



# PayPal Plus Basic Example

For physical goods

April 2018

# ABOUT THE EXAMPLE

PAYPAL PLUS AD HOC



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# About the example

The example allows customers to pay with a card without logging in to any PayPal account.

## Example Flow

1. The user fills in the product and customer information.
2. Card information is entered in the iframe and the continue button is clicked.
3. Wait until the new page is loaded.
4. The user is redirected to a payment confirmation page with their transaction receipt (Transaction ID).

### Pay with card

Go to checkout

Product	Shoes
Description	Some brand shoes
Reference	Model 123 (optional)
Price	20
Quantity	1
E-mail	gpozos@paypal.com
Phone	5514014109
Name	Genesis
Last Name	Pozos

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# CUSTOMIZE THE EXAMPLE

PAYPAL PLUS AD HOC



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# Customize the example

## PayPal Plus

To carry out this integration you can start from an existing project that is located [here](#). Next we will explain how to modify it according to your needs.

### Step 1: Download

Download the project [here](#) and open it in your favorite code editor. If you do not have a code editor or do not know how to use it, you can find a small tutorial [here](#).








### Step 2: Localhost

Prepare your local server (Localhost) to be used. If you do not have a local server or do not know how to use it you can see a small tutorial [here](#).

### Step 3: Know the project

Explore the project to know it better. The project consists of an **index.html** file that will be the start of your page (where the form is displayed). Another file called **ppp.php** contains all the configuration of variables. There is also a folder called **Shop\_files**, with files needed for the look and appearance. Finally, **functions.php** and **ExecutePayment.php** files are needed to execute the payment.

-  Shop\_files
-  ExecutePayment
-  functions
-  index
-  ppp

# Customize the example

PayPal Plus

## Step 4: Set the text of the variables

In the project, go to the **index.html** file and open it with your preferred code editor. Change the titles of the form according to your needs. Below you can see where these titles are found (white letters).

```
3 <html><head><meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
4   <meta charset="utf-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1">
7
8   <title>Payments</title>
9
10  <link rel="stylesheet" type="text/css" href="./Shop_files/bootstrap.min.css">
11  <link rel="stylesheet" type="text/css" href="./Shop_files/shop.css">
12 </head>
13 <body id="debug">
```

1

```
38 <div class="form-group">
39   <label for="cfgitem-itemName" class="col-sm-3 control-label">Product</label>
40   <div class="col-sm-7">
41
42
43     <input type="text" class="form-control" id="cfgitem-itemName" name="itemName" value="">
44   </div>
45 </div>
46
47 <div class="form-group">
48   <label for="cfgitem-itemDescription" class="col-sm-3 control-label">Description</label>
49   <div class="col-sm-7">
50
```

2

3

# Customize the example

PayPal Plus

## Step 5: Set up the variables

In the project, go to the **ppp.php** file and open it with your preferred code editor. Change the variables that you find necessary. Specify your Client ID, Secret, desired environment and iframe language. We recommend you to test first with sandbox credentials and environment. If you do not know how to obtain your Client ID and Secret please consult [this tutorial](#).

```
6  # Get form data
7  $itemName=$_REQUEST['itemName'];
8  $itemDescription=$_REQUEST['itemDescription'];
9  $itemSku=$_REQUEST['itemSku'];
10 $itemPrice=$_REQUEST['itemPrice'];
11 $itemQuantity=$_REQUEST['itemQuantity'];
12 $payerEmail=$_REQUEST['payerEmail'];
13 $payerPhone=$_REQUEST['payerPhone'];
14 $payerFirstName=$_REQUEST['payerFirstName'];
15 $payerLastName=$_REQUEST['payerLastName'];
16 $disallowRememberedCards='true';
17 $rememberedCards='';
18 $paypalMode='sandbox';
19 $clientId= 'AdLP7TfH0Hls50U6jM-hxJtfJCJLF599FsAhkpCrkhKw5F0KNa1PrCJ8cbiyNurH97bM4T7Tf50L5c_v';
20 $secret= 'EBoFU50fw9Bd0-VM0eDMihyDMlt-fyxrGz0cjKspOF_dcYYz2DwJYoStqM8mCcA1yESJjZSB5il4WwWl';
21 $returnUrl='http://ejemplo.com/plus7/ppp.php';
22 $cancelUrl='http://ejemplo.com/plus7/ppp.php';
23 $ppplusJsLibraryLang='en_US';
24 $currency=$_REQUEST['currency'];
25 $iframeHeight='';
26 $merchantInstallmentSelection='1';
27 $merchantInstallmentSelectionOptional='false';
28
```

