vietnam, Singapore, United States, Brazil, India, Australia, New Zealand, Taiwan
<b>Payment Currencies:</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND

## • PayPal

PayPal gives people better ways to connect to their money and to each other, helping them send money without sharing financial information and with the flexibility to pay using their PayPal account balances, bank accounts, PayPal Credit and credit cards. With our 162 million active digital wallets, we have created an open and secure payments ecosystem people and businesses choose to securely transact with each other online, in stores and on mobile devices.

PayPal is a truly global payments platform that is available to people in 203 markets, allowing customers to get paid in more than 100 currencies, withdraw funds to their bank accounts in 57 currencies and hold balances in their PayPal accounts in 26 currencies.

<b>Payment Types:</b>	E-Wallet
<b>Payment Countries:</b>	Malaysia, Thailand, Indonesia, Philippines, Vietnam, Singapore, United States, Brazil, India, Australia, New Zealand, Taiwan
<b>Payment Currencies:</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND

## ● FPX

FPX (Financial Process Exchange) is an online payment option by MyClear that allows consumers to make real time online payments using their current or savings account. All they need is an Internet Banking account with any of FPX participating banks. The participating banks are Maybank, CIMB Bank, RHB Bank, Public Bank, Hong Leong Bank and Bank Islam.

<b>Payment Types:</b>	Online Banking
<b>Payment Countries:</b>	Malaysia
<b>Payment Currencies:</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND

## ● Maybank2U

Maybank2u.com is an online payment option that allows consumers to make real time payments using their Maybank internet banking accounts.

<b>Payment Types:</b>	Online Banking
<b>Payment Countries:</b>	Malaysia
<b>Payment Currencies:</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND

## ● DragonPay

Dragonpay provides alternative online payment solutions to businesses of all sizes. Through the gateway, customers can purchase goods or services online, and pay for it using cash, mobile wallets or through online bank debit. Developing countries like the Philippines have very low penetration of credit cards and banking in general. This makes alternative payments an important part of any online selling strategy. ([www.dragonpay.ph](http://www.dragonpay.ph))



<b>Payment Types:</b>	Online Banking
<b>Payment Countries:</b>	Philippines
<b>Payment Currencies:</b>	PHP

## 2. Security Features

The Payout API services are protected for only authorized merchant with restricted hardened platform to secure payment data transmission.

- **Secure Sockets Layer (SSL) data transport**

It's required to use HTTPS for all interchange message between merchant and MOL. This is to prevent any sensitive data being reveal by unauthorized party during message exchange. ([http://en.wikipedia.org/wiki/HTTP\\_Secure](http://en.wikipedia.org/wiki/HTTP_Secure))

- **IP Address Filtering**

Merchant can register their server's static IP addresses with MOL to establish a secure connection to MOL Payout server.

- **Data Message Protection (Signature)**

This is an application layer security in ensuring data integrity. All data in the message exchange will be hashed using a unique Secret Key and output as Signature. Secret Key is assign to merchant during account creation. MOL will validate this Signature to prevent any data tampering during the message exchange. It's also recommended for merchant to perform the same validation for all response messages received from MOL.

- **IP Address Fraud Detection**

This feature is applicable to host and host service such as Redemption Service and Card Query Service. MOL will decline requested transaction when failure attempt from particular client IP address is exceed securities setting.

## 3. Get Started

API version	
version	V1

### 3.1 Merchant Application Account

Before merchant start integrating with MOL Payout API, merchant must have MOL Payout API application account. If merchant already have a MOL Payout API application account then skips this step. If not, please contact MOL business development team ([bd@mol.com](mailto:bd@mol.com)) to request an application account.

MOL will provide account information below for merchant integration development process.

<b>Application Code:</b>	Unique code to identify merchant application or portal which integrating with MOL Payout API.
<b>Secret Key:</b>	A server-side shared secret key which will use to generate signature for API communication.

### 3.2 Setting up Merchant Application Account

After merchant obtained MOL Payout API account from MOL, merchant need to provide below information to MOL API support team to complete the setup for the account.

- **Callback URL**

MOL will send HTTP POST request with the result of payment status to this merchant's Callback URL. Each merchant application account refers to one Callback URL. The URL will be setup and maintain under the admin module. The maximum length of Callback URL is 255 characters.

- **IP Address**

Outgoing IP address(es) of merchant payment server, for whitelisted purposes.

## 4. Payment Service

### 4.1 MOL Hosted Payment Service



## HOSTED PAYMENT SERVICE

- **Payout Payment Request**  
Merchant initiate payment request to MOL before a customer can proceed to make their payment.
- **Payout Payment Result**  
MOL returns payment result to merchant after customer completed their payment.
- **Payout Payment Query**  
Allow merchant to retrieve a past payment for verification.

## 4.1.1 Surface Payment Methods Options














MOL Payout API allows merchant to surface all supported payment methods to customer via **MOL Hosted Payment Wall**, or alternatively, merchant to **Surface the Payment Methods Individually** at merchant site.

- To surface payment methods via **MOL Hosted Payment Wall** (see figure 1), simply leave blank or skip the parameter {channelId} during **Payout Payment Request**.
- For **Surface the Payment Methods Individually**, merchant surface each individual MOL's payment methods on merchant site page (see figure 3). Once consumer selects a payment channel logo (e.g. PayPal), merchant specific {channelId} during **Payout Payment Request**.

### 4.1.1.1 MOL Hosted Payment Wall

The Payment Wall surface all MOL supported payment methods in a MOL hosted page. Merchant only required surfacing ONE MOL logo at their payment methods selection page in order for customer to using all supported payment methods. MOL Hosted Payment Wall handles the displays of the payment options. There is no change required on merchant site when new payment methods added by MOL.

URL of MOL Hosted Payment Wall is obtained via the **Payout Payment Request** service as payment URL. Below figure depicts a sample of MOL Hosted Payment Wall screen:

100 Diamonds		MYR 5.00
Choose Payment Method		
	<b>MOLPoints</b>	
	<b>Rixty</b>	
	<b>Paypal</b>	
	<b>Visa / MasterCard</b>	
	<b>Savings/Current Account</b>	
	<b>Maybank2u</b>	
		

**Figure 1** *Sample MOL Hosted Payment Wall Screen*

Example of customer purchase flows:

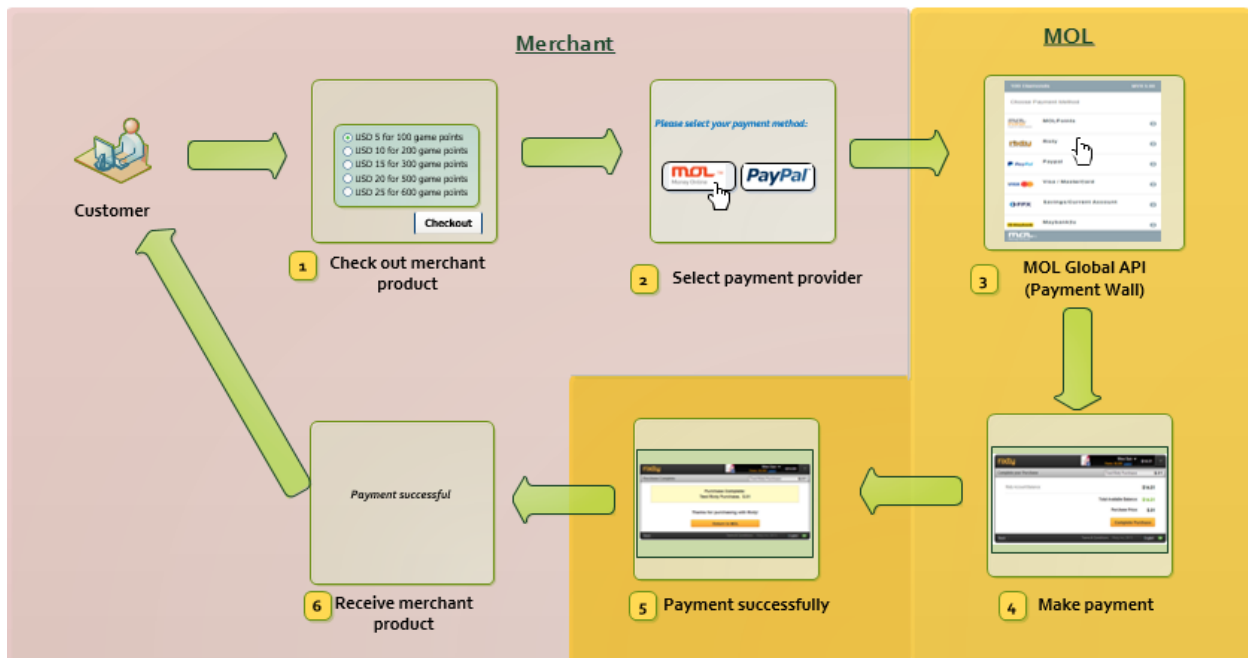


Figure 2 Customer Purchase Flows Diagram via MOL Payment Wall

#### 4.1.1.2 Merchant Surface Payment Methods Individually

Instead of the MOL Hosted Payment Wall, merchant has the choice to surface each individual MOL's payment methods at their payment method selection page. With this payment flows, merchant has full control of visibility of MOL's payment methods to customers.

