

Easebuzz CapacitorJS SDK Integration

Installation:

1. Run the below commands to install sdk into your project.

1.1. `npm install $(npm pack <path> /easebuzz-capacitorjs-sdk | tail -1)`

Example : `npm install $(npm pack HomeDirectory/SDKfolder/easebuzz-capacitorjs-sdk | tail -1)`

Android Setup:

Copy **peb-lib-android-x.aar** file into android/app/libs/ folder of your capacitor JS application (If libs folder is not there, Please create it manually).

Initiate Payment : Generate access key using the Initiate Payment API at your backend.

(It is mandatory to integrate the Initiate Payment API at Backend only)

Initiate Payment API Doc : <https://docs.easebuzz.in/api/initiate-payment>

Capacitor Integration Code

1. Write below TypeScript Code to Start Payment using Easebuzz Payment Gateway.
2. Import following Packages

```
import { Plugins } from '@capacitor/core';  
  
import 'easebuzz-capacitorjs-sdk';  
  
const { EasebuzzCheckoutPlugin, EasebuzzCheckout } = Plugins;
```

3. Call Payment Method

Call EasebuzzCheckout.proceedToPayment method with the payment request parameters as options. This method returns data and receives the result and response of the payment process.

```
async load_paymentgateway() {  
  
  const option = {  
  
    access_key: 'Access key generated by the Initiate Payment API',  
  
    pay_mode : 'production / test ' }  
  
  let data = await EasebuzzCheckout.proceedToPayment({ option });  
  
  console.log(data['result']);  
  
  console.log(data['payment_response']);  
  
}
```

Android Code

1. Modify **MainActivity.java** located in the android directory as below.
2. Import the Package in MainActivity.java as below.

```
import com.easebuzz.capacitorjs.EasebuzzCheckoutPlugin;
```

3. Write below code in **MainActivity.java**

```
@Override
```

```
public void onCreate(Bundle savedInstanceState) {
```

```
super.onCreate(savedInstanceState);
```

```
this.init(savedInstanceState, new ArrayList<Class<? extends Plugin>>() {{
```

```
add(EasebuzzCheckoutPlugin.class);
```

```
}});
```

```
}
```

iOS Notes:

1. To open upi psp app, you must make the following changes in your iOS app's [Info.plist](#) file.

```
<key>LSApplicationQueriesSchemes</key>
```

```
<array>
```

```
<string>tez</string>
```

```
<string>phonepe</string>
```

```
<string>paytm</string>
```

```
<string>gpay</string>
```

```
</array>
```

2. The existing plugin does not work on a simulator. The iOS framework is shipped with simulator architectures , so you have to replace simulator Easebuzz.framework (from iOS Frameworks folder) with device Easebuzz.framework. Please find the below folder path for replacing the framework.

replace path: easebuzz-capacitorjs-sdk -> ios -> Pods -> Easebuzz -> Easebuzz.framework