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You can always [contact support](#) with any questions.

PayU / [paytouch-android](#)

No description, website, or topics provided.

65 commits

2 branches

0 releases

1 contributor

Branch: master ▾

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Arkadiusz Pachucy Fix translations

Latest commit 3f24b23 6 days ago

docs	Update app and publish information about new version: 1.8.1	6 days ago
gfx	Update size of widget image	a year ago
sample	Update app and publish information about new version: 1.8.1	6 days ago
.gitignore	Removed local.properties file from repository.	2 years ago
CHANGELOG.md	Update app and publish information about new version: 1.8.1	6 days ago
README.md	Fix translations	6 days ago

README.md



PayTouch SDK for Android

SDK for Android Developers easing PayU payments platform integration. The SDK provides UI, network communication and security mechanisms to make payment easiest possible. The developer is required to implement only a few simple interfaces to accommodate payment order details.

Beware that this SDK works only in Poland

Information

Older version of library (below 1.8.0) will stop working in August 2018, Bank web pages (Pay by links) are dropping support for Android < 4.4

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Requirements

- Android 4.4 or later
- Server-side OAuth2 token retrieval - see full documentation

Repository

Maven

```
<repositories>
  <repository>
    <id>payu-mvn-repo</id>
    <url>https://raw.github.com/PayU/paytouch-android/mvn-repo/</url>
  </repository>
</repositories>
```

Gradle (build.gradle file)

```
repositories {
    maven { url "https://raw.github.com/PayU/paytouch-android/mvn-repo/" }
    mavenCentral()
}
```

```
<dependencies>
<!-- Other dependencies -->
<dependency>
  <groupId>com.payu.android.sdk</groupId>
  <artifactId>payment-library-widget</artifactId>
  <version>1.8.1</version>
</dependency>
<dependency>
  <groupId>com.payu.android.sdk</groupId>
  <artifactId>payment-library-full</artifactId>
  <version>1.8.1</version>
</dependency>
</dependencies>
```

```
compile('com.payu.android.sdk:payment-library-full:1.8.1') {
    exclude group: 'com.android.support', module: 'support-v4'
    exclude group: 'org.jetbrains', module: 'annotations'
}

compile('com.payu.android.sdk:payment-library-widget:1.8.1') {
    exclude group: 'com.android.support', module: 'support-v4'
    exclude group: 'org.jetbrains', module: 'annotations'
}
```

Android Pay

For integration with Android Pay check docs\Android-Pay manual

Additional Information

In SDK when using local environment if you set payment to be less than 100 PLN there will be thrown `GENERIC_ERROR`. This will let you test 'error' path.