Example surface MOL payment methods individually at merchant site:

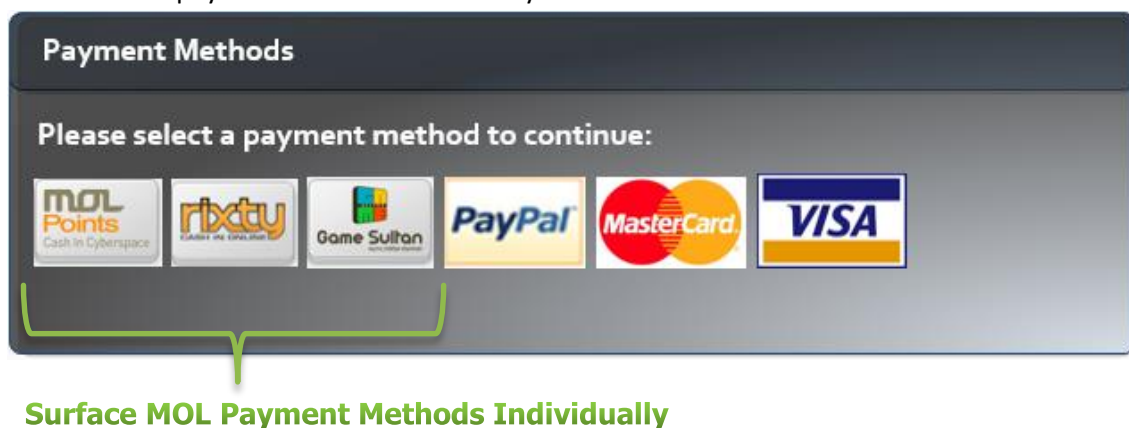


Figure 3 Customer Purchase Flows Diagram via MOL Payment Wall

When user selects particular MOL payment method at merchant site, merchant is required to submit parameter {**channelId**} during the **Payout Payment Request**. For example, if consumer select Rixty Payment Method, merchant submit {**channelId**} as 2. Full list of supported payment methods with respective channel id can be refer to [8.4 Supported Payment Methods](#).

## 4.1.2 Payment Flows

This section describes the overview payment flows among customer, merchant, MOL and payment channel.

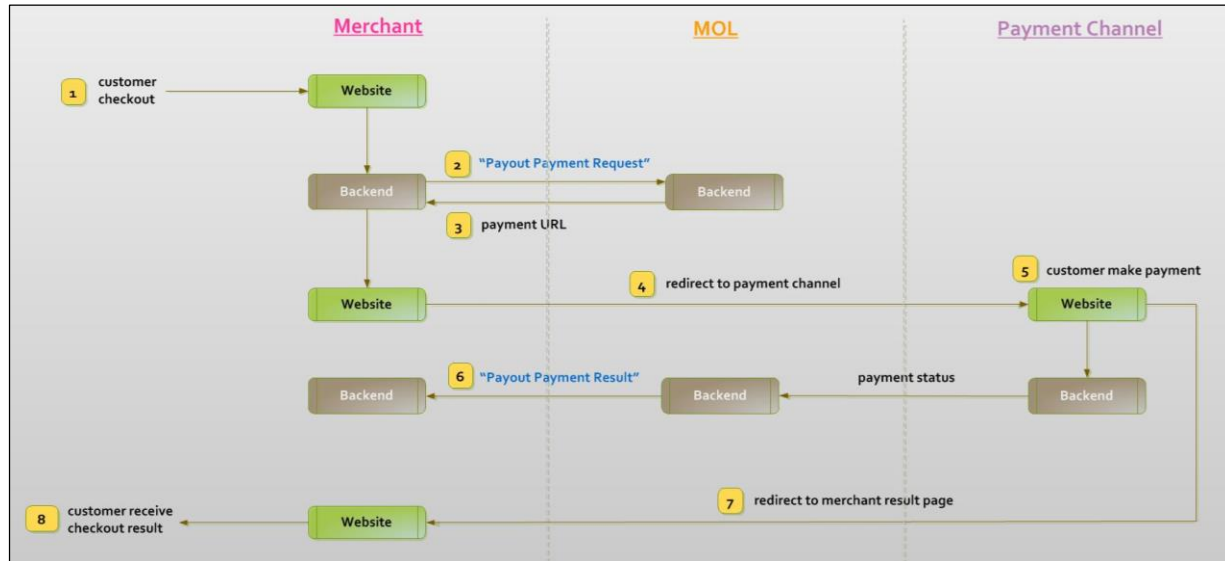


Figure 4 *Payment Flows Diagram (MOL Hosted Payment Pages)*

Steps	Description
1	Customer checkouts at merchant site and choose MOL Payout as their payment method.
2	Merchant sends payment request to MOL via <b>Payout Payment Request</b> service.
3	MOL returns payment attributes to merchant. E.g. payment URL together with a unique security token.
4	MOL redirects customer to the payment channel site.
5	Customer proceeds to make payment.
6	Upon completion, MOL notify merchant on the payment result via <b>Payout Payment Result</b> service.
7	Customer will be redirected back to merchant result page.
8	Customer receives final checkout result based on their payment status.



### 4.1.3 Payout Payment Request

Invoke this service to initiate a payment request and MOL will returns a payment URL with a security token so merchant can forward their customer to make payment at MOL Payout website. Each token will be expired after 20 minutes.

Environment	Service URL
<b>Sandbox</b>	<a href="https://sandbox.api.mol.com/payout/payments">https://sandbox.api.mol.com/payout/payments</a>
<b>Production</b>	<a href="https://api.mol.com/payout/payments">https://api.mol.com/payout/payments</a>

Request Header	
<b>HTTP Method</b>	POST
<b>Content type</b>	x-www-form-urlencoded

## Request Body Message (Payout Payment Request)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>referenceId</b>	<p><b>Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>
<b>channelId</b>	<p><b>Channel Id</b> is a unique identifier of payment provider specified for the payment.  <i>*Leave blank or skip this parameter to use MOL Payment Wall feature</i></p> <p><b>Required</b> : Conditional  <b>Format</b> : positive numeric values</p> <p><b>Supported channels:</b> (refer to <a href="#">8.4 Supported Payment Methods</a>)</p>
<b>amount</b>	<p><b>Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Required:</b> Conditional (<i>*Leave blank for “Prepaid Card” or “Carrier Billing” payment types, Required for rest of the payment methods.</i>)</p> <p><b>Note:</b>  If merchant choose to surface Payment Methods via <b>MOL Hosted Payment Wall</b>:</p> <ul style="list-style-type: none"> <li>If merchant leave blank or skip for parameters {amount} &amp; {currencyCode}, MOL Hosted Payment Wall lists all supported payment methods under the types of “Prepaid Card” or “Carrier Billing”.</li> <li>If merchant submit value for parameter {amount} &amp; {currencyCode}, MOL Hosted Payment Wall lists all supported payment methods other than “Prepaid Card” or “Carrier Billing”.</li> </ul> <p>If merchant choose to surface <b>Payment Methods individually at merchant site</b>:</p> <ul style="list-style-type: none"> <li>Leave blank or skip for parameters {amount} &amp; {currencyCode} for payment method under the types of “Prepaid Card” or “Carrier Billing”.</li> </ul>

	<ul style="list-style-type: none"> <li><b>{amount}</b> &amp; <b>{currencyCode}</b> are required for payment method other than “Prepaid Card” or “Carrier Billing”.</li> </ul> <p>The reason for leaving blank or skip parameters <b>{amount}</b> &amp; <b>{currencyCode}</b> for “Prepaid Card” or “Carrier Billing” payment types is due to the payment amount are based on the full value of the prepaid card or carrier billing consumed by the customer. Merchant is required to reward game credits or product to customer equivalent to the payment amount.</p> <p><b>Format</b> : positive numeric values</p>
<b>currencyCode</b>	<p><b>Currency Code</b> refers to three characters global currencies code.</p> <p><b>Required</b>: Conditional (Refer explanations for parameter <b>{amount}</b>)</p> <p><b>Format</b> : 3 characters country code</p>
<b>returnUrl</b>	<p>Customer’s browser will be redirected to this merchant’s <b>Return URL</b> after the payment is completed. Merchant is recommended to include unique identifier for transaction in the URL.</p> <p><b>Required</b> : Yes</p> <p><b>Format</b> : maximum of 255 alphanumeric characters</p>
<b>description</b>	<p><b>Description</b> refers to statement that describes the payment. The statement will be displayed in UI of the several payment providers.</p> <p><b>Required</b> : Optional</p> <p><b>Format</b> : maximum of 255 alphanumeric characters</p>
<b>customerId</b>	<p><b>Customer Id</b> is a unique identifier of customer generated by the merchant.</p> <p><b>Required</b> : Yes</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>signature</b>	<p>All parameters required for signature creation (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <p><b>Required</b> : Yes</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>

**\* Testing mobile number: 12345678 (Please use this mobile number for sandbox carrier billing integration testing)**

## Response Body Message (Payout Payment Request)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description
<b>applicationCode</b>	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>referenceId</b>	<p><b>**Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>version</b>	<p><b>**Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p>
<b>amount</b>	<p><b>**Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Format</b> : positive numeric values</p>
<b>currencyCode</b>	<p><b>**Currency Code</b> refers to three characters global currencies code.</p> <p><b>Format</b> : 3 character country code</p>
<b>paymentId</b>	<p><b>Payment Id</b> is a unique identifier given by MOL Payout for transaction reference purpose.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>paymentUrl</b>	<p>Upon received the response from a Payment Payout Request, merchant redirect customer’s browser to Payment URL of MOL to complete payment transaction. Payment URL will be <b>expired</b> in 20 minutes.</p> <p><b>Format</b> : maximum of 255 alphanumeric characters</p>
<b>signature</b>	<p>All parameters required for signature creation (refer to <a href="#">5.1 Generate Signature</a>)</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>