Environment { For testing use 'sandbox'  
For production use 'live'

Client ID

Secret

Change to a URL with your site

Iframe language { English 'en\_US'  
Portuguese 'pt\_BR'

# Customize the example

PayPal Plus

## Step 6: Test in local host or upload to your own host

Once the project is uploaded to a local server or host, test with a purchase flow by filling out the form and card information. In the following link you can find dummy cards to make sandbox payments:

<http://www.getcreditcardnumbers.com/>

You can verify your test transactions from [sandbox.paypal.com](https://sandbox.paypal.com)

If you do not know how to verify a sandbox transaction use [this tutorial](#).

## Step 7: Production (Go live)

If the tests you performed were successful go ahead and change the environment to live, as well as the Client ID and Secret to live mode. This way you will be able to accept real direct card payments on your site.

NOTE: When you reach this step, inform your assigned integrator about the switch of environment.







# EXTRAS



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# EXTRAS

1. [Sandbox and Live accounts](#)
2. [Sublime - Download and installation](#)
3. [Localhost - Download and installation](#)
4. [Testing in Localhost](#)
5. [Transaction Tests](#)

# SANDBOX AND LIVE ACCOUNTS



# Types of merchant accounts

There are two types of accounts that merchants work with while setting up and using PayPal as the payment method in their online store:



## Sandbox:

These accounts work to test all PayPal products and features. They simulate money transactions between buyer and seller.



## Live:

This account is completely real. Once successful sandbox tests have been done, the production environment can be set up and the merchant will be receiving real money for his clients' purchases.

# Account set up

## Sandbox & Live

### 1. Create a PayPal account

Go to [paypal.com](https://paypal.com) and create an account from the *Open Account* button in the upper right corner.

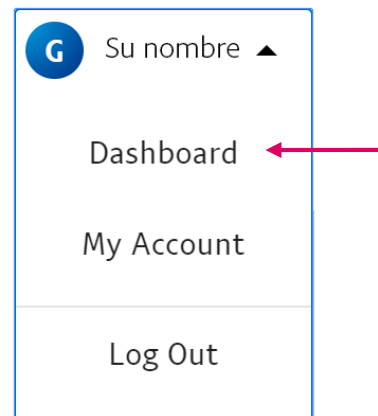
If you already have a PayPal account skip to the next step.



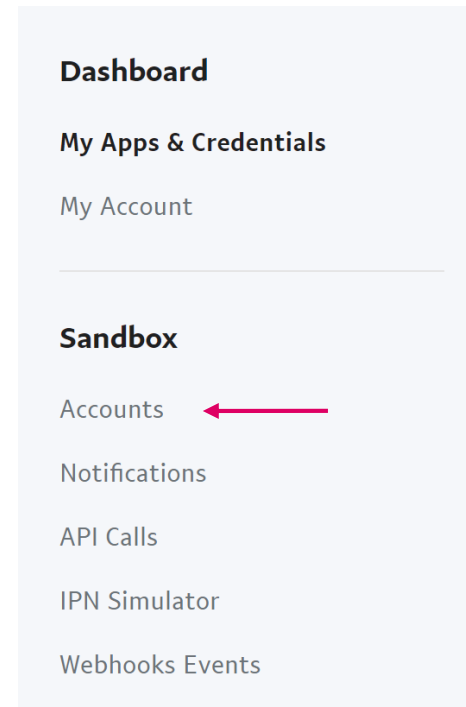
### 2. Create a Sandbox account

Go to [developer.paypal.com](https://developer.paypal.com) and enter with the previously created account.

Go to the upper right corner and click on the button with your name, then click on the *Dashboard* option.



In the menu on the left, look for the *Accounts* section under *Sandbox*.



# Account set up

Sandbox & Live

Click on the *Create Account* button located at the top right.

Create Account

In order to simulate purchases you must make a seller account (business).

Country

Mexico

Account Type

☐ Personal (Buyer Account)

☒ Business (Merchant Account)

Email Address

vendedor@uncorreio.com

Available.

Password(8-20 characters)

.....