## Payout Payment Request Example

<b>HTTP Method</b>	<b>POST /payments</b>
<b>Request</b> Parameters in HTTP Body (x-www-form-urlencoded format)	<p><b>Format:</b></p> <b>applicationCode</b> ={ applicationCode }& <b>referenceId</b> ={ referenceId }& <b>version</b> ={ version }& <b>amount</b> ={ amount }& <b>currencyCode</b> ={ currencyCode }& <b>returnUrl</b> ={ returnUrl }& <b>description</b> ={ description }& <b>customerId</b> ={ customerId }& <b>signature</b> ={ signature } <p><b>Example:</b></p> <b>applicationCode</b> =3f2504e04f8911d39a0c0305e82c3301& <b>referenceId</b> =TRX1708901& <b>version</b> =v1& <b>amount</b> =1000& <b>currencyCode</b> =MYR& <b>returnUrl</b> =http%3A%2F%2Fyoursite.com%2Fresult%3FreferenceId%3DTRX1708901& <b>description</b> =Product%20A& <b>customerId</b> =12321144221& <b>signature</b> =aa3e9c52a1beabf1286db8d1e82976e1
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <p><b>Format:</b></p> <pre>{   "applicationCode" : "{ applicationCode }",   "referenceId" : "{ referenceId }",   "version" : "{ version }",   "amount" : { amount },   "currencyCode" : "{ currencyCode }",   "paymentId" : "{ paymentId }",   "paymentUrl" : "{ paymentUrl }",   "signature" : "{ signature }" }</pre> <p><b>Example:</b></p> <pre>{   "applicationCode" : "3f2504e04f8911d39a0c0305e82c3301",   "referenceId" : "TRX1708901",   "version" : "v1",   "amount" : 1000 ,   "currencyCode" : "MYR",   "paymentId" : "MPO000000000001",   "paymentUrl" :   "https://payout.mol.com/index.aspx?token=F786525494694176A7D1308B479010C3",   "signature" : "1c01d4d676d4e5445ab064edb2efa7f8" }</pre>

## 4.1.4 Payout Payment Result

This service is for MOL to notify merchant of the payment result that has been completed by their customer. Prior receiving of the payment result, merchant is required to provides a [Callback URL](#) (refer to [3.2 Setting up Merchant Application Account](#)) per application. The merchant's callback page must exist and actively listen to this service for payment status update.

**NOTE:** Merchant can approve their customer order, if a success payment status is returned from this service.

### Acknowledge Payment Result

Merchant is required to return a response with **HTTP STATUS CODE 200** (refer to [8.1 HTTP Status Code](#)) upon receive the Payment Result from MOL. In cases of the response is not received explicitly by MOL, MOL will retry resend identical payment result at various intervals.

### Retries

Payout Payment Result provides a retry mechanism that re-sends a payment result within **24** hours until merchant's listener responses (**HTTP Status Code 200**) to the payment result. The maximum number of retries is **3**.

Merchant's listener must respond to every payment result. If merchant do not respond, MOL assumes the payment result was not received and re-sends it.

**NOTE:** Merchant must also ensure that do not process the transaction associated with a payment result twice or more.

Request Header	
HTTP Method	POST
Content type	x-www-form-urlencoded

## Request Body Message (Payout Payment Result)

Parameters	Description												
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>												
<b>referenceId</b>	<p><b>Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>												
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p>												
<b>amount</b>	<p><b>Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Format</b> : positive numeric value</p>												
<b>currencyCode</b>	<p><b>Currency Code</b> refers to three characters global currencies code.</p> <p><b>Format</b> : 3 character country code</p>												
<b>paymentId</b>	<p><b>Payment Id</b> is a unique identifier given by MOL Payout for transaction reference purpose.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>												
<b>paymentStatusCode</b>	<p><b>Payment Status Code</b> refers to two characters status indicator for Success, Failure, or Pending of a payout payment transaction.</p> <p><b>Format</b> : maximum of 2 alphanumeric characters</p> <p>List of payment status codes:</p> <table><tr><th>Code</th><th>Message</th><th>Description</th></tr><tr><td>00</td><td>Success</td><td>Payment completed and paid.</td></tr><tr><td>01</td><td>Incomplete</td><td>Payment has not complete or in middle of processing.</td></tr><tr><td>02</td><td>Expired</td><td>Payment has been failed as expired.</td></tr></table>	Code	Message	Description	00	Success	Payment completed and paid.	01	Incomplete	Payment has not complete or in middle of processing.	02	Expired	Payment has been failed as expired.
Code	Message	Description											
00	Success	Payment completed and paid.											
01	Incomplete	Payment has not complete or in middle of processing.											
02	Expired	Payment has been failed as expired.											

	<div>99</div> <div>Failure</div> <div>Payment for the given transaction failed.</div>
<b>paymentStatusDate</b>	<p><b>Payment Status Date</b> indicates the last updated date of the payment's status. The date will be in <a href="#">UTC (Coordinated Universal Time)</a> format.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ssZ</p>
<b>channelId</b>	<p><b>Channel Id</b> is a unique identifier of payment provider specified for the payment.</p> <p><b>Format</b> : positive numeric values</p>
<b>customerId</b>	<p><b>Customer Id</b> is a unique identifier of customer generated by the merchant.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>virtualCurrencyAmount</b>	<p><b>Virtual Currency Amount</b> refers to the calculated quantity of merchant's Virtual Currency equivalent to the monetary Amount user has paid.</p> <p>During the calculation for <b>{virtualCurrencyAmount}</b>, the <b>{virtualCurrencyRate}</b> (configured via MOL backend) will be used to automatically derive rates for user purchases in all other monetary currencies supported by MOL payments.</p> <p>Merchant can use this <b>{virtualCurrencyAmount}</b> as a reference for the actual Virtual Currency quantity to credit into the user's game/app (after rounding up/down if needed).</p> <p><b>Format</b> : positive decimal value (2 decimal places)  <b>Examples</b>: 20.47, 17.00</p> <p><b>Example Calculation:</b>  Let's say, configuration via MOL backend,  <b>{virtualCurrencyName}</b> is "Diamonds",  <b>{virtualCurrencyRate}</b> is = 50 (e.g. 1 USD = 50 Diamonds),</p> <p>If MOL successfully collected a Payment amount of SGD 10 from user (for example, user redeemed a SGD 10 MOLPoints Card), then the value of the <b>{virtualCurrencyAmount}</b> returned from MOL to merchant in <b>Payout Payment Result</b> is calculated as follow:</p> <p><b>{virtualCurrencyAmount}</b> =  {Paid Amount (in SGD)} x MOL Forex Rate* (for SGD to USD) x <b>{virtualCurrencyRate}</b>  = 10 x 0.7416 x 50  = 370.80</p>



	<p>The merchant may then use this as reference and round up to issue 371 Diamonds to the user's game/app.</p> <p>(*MOL Forex Rate for SGD to USD is 1 SGD = 0.7416 USD based on Maybank spot rate on day of transaction)</p> <p><b>NOTE:</b></p> <p><b>This parameter is NOT for financial settlement purposes, but to ease merchants of the chores of doing Forex calculation to derive the virtual currency quantity to credit to user.</b></p> <p><b>The actual amount and currency of the monetary payment made by user is returned in the {Amount} and {Currency} parameter in the Payout Payment Result.</b></p> <p><b>This parameter is designed for use only in "redeem prepaid cards" payment flows where currency and amount is not specified in the Payout Payment Request.</b></p>
<b>signature</b>	<p>All parameters required for signature creation (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>

## Payout Payment Result Example

<b>HTTP Method</b>	POST /{ callbackURL }
<b>Request</b> Parameters in HTTP Body (x-www-form-urlencoded format)	<p><b>Format:</b></p> <p><b>applicationCode</b>= { applicationCode } &amp; <b>referenceId</b>= { referenceId } &amp; <b>paymentId</b>= { paymentId } &amp; <b>version</b>= { version } &amp; <b>amount</b>= { amount } &amp; <b>currencyCode</b>= { currencyCode } &amp; <b>paymentStatusCode</b>= { paymentStatusCode } &amp; <b>paymentStatusDate</b>= { paymentStatusDate } &amp; <b>customerId</b>= { customerId } &amp; <b>signature</b>= { signature }</p> <p><b>Example:</b></p> <p><b>applicationCode</b>=3f2504e04f8911d39a0c0305e82c3301&amp;<b>referenceId</b>=TRX1708901&amp;<b>paymentId</b>=MPO0000000000001&amp;<b>version</b>=v1&amp;<b>amount</b>=1000&amp;<b>currencyCode</b>=MYR&amp;<b>paymentStatusCode</b>=00&amp;<b>paymentStatusDate</b>=2012-12-31T14%3A59%3A59Z&amp;<b>customerId</b>=12321144221&amp;<b>signature</b>=67626c0bde4e0cf66658fa403b91bf57</p>
<b>Response</b>	200 OK (refer to <a href="#">8.1 HTTP Status Code</a> )

## 4.1.5 Payout Payment Query

Merchant can use this service to verify their customer payment status (e.g. success or failure) or to obtain more details on the payment before approving their customer's order.

Here are the scenarios to invoke this service:

- To confirm payment status of a transaction before grant the purchased item to the customer.
- To obtain transaction details for missing or lost transaction.