At the end you will see your accounts in the Sandbox Accounts section

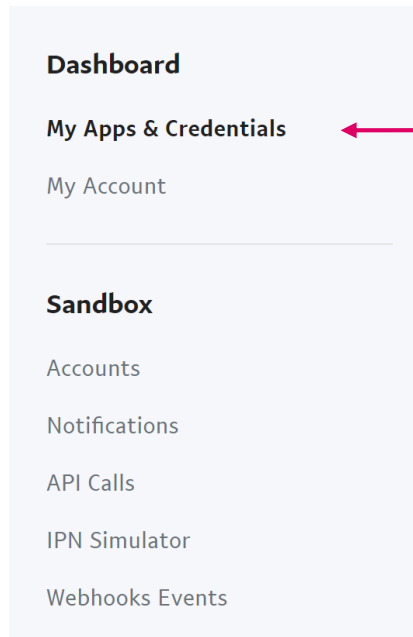
<input type="checkbox"/>	Email Address	Type	Country	Date Created	Status	Actions
<input type="checkbox"/>	▶ vendedor@uncorreio.com	BUSINESS	MX	16 Oct 2017	complete	...

# Account set up

## Sandbox & Live

### 3. Create an app

Go to *My Apps & Credentials* option in the menu on the left.



Scroll to *REST API Apps* and click on the *Create App* button.



Fill in the fields with an app name and your seller's mail.

Application Details

App Name

MiTienda

Sandbox developer account

vendedor@uncorreo.com (MX)

As a reminder, all apps created under your account should be related to your business and the type of business it conducts.

By clicking the button below, you agree to [PayPal Developer Agreement](#).

Create App



# Account set up

## Sandbox & Live

At the end you will see your Sandbox Client ID and Secret. Both needed to set up your PayPal product integration.

These credentials should be included in the code, according to the type of product you are using.

NOTE: To obtain the credentials in the live (production) environment simply alternate the toggle button that appears at the top, in this way:



## MiTienda

Environment →

Sandbox

Live

App display name: MiTienda ✎

### SANDBOX API CREDENTIALS

#### Sandbox account

vendedor@uncorreo.com

#### Client ID

AaTpxon0cidQvg-V1doSuHz3xv4AxOBGmxf\_-XPDhI7SLO\_RIXvTjUKqmGTjyvk6gXCcdNYDu-\_u87iD

Client ID ←

#### Secret

[Hide](#)

**Note:** When you generate a new secret, you still maintain the original secret. The maximum number of client secrets is two. A client secret is either in enabled or disabled state.

Created	Secret	Status	Action
Oct 16, 2017	EllmMyrMMZ9N1D5b2tnK3vZE7ojujhMe5lgszpe34DLG35wZ9-hwT7HQwg02Bv7A-PuQCoTUm0JjBaU3 ← Secret	Enabled	...

[Generate New Secret](#)

# SUBLIME- DOWNLOAD AND INSTALLATION

# Sublime-Download and installation

## Code editor

### 1. Download software

Go to [sublimetext.com](https://sublimetext.com) and download according to your device specs.



### 2. Install software

Open the file and click next in all options until the end.

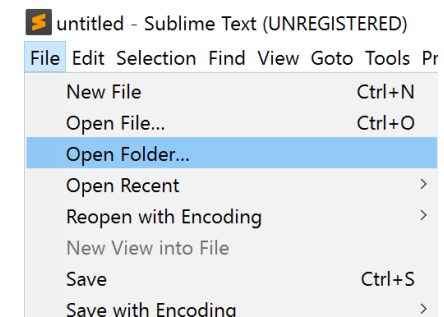


Sublime Text  
Build 3143 x64  
Setup

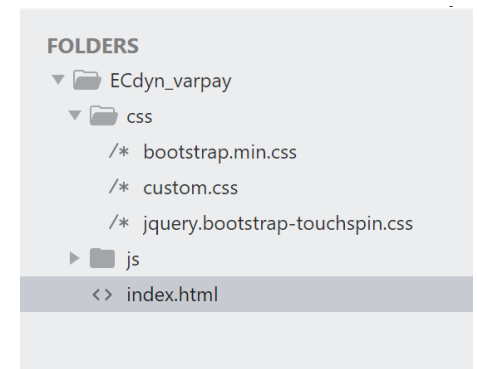


### 3. Import a folder

To open a folder go to File > Open folder and select the location of the folder.



The project will look like this, and it will be easier to navigate through the different files.