Environment	Service URL
<b>Sandbox</b>	https://sandbox.api.mol.com/payout/payments
<b>Production</b>	https://api.mol.com/payout/payments

Request Header	
<b>HTTP Method</b>	GET

## Request Body Message (Payout Payment Query)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>referenceId</b>	<p><b>Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>Required</b> : Conditional  <b>Condition</b>: Either <b>referenceId</b> or <b>paymentId</b> must be supplied.  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>paymentId</b>	<p><b>Payment Id</b> is a unique identifier given by MOL Payout for transaction reference purpose.</p> <p><b>Required</b> : Conditional  <b>Condition</b>: Either <b>referenceId</b> or <b>paymentId</b> must be supplied.  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>
<b>signature</b>	<p>All parameters required for signature creation (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>

## Response Body Message (Payout Payment Query)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description												
applicationCode	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>												
referenceId	<p><b>**Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>												
version	<p><b>**Version</b> of MOL Payout API start with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p>												
paymentId	<p><b>**Payment Id</b> is a unique identifier given by MOL Payout for transaction reference purpose.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>												
amount	<p><b>Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Format</b> : positive numeric values</p>												
currencyCode	<p><b>Currency Code</b> refers to three characters global currencies code.</p> <p><b>Format</b> : 3 character country code</p>												
paymentStatusCode	<p><b>Payment Status Code</b> refers to two characters status indicator for Success, Failure, or Pending of a payout payment transaction.</p> <p><b>Format</b> : maximum of 2 alphanumeric characters</p> <p>List of payment status codes:</p> <table><tr><th>Code</th><th>Message</th><th>Description</th></tr><tr><td>00</td><td>Success</td><td>Payment completed and paid.</td></tr><tr><td>01</td><td>Incomplete</td><td>Payment has not complete or in middle of processing.</td></tr><tr><td>02</td><td>Expired</td><td>Payment has been failed as expired.</td></tr></table>	Code	Message	Description	00	Success	Payment completed and paid.	01	Incomplete	Payment has not complete or in middle of processing.	02	Expired	Payment has been failed as expired.
Code	Message	Description											
00	Success	Payment completed and paid.											
01	Incomplete	Payment has not complete or in middle of processing.											
02	Expired	Payment has been failed as expired.											

	99	Failure	Payment for the given transaction failed.
<b>paymentStatusDate</b>	<p><b>Payment Status Date</b> indicates the last updated date of the payment's status. The date will be in <a href="#">UTC (Coordinated Universal Time)</a> format.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ssZ</p>		
<b>channelId</b>	<p><b>Channel Id</b> is a unique identifier of payment provider specified for the payment.</p> <p><b>Format</b> : positive numeric values</p>		
<b>customerId</b>	<p><b>Customer Id</b> is a unique identifier of customer generated by the merchant.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>		
<b>virtualCurrencyAmount</b>	<p><b>Virtual Currency Amount</b> refers to the calculated quantity of merchant's Virtual Currency equivalent to the monetary Amount user has paid.</p> <p>During the calculation for <b>{virtualCurrencyAmount}</b>, the <b>{virtualCurrencyRate}</b> (passed from merchant during <b>Payout Payment Request</b>) will be used to automatically derive rates for user purchases in all other monetary currencies supported by MOL payments.</p> <p>Merchant can use this <b>{virtualCurrencyAmount}</b> as a reference for the actual Virtual Currency quantity to credit into the user's game/app (after rounding up/down if needed).</p> <p><b>Format</b> : positive decimal value (2 decimal places)  <b>Examples</b>: 20.47, 17.00</p> <p><b>Example Calculation:</b>  Let's say in the <b>Payout Payment Request</b>,  <b>{virtualCurrencyName}</b> passed from merchant is "Diamonds",  <b>{virtualCurrencyRate}</b> is = 50 (e.g. 1 USD = 50 Diamonds),</p> <p>If MOL successfully collected a Payment amount of SGD 10 from user (for example, user redeemed a SGD 10 MOLPoints Card), then the value of the <b>{virtualCurrencyAmount}</b> returned from MOL to merchant in <b>Payout Payment Result</b> is calculated as follow:</p> <p><b>{virtualCurrencyAmount}</b> =  (Paid Amount (in SGD)) x MOL Forex Rate* (for SGD to USD) x <b>{virtualCurrencyRate}</b>  = 10 x 0.7416 x 50  = 370.80</p>		

	<p>The merchant may then use this as reference and round up to issue 371 Diamonds to the user's game/app.</p> <p>(*MOL Forex Rate for SGD to USD is 1 SGD = 0.7416 USD based on Maybank spot rate on day of transaction)</p> <p><b>NOTE:</b></p> <p><b>This parameter is NOT for financial settlement purposes, but to ease merchants of the chores of doing Forex calculation to derive the virtual currency quantity to credit to user.</b></p> <p><b>The actual amount and currency of the monetary payment made by user is returned in the {Amount} and {Currency} parameter in the Payout Payment Result.</b></p> <p><b>This parameter is designed for use only in "redeem prepaid cards" payment flows where currency and amount is not specified in the Payout Payment Request.</b></p>
<b>signature</b>	<p>All parameters required for signature creation (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>

## Payout Payment Query Example

<b>HTTP Method</b>	<b>GET /payments</b>
<b>Request</b> Parameters as query string	<p><b>Format:</b></p> <p><b>applicationCode</b>=<code>{ applicationCode }</code><b>&amp;referenceId</b>=<code>{ referenceId }</code><b>&amp;paymentId</b>=<code>{ paymentId }</code><b>&amp;version</b>=<code>{ version }</code><b>&amp;signature</b>=<code>{ signature }</code></p> <p><b>Example: ( with referenceId )</b></p> <p>https://api.mol.com/payout/payments?<b>applicationCode</b>=3f2504e04f8911d39a0c0305e82c3301<b>&amp;referenceId</b>=TRX1708901<b>&amp;version</b>=v1<b>&amp;signature</b>=23cc45d8fb9baad081d3db51416aca39</p> <p><b>Or Example: ( with paymentId )</b></p> <p>https://api.mol.com/payout/payments?<b>applicationCode</b>=3f2504e04f8911d39a0c0305e82c3301<b>&amp;paymentId</b>=MPO0000000000001<b>&amp;version</b>=v1<b>&amp;signature</b>=d22ff11cec9b9efdbf736f3f19c928d2</p>
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <pre>{   "applicationCode" : "{ applicationCode }",   "referenceId" : "{ referenceId }",   "paymentId" : "{ paymentId }",   "version" : "{ version }",   "amount" : { amount },   "currencyCode" : "{ currencyCode }",   "paymentStatusCode" : "{ paymentStatusCode }",   "paymentStatusDate" : "{ paymentStatusDate }",   "customerId" : "{ customerId }",   "signature" : "{ signature }" }</pre> <p><b>Example:</b></p> <pre>{   "applicationCode" : "3f2504e04f8911d39a0c0305e82c3301",   "referenceId" : "TRX1708901",   "paymentId" : "MPO0000000000001",   "version" : "v1",   "amount" : 1000,   "currencyCode" : "MYR",   "paymentStatusCode" : "00",   "paymentStatusDate" : "2012-12-31T14:59:59Z",   "customerId" : "12321144221",   "signature" : "67626c0bde4e0cf66658fa403b91bf57" }</pre>



## 4.2 API Redemption Service



### API REDEMPTION SERVICE

- **Redemption Request**

Merchant submits a host to host payment request to redeem a MOLPoints gift card's value.

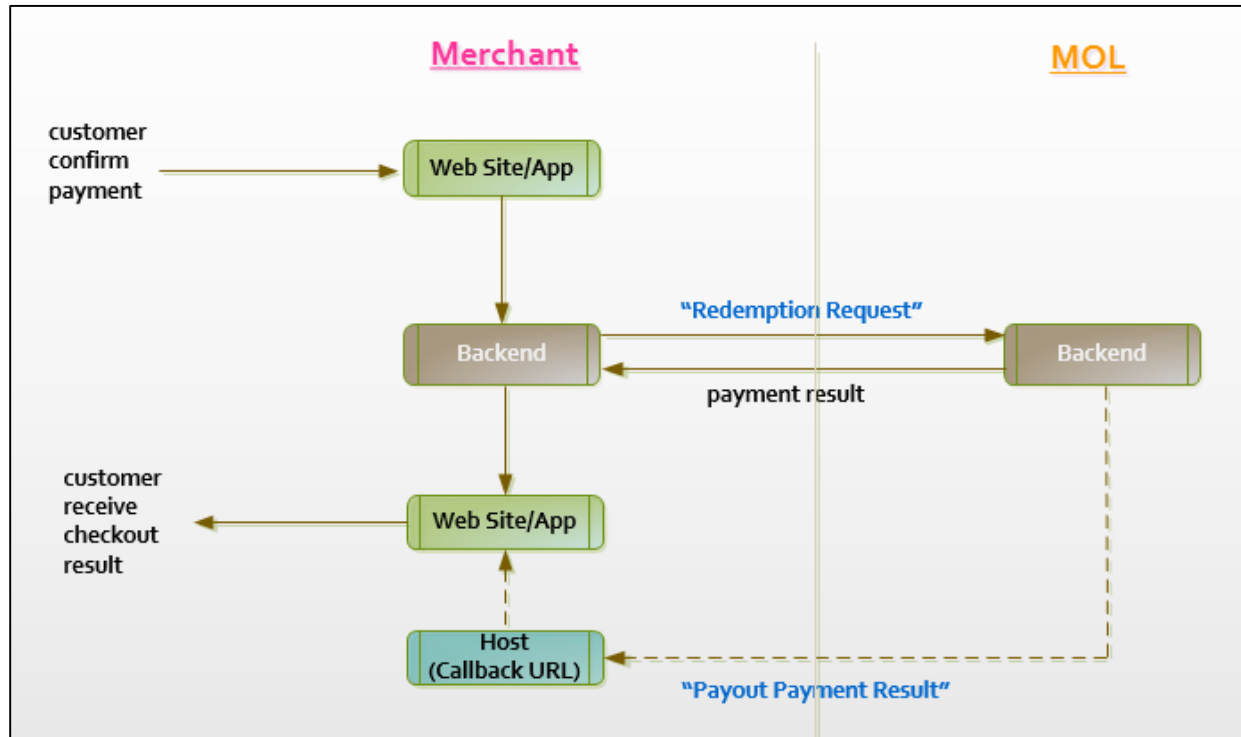
- **Card Query**

Merchant queries the MOLPoints gift card's details for validation purpose.

- **Payout Payment Result**

MOL returns payment result to merchant's Callback URL after customer completed their payment. (refer to [4.1.4 Payout Payment Result](#))

## 4.2.1 Redemption Flows



**Figure 5** *Payment Flows Diagram for API Redemption Service*

## 4.2.2 Redemption Request

Invoke this service to redeem a gift card's value.

Environment	Service URL
<b>Sandbox</b>	<a href="https://sandbox.api.mol.com/payout/payments/molpoints/pin">https://sandbox.api.mol.com/payout/payments/molpoints/pin</a>
<b>Production</b>	<a href="https://api.mol.com/payout/payments/molpoints/pin">https://api.mol.com/payout/payments/molpoints/pin</a>

Request Header	
<b>HTTP Method</b>	POST
<b>Content type</b>	x-www-form-urlencoded

## Request Body Message (Redemption Request)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>referenceId</b>	<p><b>Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.  <b>NOTE:</b> Requesting a transaction with the same reference Id will return the previous completed transaction record.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>serialNo</b>	<p><b>Serial No</b> is a unique identity of the card.</p> <p><b>Required</b> : Optional  <b>Format</b> : maximum of 100 alphanumeric characters</p>
<b>pin</b>	<p><b>Pin</b> is a unique code of the card.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 100 alphanumeric characters</p>
<b>description</b>	<p><b>Description</b> refers to statement that describes the payment. The statement will be displayed in UI of the several payment providers.</p> <p><b>Required</b> : Optional  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>customerId</b>	<p><b>Customer Id</b> is a unique identifier of customer generated by the merchant.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>currencyCode</b>	<p><b>Currency Code</b> refers to three characters global currencies code.</p> <p><b>Required</b> : Conditional  <b>Condition:</b> Payout API will accept all currency of card, if the <b>currencyCode</b> parameter is not supplied.  <b>Format</b> : 3 character country code</p>
<b>ClientIpAddress</b>	<p><b>ClientIpAddress</b> is IP Address of the users who is request for redemption service. This IP Address is needed for fraud detection feature.</p>

	<p><b>Required</b> : Yes</p> <p><b>Format</b> : maximum of 50 characters valid IP Address</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes</p> <p><b>Current Version</b> : v1</p>
<b>signature</b>	<p>Only selected parameters required for signature creation. (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <ol style="list-style-type: none"> <li><b>applicationCode</b></li> <li><b>currencyCode</b></li> <li><b>pin</b></li> <li><b>referenceId</b></li> </ol> <p><b>Required</b> : Yes</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>

## Response Body Message (Redemption Request)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description
<b>applicationCode</b>	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>referenceId</b>	<p><b>**Reference Id</b> is a unique identifier generated by merchant for each distinct transaction.</p> <p><b>NOTE:</b> Requesting a transaction with the same reference Id will return the previous completed transaction record.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>serialNo</b>	<p><b>**Serial No</b> is a unique identity of the card.</p> <p><b>Format</b> : maximum of 100 alphanumeric characters</p>
<b>customerId</b>	<p><b>**Customer Id</b> is a unique identifier of customer generated by the merchant.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>
<b>currencyCode</b>	<p><b>**Currency Code</b> refers to three characters global currencies code.</p> <p><b>Format</b> : 3 character country code</p>
<b>version</b>	<p><b>**Version</b> of MOL Payout API starts with prefix "v" following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Current Version</b> : v1</p>
<b>amount</b>	<p><b>Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Format</b> : positive numeric values</p>
<b>paymentId</b>	<p><b>Payment Id</b> is a unique identifier given by MOL Payout for transaction reference purpose.</p> <p><b>Format</b> : maximum of 50 alphanumeric characters</p>

paymentStatusCode	<p><b>Payment Status Code</b> refers to two characters status indicator for Success, Failure, or Pending of a payout payment transaction.</p> <p><b>Format</b> : maximum of 2 alphanumeric characters</p> <p>List of payment status codes:</p> <table><tr><th>Code</th><th>Message</th><th>Description</th></tr><tr><td>00</td><td>Success</td><td>Payment completed and paid.</td></tr><tr><td>01</td><td>Incomplete</td><td>Payment has not complete or in middle of processing.</td></tr><tr><td>02</td><td>Expired</td><td>Payment has been failed as expired.</td></tr><tr><td>99</td><td>Failure</td><td>Payment for the given transaction failed.</td></tr></table>	Code	Message	Description	00	Success	Payment completed and paid.	01	Incomplete	Payment has not complete or in middle of processing.	02	Expired	Payment has been failed as expired.	99	Failure	Payment for the given transaction failed.
Code	Message	Description														
00	Success	Payment completed and paid.														
01	Incomplete	Payment has not complete or in middle of processing.														
02	Expired	Payment has been failed as expired.														
99	Failure	Payment for the given transaction failed.														
paymentStatusDate	<p><b>Payment Status Date</b> indicates the last updated date of the payment’s status. The date will be in <a href="#">UTC (Coordinated Universal Time)</a> format.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ssZ</p>															
signature	<p>Only selected parameters required for signature creation. (refer to <a href="#">5.1 Generate Signature</a>)</p> <ol style="list-style-type: none"><li>1. <b>amount</b></li><li>2. <b>applicationCode</b></li><li>3. <b>currencyCode</b></li><li>4. <b>paymentId</b></li><li>5. <b>paymentStatusCode</b></li><li>6. <b>referenceId</b></li></ol> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>															

## Redemption Request Example

<b>HTTP Method</b>	<b>POST /payments/molpoints/pin</b>
<b>Request</b> Parameters in HTTP Body (x-www-form-urlencoded format)	<p><b>Format:</b></p> <b>applicationCode</b> = { applicationCode } & <b>referenceId</b> = { referenceId } & <b>serialNo</b> = { serialNo } & <b>pin</b> = { pin } & <b>description</b> = { description } & <b>customerId</b> = { customerId } & <b>currencyCode</b> = { currencyCode } & <b>ClientIpAddress</b> = { ClientIpAddress } & <b>version</b> = { version } & <b>signature</b> = { signature } <p><b>Example:</b></p> <b>applicationCode</b> =3f2504e04f8911d39a0c0305e82c3301& <b>referenceId</b> =TRX1708901& <b>serialNo</b> =7000053741& <b>pin</b> =12345678901234& <b>description</b> =Product%20A& <b>customerId</b> =12321144221& <b>currencyCode</b> =MYR& <b>ClientIpAddress</b> =1.9.46.250& <b>version</b> =v1& <b>signature</b> =d3f82993661265982644cb8c4ee9fe83
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <p><b>Format:</b></p> <pre>{   "applicationCode" : "{ applicationCode }",   "referenceId" : "{ referenceId }",   "paymentId" : "{ paymentId }",   "serialNo" : "{ serialNo }",   "currencyCode" : "{ currencyCode }",   "amount" : { amount },   "paymentStatusCode" : "{ paymentStatusCode }",   "paymentStatusDate" : "{ paymentStatusDate }",   "customerId" : { customerId },   "version" : "{ version }",   "signature" : "{ signature }" }</pre> <p><b>Example:</b></p> <pre>{   "applicationCode" : "3f2504e04f8911d39a0c0305e82c3301",   "referenceId" : "TRX1708901",   "paymentId" : "MPO10058",   "serialNo" : "7000053741",   "currencyCode" : "MYR",   "amount" : 1000 ,   "paymentStatusCode" : "00",   "paymentStatusDate" : "2013-11-08T09:43:26Z",   "customerId" : "12321144221",   "version" : "v1",   "signature" : "ba271600312cd1c312c4425ca76085e2" }</pre>



## 4.2.3 Card Query

Invoke this service to query gift card details including state, amount and currency value.