# LOCALHOST- DOWNLOAD AND INSTALLATION

# Localhost-Download and installation

Local server

## 1. Download software

Go to [this link](#) and download according to your device specs.



## 2. Install software

Open the file and click next in all options until the end.

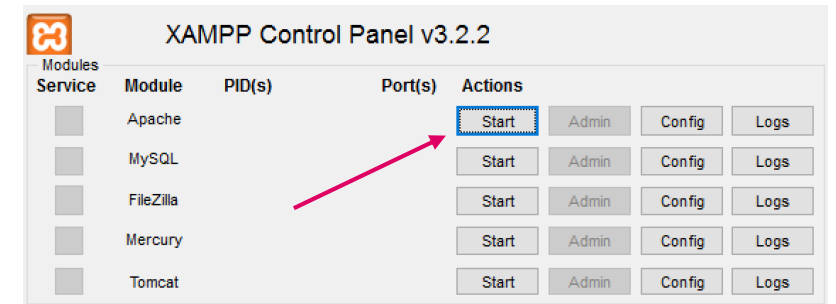


xampp-win32-7.1  
.10-0-VC14-installer



## 3. Start Localhost

In order to test in localhost you must start it first. To do this, open the application and in the *Apache* option click on *Start*.



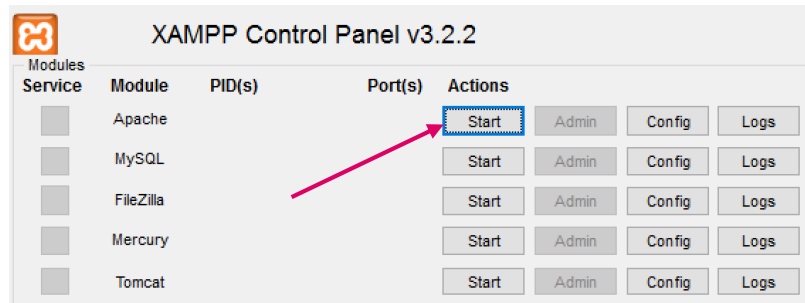
# TESTING IN LOCALHOST

# Testing in Localhost

Local server

## 1. Start Localhost

In order to test in localhost you must start it first. To do this, open the application and in the *Apache* option click on *Start*.



## 2. Place the Project in the Localhost folder

Search in your C drive a folder called xampp and look for the folder *htdocs*. In that folder, paste the entire file of your project.

The top bar of your file browser should look like this:

OSDisk (C:) > xampp > htdocs > MiTienda

## 3. Test in localhost

Go to a browser (such as Chrome) and enter the following address:

*localhost/your\_folder\_name*

Following the example, it should look like this:

i localhost/MiTienda

At this point the page will act as if it were uploaded on a server. Now you will be able to perform tests with PayPal products.

# TRANSACTION TESTS





# Test your transaction

## 1. Head to your store and pay

Open your checkout form and fill in the blanks.

### Pay with card

Product

Description

Reference

Price


Quantity

E-mail




## 2. Insert card info

The name, expiration date, security and code can be fictitious. The card number can be obtained from







<http://www.getcreditcardnumbers.com/>

Powered by 

Credit cards

Debit cards

Card number

Name of card holder

Name  Last name

Expires

MM  YY

CSC

3 digits

1x of \$1,200.00 USD

☐ I want to receive important information, special offers and discounts from PayPal.

☐ I've read and agreed to the [PayPal Privacy Policy](#).

## 3. Pay Now

Click on Continue and wait for the next page to load.

Click to continue:

Continue



# Test your transaction

## 4. Check the payment in sandbox dashboard

At the end of the payment you will obtain a Transaction ID that will serve as a receipt for you and your customer.

### Transaction ID

43X70198AP104102Y

Go to [sandbox.paypal.com](https://sandbox.paypal.com) and login with your seller sandbox account.

Next, go to the Movements tab. There you will find a transaction for the amount you just paid. The transaction ID must match.

<input type="checkbox"/>	Fecha	Tipo	Nombre	Pago	Bruto
<input type="checkbox"/>	11:29 a.m.	Pago de	<a href="#">Comprador Prueba</a>	Completado	\$690.00 MXN

If after doing this the flow and transaction does not pop any errors, it means the integration works.

NOTE: Sandbox may take a couple of minutes to reflect the transaction.