### Service URL

Environment	Service URL
<b>Sandbox</b>	<a href="https://sandbox.api.mol.com/payout/molpoints/pin">https://sandbox.api.mol.com/payout/molpoints/pin</a>
<b>Production</b>	<a href="https://api.mol.com/payout/molpoints/pin">https://api.mol.com/payout/molpoints/pin</a>

### Request Header

<b>HTTP Method</b>	GET
--------------------	-----

## Request Body Message (Card Query)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>serialNo</b>	<p><b>Serial No</b> is a unique identity of the card.</p> <p><b>Required</b> : Optional  <b>Format</b> : maximum of 100 alphanumeric characters</p>
<b>pin</b>	<p><b>Pin</b> is a unique code of the card.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 100 alphanumeric characters</p>
<b>ClientIpAddress</b>	<p><b>ClientIpAddress</b> is IP Address of the users who is request for redemption service. This IP Address is needed for fraud detection feature.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 50 characters valid IP Address</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>
<b>signature</b>	<p>Only selected parameters required for signature creation. (<i>refer to <a href="#">5.1 Generate Signature</a></i>)</p> <ol style="list-style-type: none"> <li><b>applicationCode</b></li> <li><b>pin</b></li> <li><b>serialNo</b></li> </ol> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>

## Response Body Message (Card Query)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description																		
applicationCode	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes <b>Format</b> : maximum of 32 alphanumeric characters</p>																		
serialNo	<p><b>**Serial No</b> is a unique identity of the card.</p> <p><b>Required</b> : Conditional <b>Format</b> : maximum of 100 alphanumeric characters</p>																		
pin	<p><b>**Pin</b> is a unique code of the card.</p> <p><b>Required</b> : Yes <b>Format</b> : maximum of 100 alphanumeric characters</p>																		
version	<p><b>**Version</b> of MOL Payout API starts with prefix “v” following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes <b>Current Version</b> : v1</p>																		
stateId	<p><b>State Id</b> refers to present condition of a card.</p> <p><b>Required</b> : Yes <b>Format</b> : positive numeric values</p> <p>List of State Id codes:</p> <table><tr><th>Code</th><th>Message</th><th>Description</th></tr><tr><td>1</td><td>Active</td><td>Card is active and ready for redemption</td></tr><tr><td>2</td><td>Redeemed</td><td>Card already redeemed.</td></tr><tr><td>3</td><td>Expired</td><td>Card is already expired, hence it cannot be redeemed.</td></tr><tr><td>4</td><td>Blocked</td><td>Card has been blocked for some reasons.</td></tr><tr><td>5</td><td>Not Found</td><td>Card is not found or invalid.</td></tr></table>	Code	Message	Description	1	Active	Card is active and ready for redemption	2	Redeemed	Card already redeemed.	3	Expired	Card is already expired, hence it cannot be redeemed.	4	Blocked	Card has been blocked for some reasons.	5	Not Found	Card is not found or invalid.
Code	Message	Description																	
1	Active	Card is active and ready for redemption																	
2	Redeemed	Card already redeemed.																	
3	Expired	Card is already expired, hence it cannot be redeemed.																	
4	Blocked	Card has been blocked for some reasons.																	
5	Not Found	Card is not found or invalid.																	

<b>amount</b>	<p><b>Amount</b> refers as payment amount of the transaction in fractional unit (lowest common denominator) of the respective currency code. Thousand comma separators should be removed before assign value to this parameter. (refer to <a href="#">7.3 Supported Currency</a>)</p> <p><b>Format</b> : positive numeric values</p>
<b>currencyCode</b>	<p><b>Currency Code</b> refers to three characters global currencies code.</p> <p><b>Format</b> : 3 character country code</p>
<b>signature</b>	<p>Only selected parameters required for signature creation. (refer to <a href="#">5.1 Generate Signature</a>)</p> <ol style="list-style-type: none"> <li>1. <b>amount</b></li> <li>2. <b>applicationCode</b></li> <li>3. <b>currencyCode</b></li> <li>4. <b>pin</b></li> <li>5. <b>serialNo</b></li> <li>6. <b>stateld</b></li> </ol> <p><b>Required</b> : Yes <b>Format</b> : maximum of 32 alphanumeric characters</p>

## Card Query Example

<b>HTTP Method</b>	<b>GET /molpoints/pin</b>
<b>Request</b> Parameters as query string	<p><b>Format:</b></p> <p><b>applicationCode</b>= { applicationCode } &amp; <b>serialNo</b>= { serialNo } &amp; <b>pin</b>= { pin } &amp; <b>ClientIpAddress</b>= { ClientIpAddress } &amp; <b>version</b>= { version } &amp; <b>signature</b>= { signature }</p> <p><b>Example:</b></p> <p>https://api.mol.com/payout/molpoints/pin?applicationCode=3f2504e04f8911d39a0c0305e82c3301&amp;serialNo=7000053741&amp;pin=35661514024111&amp;ClientIpAddress=1.9.46.250&amp;version=v1&amp;signature=11ab3b7d29434d3698a595a624bbab96</p>
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <p><b>Format:</b></p> <pre>{   "applicationCode" : "{ applicationCode }",   "serialNo" : "{ serialNo }",   "pin" : "{ pin }",   "amount" : { amount },   "currencyCode" : "{ currencyCode }",   "version" : "{ version }",   "stateId" : "{ stateId }",   "signature" : "{ signature }" }</pre> <p><b>Example:</b></p> <pre>{   "applicationCode" : "3f2504e04f8911d39a0c0305e82c3301",   "serialNo" : "7000053741",   "pin" : "35661514024111",   "amount" : "1000",   "currencyCode" : "MYR",   "version" : "v1",   "stateId" : "1",   "signature" : "54a105cc4e09a09532da711c6a41a913" }</pre>

## 5. Reporting Service

### 5.1 Payout Payments Detail Request

Invoke this service to retrieve top 100 payment transaction records base on merchant defined date range.

Environment	Service URL
<b>Sandbox</b>	https://sandbox.api.mol.com/payout/report/detail
<b>Production</b>	https://api.mol.com/payout/report/detail

Request Header	
<b>HTTP Method</b>	GET

## Request Body Message (Payout Payments Detail Request)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>startDate</b>	<p><b>Start Date</b> refers to the earliest transaction created date at which to start the report search.</p> <p><b>Required</b> : Yes  <b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>
<b>endDate</b>	<p><b>End Date</b> refers to the latest transaction created date to be included in the report search.</p> <p><b>Required</b> : Yes  <b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>
<b>timeZone</b>	<p><b>Time Zone</b> is a string containing "UTC" and the UTC offset . Parameters <b>{startDate}</b> and <b>{endDate}</b> will be converted to this time zone. Report search based on the <b>{startDate}</b> and <b>{endDate}</b> in converted time zone.</p> <p><b>Required</b> : No (Default to <a href="#">UTC (Coordinated Universal Time)</a> format)  <b>Format</b> : maximum of 10 alphanumeric characters  <b>Example</b> : UTC+08:00</p>
<b>pageToken</b>	<p><b>Page Token</b> is a unique identifier to retrieve the specific page of records.</p> <p><b>Required</b> : Conditional  <b>Condition</b>: Not required for first time report query. Global API Transaction Detail report service will return if there is next page record in the list.  <b>Format</b> : Encrypted alphanumeric characters</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix "v" following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>
<b>signature</b>	<p>All parameters required for signature creation (<i>refer to <a href="#">6.1 Generate Signature</a></i>)</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters  <b>Example</b> : MD5(applicationCode + endDate + pageToken + startDate + timeZone + version + secretKey)</p>

## Response Body Message (Payout Payments Detail Request)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description														
<b>applicationCode</b>	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Format</b> : maximum of 32 alphanumeric characters</p>														
<b>startDate</b>	<p><b>**Start Date</b> refers to the earliest transaction created date at which to start the report query.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>														
<b>endDate</b>	<p><b>**End Date</b> refers to the latest transaction created date to be included in the report query.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>														
<b>timeZone</b>	<p><b>**Time Zone</b> is a string containing "UTC" and the UTC offset .</p> <p><b>Format</b> : maximum of 10 alphanumeric characters</p>														
<b>transactions</b>	<p><b>Transaction</b> refer to object list with the list of transactions detail.</p> <p><b>Format</b> : Object List</p> <table> <tr> <th>Parameter</th><th>Description</th></tr> <tr> <td><b>paymentId</b></td><td>Unique identifier generated by MOL Global API for payment reference</td></tr> <tr> <td><b>referenceId</b></td><td>Unique identifier generated by merchant for each distinct transaction</td></tr> <tr> <td><b>currencyCode</b></td><td>Three characters global currencies code</td></tr> <tr> <td><b>amount</b></td><td>Payment amount of transaction</td></tr> <tr> <td><b>description</b></td><td>Statement that describes the payment</td></tr> <tr> <td><b>commissionTerritory</b></td><td>Commission territory of the payment. This info is referred by MOL finance and merchant during the settlement process.</td></tr> </table>	Parameter	Description	<b>paymentId</b>	Unique identifier generated by MOL Global API for payment reference	<b>referenceId</b>	Unique identifier generated by merchant for each distinct transaction	<b>currencyCode</b>	Three characters global currencies code	<b>amount</b>	Payment amount of transaction	<b>description</b>	Statement that describes the payment	<b>commissionTerritory</b>	Commission territory of the payment. This info is referred by MOL finance and merchant during the settlement process.
Parameter	Description														
<b>paymentId</b>	Unique identifier generated by MOL Global API for payment reference														
<b>referenceId</b>	Unique identifier generated by merchant for each distinct transaction														
<b>currencyCode</b>	Three characters global currencies code														
<b>amount</b>	Payment amount of transaction														
<b>description</b>	Statement that describes the payment														
<b>commissionTerritory</b>	Commission territory of the payment. This info is referred by MOL finance and merchant during the settlement process.														



	<b>status</b> Status of the transaction <table> <tr> <th>Code</th><th>Description</th></tr> <tr> <td>1</td><td>Pending</td></tr> <tr> <td>2</td><td>Success</td></tr> <tr> <td>3</td><td>Failed</td></tr> </table>	Code	Description	1	Pending	2	Success	3	Failed
Code	Description								
1	Pending								
2	Success								
3	Failed								
	<b>paymentStatusDate</b> The last updated date of the payment's status. The date will be in <a href="#">UTC (Coordinated Universal Time)</a> format. If request parameter {timeZone} is supplied, {paymentStatusDate} refers to date time in supplied timeZone.								
<b>nextPageToken</b>	<b>Next Page Token</b> is a unique identifier to retrieve the specific page of records. <b>Condition:</b> Empty if there is no next page in the report <b>Format :</b> Encrypted alphanumeric characters								
<b>version</b>	<b>**Version</b> of MOL Payout API start with prefix "v" following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.								
<b>signature</b>	Selected parameters required for signature creation ( <i>refer to <a href="#">6.1 Generate Signature</a></i> ) <b>Format :</b> maximum of 32 alphanumeric characters <b>Example :</b> MD5(applicationCode + endDate + nextPageToken + startDate + timeZone + version + secretKey)								

## Payout Payments Detail Request Example

<b>HTTP Method</b>	<b>GET /report/detail</b>
<b>Request</b> Parameters as query string	<b>Format:</b> <b>applicationCode</b> ={ applicationCode }& <b>startDate</b> ={ startDate }& <b>endDate</b> ={ endDate }& <b>timeZone</b> ={ timeZone }& <b>pageToken</b> ={ pageToken }& <b>version</b> ={ version }& <b>signature</b> = { signature } <b>Example: ( without pageToken )</b> https://api.mol.com/payout/report/detail?applicationCode=3f2504e04f8911d39a0c0305e82c3301&startDate=2016-04-01T00:00:00&endDate=2016-04-30T00:00:00&timeZone=UTC%2007&version=v1&signature=0159a91e523ff10ca6382e0043f9a1f1

	<p><i>Or Example: ( with pageToken )</i></p> <p>https://api.mol.com/payout/report/detail?applicationCode=3f2504e04f8911d39a0c0305e82c3301&amp;startDate=2016-04-01T00:00:00&amp;endDate=2016-04-30T00:00:00&amp;timeZone=UTC%2007&amp;pageToken=syRJWYfunKJ9jeFP2sO3rOQHcRVG44nJBOmM6cA&amp;version=v1&amp;signature=3bd01d2e025bccf3e8c3ce8cef6925a1</p>
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <pre>{   "applicationCode": "{ applicationCode }",   "startDate": "{ startDate }",   "endDate": "{ endDate }",   "transaction": [     {       "paymentId": { paymentId },       "referenceId": "{ referenceId }",       "currencyCode": "{ currencyCode }",       "amount": { amount },       "description": "{ description }",       "commissionTerritory": "{ commissionTerritory }",       "status": "{ status }",       "paymentStatusDate": "{ paymentStatusDate }"     }   ],   "nextPageToken": "{ nextPageToken }",   "timeZone": "{ timeZone }",   "version": "{ version }",   "signature": "{ signature }" }</pre> <p><i>Example:</i></p> <pre>{   "applicationCode": "3f2504e04f8911d39a0c0305e82c3301"   "startDate": "2016-04-01T00:00:00",   "endDate": "2016-04-30T00:00:00",   "transaction": [     {       "paymentId": 00001111,       "referenceId": "Inv201604011234001",       "currencyCode": "IDR",       "amount": 10000,       "description": "CreditX",       "commissionTerritory": "MOL Indonesia",       "status": "1",       "paymentStatusDate": "2016-04-01T02:33:44.555"     },     {       "paymentId": 00001112,       "referenceId": "Inv201604011548001",       "currencyCode": "MYR",       "amount": 10,       "description": "MYR 10 Game", </pre>

```
"commissionTerritory": "MOL Malaysia",  
"status": "2",  
"paymentStatusDate": "2016-04-01T03:33:44.555"  
}  
],  
"nextPageToken": "syRJWYfunKJ9jeFP2sO3rOQHcRVG44nJBOMM6cA",  
"timeZone": "UTC+07",  
"version": "v1",  
"signature": "3bd01d2e025bccf3e8c3ce8cef6925a1"  
}
```

## 5.2 Payout Payments Summary Request

Invoke this service to retrieve the summary of **success** transaction records in merchant defined date range.

Environment	Service URL
<b>Sandbox</b>	https://sandbox.api.mol.com/payout/report/summary
<b>Production</b>	https://api.mol.com/payout/report/summary

Request Header	
<b>HTTP Method</b>	GET

## Request Body Message (Payout Payments Summary Request)

Parameters	Description
<b>applicationCode</b>	<p><b>Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>
<b>startDate</b>	<p><b>Start Date</b> refers to the earliest transaction created date at which to start the summary report query.</p> <p><b>Required</b> : Yes  <b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>
<b>endDate</b>	<p><b>End Date</b> refers to the latest transaction created date to be included in the summary report query.</p> <p><b>Required</b> : Yes  <b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>
<b>timeZone</b>	<p><b>Time Zone</b> is a string containing "UTC" and the UTC offset . Parameters <b>{startDate}</b> and <b>{endDate}</b> will be converted to this time zone. Report search based on the <b>{startDate}</b> and <b>{endDate}</b> in converted time zone.</p> <p><b>Required</b> : No (Default to <a href="#">UTC (Coordinated Universal Time)</a> format)  <b>Format</b> : maximum of 10 alphanumeric characters  <b>Example</b> : UTC+08:00</p>
<b>version</b>	<p><b>Version</b> of MOL Payout API starts with prefix "v" following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>
<b>signature</b>	<p>All parameters required for signature creation. (refer to <a href="#">6.1 Generate Signature</a>)</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters  <b>Example</b> : MD5(applicationCode + endDate + startDate + timeZone + version + secretKey)</p>

## Response Body Message (Payout Payments Summary Request)

\*\* Original parameter value passed from merchant, merely for reference purpose

Parameters	Description								
<b>applicationCode</b>	<p><b>**Application Code</b> is uniquely identifying merchant application or portal which integrating with MOL Payout API. A merchant company could have up to 1 MOL merchant account and multiple application accounts.</p> <p><b>Required</b> : Yes  <b>Format</b> : maximum of 32 alphanumeric characters</p>								
<b>startDate</b>	<p><b>**Start Date</b> refers to the earliest transaction created date at which to start the report query.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>								
<b>endDate</b>	<p><b>**End Date</b> refers to the latest transaction created date to be included in the report query.</p> <p><b>Format</b> : yyyy-MM-ddTHH:mm:ss</p>								
<b>timeZone</b>	<p><b>**Time Zone</b> is a string containing "UTC" and the UTC offset .</p> <p><b>Format</b> : maximum of 10 alphanumeric characters</p>								
<b>transactions</b>	<p><b>Transaction</b> is an object list with the transaction summary group by Currency Code.</p> <table border="1"> <thead> <tr> <th>Parameter</th><th>Description</th></tr> </thead> <tbody> <tr> <td><b>currencyCode</b></td><td>Three characters global currencies code</td></tr> <tr> <td><b>amount</b></td><td>Sum of amount group by currency code</td></tr> <tr> <td><b>transactionCount</b></td><td>Count of transactions group by currency code</td></tr> </tbody> </table> <p><b>Format</b> : Object List</p>	Parameter	Description	<b>currencyCode</b>	Three characters global currencies code	<b>amount</b>	Sum of amount group by currency code	<b>transactionCount</b>	Count of transactions group by currency code
Parameter	Description								
<b>currencyCode</b>	Three characters global currencies code								
<b>amount</b>	Sum of amount group by currency code								
<b>transactionCount</b>	Count of transactions group by currency code								
<b>version</b>	<p><b>**Version</b> of MOL Payout API starts with prefix "v" following by the version number. When merchant make a HTTP request to MOL Payout API, the version must be specified in the parameter.</p> <p><b>Required</b> : Yes  <b>Current Version</b> : v1</p>								
<b>signature</b>	<p>Selected parameters required for signature creation (<i>refer to <a href="#">6.1 Generate Signature</a></i>)</p> <p><b>Format</b> : maximum of 32 alphanumeric characters  <b>Example</b> : MD5(applicationCode + endDate + startDate + timeZone + version + secretKey)</p>								

## Payout Payments Summary Request Example

<b>HTTP Method</b>	<b>GET /report/summary</b>
<b>Request</b> Parameters as query string	<p><b>Format:</b></p> <b>applicationCode</b> = { applicationCode } & <b>startDate</b> = { startDate } & <b>endDate</b> = { endDate } & <b>timeZone</b> = { timeZone } & <b>version</b> = { version } & <b>signature</b> = { signature }
	<p><b>Example:</b></p> https://api.mol.com/payout/report/summary?applicationCode=3f2504e04f8911d39a0c0305e82c3301&startDate=2016-04-01T00:00:00&endDate=2016-04-30T00:00:00&timeZone=UTC%2007&version=v1&signature=0159a91e523ff10ca6382e0043f9a1f1
<b>Response</b> (JSON format)	<p><b>200 OK</b> (refer to <a href="#">8.1 HTTP Status Code</a>)</p> <p><b>Format:</b></p> <pre>{   "applicationCode": "{ applicationCode }",   "startDate": "{ startDate }",   "endDate": "{ endDate }",   "transaction": [     {       "amount": { amount },       "currencyCode": "{ currencyCode }",       "transactionCount": { transactionCount }     }   ],   "timeZone": "{ timeZone }",   "version": "{ version }",   "signature": "{ signature }" }</pre> <p><b>Example:</b></p> <pre>{   "applicationCode": "3f2504e04f8911d39a0c0305e82c3301",   "startDate": "2016-04-01T00:00:00",   "endDate": "2016-04-30T01:00:00",   "transaction": [     {       "amount": 10,       "currencyCode": "MYR",       "transactionCount": 1     }   ],   "timeZone": "UTC+07",   "version": "v1",   "signature": "0159a91e523ff10ca6382e0043f9a1f1" }</pre>

## 6. Signature

1. A Signature is a [MD5](#) hash string combination of a sequence of parameters and a **Secret Key**.
2. Secret Key is a server-side shared secret, this key is assigned to merchant by MOL.
3. All or selected parameters used in the message exchange will form a part of the signature hash **Except** :
  - Empty parameter value (NOT zero)
  - Signature parameter itself.
4. **All** or **selected** parameter values that form a part of the signature hash must **sort alphabetically** based on parameter name.
5. All or selected parameters that form a part of the signature hash must in their original form (**not URL encoded**).
6. All or selected parameters that form a part of the signature hash **ARE** case sensitive.
7. All strings will have leading and trailing whitespace stripped off.

### 6.1 Generate Signature

The following example explains how to generate signature for parameters with **non-empty** values:

Secret Key: **Ziu61T9xY227aazS530Pk8C5424y663r**

Parameter Name	Value
applicationCode	3f2504e04f8911d39a0c0305e82c3301
referenceId	TRX1708901
version	v1
description	Product A
returnUrl	http://yoursite.com/result?referenceId=TRX1708901
amount	1000
currencyCode	MYR
customerId	12321144221



**Step 1:** Sort parameter's values order by parameter name alphabetically.

```
{ amount } + { applicationCode } + { currencyCode } + { customerId } + { description } +  
{ referenceld } + { returnUrl } + { version }
```

**Step 2:** The result of concatenated string of the parameter's values.

```
10003f2504e04f8911d39a0c0305e82c3301MYR12321144221Product  
ATRX1708901http://yoursite.com/result?referenceld=TRX1708901v1
```

**Step 3:** Append *Secret Key* at the end of the concatenated string.

```
10003f2504e04f8911d39a0c0305e82c3301MYR12321144221Product  
ATRX1708901http://yoursite.com/result?referenceld=TRX1708901v1Ziu61T9xY227a  
azS530Pk8C5424y663r
```

**Step 4:** Hash the concatenated string using [MD5](#) algorithm.

```
MD5(10003f2504e04f8911d39a0c0305e82c3301MYR12321144221Product  
ATRX1708901http://yoursite.com/result?referenceld=TRX1708901v1Ziu61T9xY227a  
azS530Pk8C5424y663r) = aa3e9c52a1beabf1286db8d1e82976e1
```

**Step 5:** Use hashed value generated from above step as Signature parameter.

```
applicationCode=3f2504e04f8911d39a0c0305e82c3301&transactionId=TRX1708901  
&version=v1&description=Product%20A&returnUrl=  
http%3A%2F%2Fyoursite.com%2Fresult%3Freferenceld%3DTRX1708901&amount=  
1000&currencyCode=MYR&customerId=12321144221&signature=aa3e9c52a1beab  
f1286db8d1e82976e1
```

## 6.2 Validate Signature

All service request and response message must have a Signature parameter and will be validated by MOL to prevent data tampering. If the signature is invalid then MOL will return [Http Status 401](#).

It's highly **RECOMMENDED** for merchant to perform similar validation to ensure data validity against the origin source. Repeat the same steps from 1 - 4 described in [6.1](#) to generate signature and compare with the signature received from MOL.

## 7. Error Response

Whenever MOL Payout API returns a HTTP Status Code other than 200, indicates that the request has failed to proceed. Same time, different response body message consist of the error details will be returned.

### Response Body Message (Error Response)

Parameter	Required	Data Type	Description
<b>message</b>	Yes	(refer to <a href="#">7.2 Error Message</a> )	
<b>moreInfoUrl</b>	Conditional	String(255)	URL that refers to an online documentation to describe more on the error if applicable.

## 8.Common Fields Definition

### 8.1 HTTP Status Code

Following **HTTP Status Codes** applicable to message response from MOL. Full list of HTTP status code can be referred to <http://www.w3.org/Protocols/rfc2616/rfc2616-sec10.html>.

Status Code	Description
200	OK - Successful response for HTTP requests. For example, MOL responses “OK” to a Payment Payout Request from merchant.
400	Bad Request – MOL server rejects request from merchant due to syntax error or insufficient request information.
401	Unauthorized – merchant request does not passed the MOL authentication. Example scenario such as unregistered merchant server’s IP addresses trying to make request to MOL server.
404	Not Found – The resources requested by merchant does not existed.
500	Internal Server Error – Error occurred due to MOL internal processing.
503	Service Unavailable – The service or resources requested by merchant is currently unavailable. For example, the service is under maintenance or overloaded for temporary.

## 8.2 Error Message

Following **Error Messages** describe different types of error/exception that return to Merchant. These error messages help Merchant to troubleshoot when error occurs.

Attribute	Description
Data Type	String
Max Length	255 Characters

Http Status Code	Description
400	(40001): Required parameter is required. / (40001): Parameter format is invalid. Example, (40001): 'applicationCode' is required. (40001): 'referenceld' has exceeded 50 characters. (40001): 'amount' has to greater than zero.
	(40002): Invalid <b>API Version</b> .
	(40003): Invalid <b>Currency Code</b> or not supported.
	(40004): Duplicate <b>Reference Id</b> .
	(40004): The transaction was refused as a result of a duplicate <b>Reference Id</b> supplied. <b>Currency Code</b> is not match with previous transaction.
	(40004): The transaction was refused as a result of a duplicate <b>Reference Id</b> supplied. <b>Pin</b> is not match with previous transaction.
	(40005): Invalid <b>Channel Id</b> .
	(40006): Invalid <b>Amount</b> .
	(40007) Invalid <b>PIN</b> .
	(40008): Invalid <b>Client IP Address</b> .
	(40009): The transaction was <b>declined</b> by MOL because of possible <b>fraudulent activity</b> .
	(40013): <b>Payment Amount Exceed</b> channel maximum accepted amount.
	(40014): <b>Payment Amount less than</b> channel minimum accepted amount.

	(40015): Invalid <b>SubChannelCode</b> .
401	(40101): Invalid <b>Application Code</b> .
	(40102): Unauthorized Server IP Address.
	(40103): Invalid <b>Signature</b> .
	(40104): <b>Channel Id</b> not permitted.
404	(40400): Payment not found.

## 8.3 Supported Currency

For instance, 100 (cents) is the fractional unit for US Dollar. If real amount for a customer payout payment request is USD 1.00, **Amount** value should be 100.

Currency Code	Decimal Places	Example	Amount in Fractional Unit
USD	2	USD 1.00	100
MYR	2	MYR 1.00	100
AUD	2	AUD 1.00	100
BRL	2	BRL 1.00	100
IDR	2	IDR 1.00	100
INR	2	INR 1.00	100
NZD	2	NZD 1.00	100
PHP	2	PHP 1.00	100
SGD	2	SGD 1.00	100
THB	2	THB 1.00	100
TWD	2	TWD 1.00	100
VND	2	VND 1.00	100
TRY	2	TRY 1.00	100
EUR	2	EUR 1.00	100

## 8.4 Supported Payment Methods

Following are full list of supported payment methods with respective channel id.

Channel	Type	Channel Id	Supported Currency	Constraints
<b>MOLPoints</b>	E-Wallet	<b>1</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND	-
	Prepaid Card	<b>3</b>		-
<b>Rixty</b>	E-Wallet / Prepaid Card	<b>2</b>	BRL, USD	-
<b>AIS 12 Call Prepaid Card</b>	Prepaid Card	<b>601</b>	THB	-
<b>True Money Prepaid Card</b>	Prepaid Card	<b>602</b>	THB	-
<b>Happy Prepaid Card</b>	Prepaid Card	<b>603</b>	THB	-
<b>ZEST Prepaid Card</b>	Prepaid Card	<b>604</b>	THB	-
<b>MOLPoints Prepaid Card</b>	Prepaid Card	<b>605</b>	THB	-
<b>NganLuong</b>	Prepaid Card	<b>7</b>	VND	-
<b>Easy2Pay</b>	Carrier Billing	<b>8</b>	MYR, SGD, IDR, PHP, THB, VND	-
<b>GameSultan</b>	E-Wallet	<b>9</b>	TRY, EUR, USD	-
<b>** MOLPay Credit Card</b>	Credit Card	<b>10</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND	Allowed minimum transaction value of <b>MYR 35</b> and maximum transaction value of <b>MYR 460</b>
<b>** PayPal</b>	E-Wallet	<b>11</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND	Allowed minimum transaction value of <b>USD 10</b> and maximum transaction value of <b>USD 125</b>

<b>** FPX</b>	Online-Banking	<b>12</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND	Allowed minimum transaction value of <b>MYR 20</b> and maximum transaction value of <b>MYR 500</b>
<b>** Maybank2U</b>	Online-Banking	<b>13</b>	AUD, BRL, IDR, INR, MYR, NZD, PHP, SGD, THB, TWD, USD, VND	Allowed minimum transaction value of <b>MYR 20</b> and maximum transaction value of <b>MYR 500</b>
<b>DragonPay</b>	Online-Banking	<b>14</b>	PHP	Allowed minimum transaction value of <b>PHP 100</b> and maximum transaction value of <b>PHP 5500</b>

For channels marked with (\*\*), MOL will auto converts currency when payment amount currency different from payment provider accepted currency before user transact.