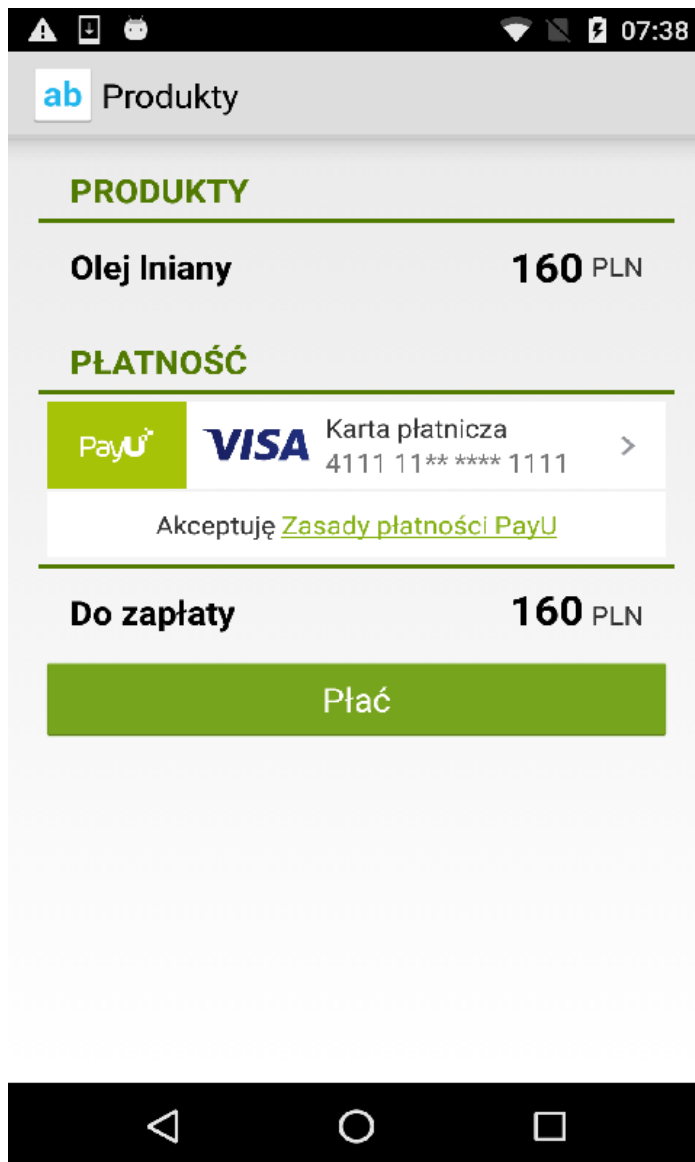
Backend

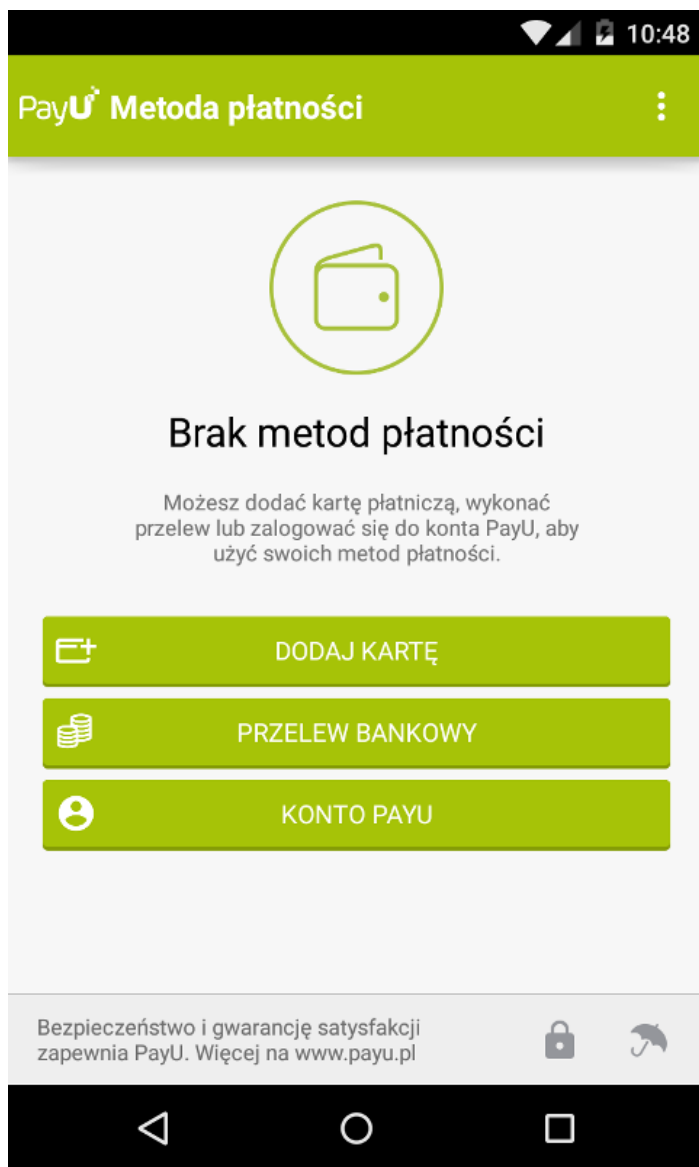
Configuration for backend: http://developers.payu.com/en/mobile_sdk.html#mobile_sdk_description

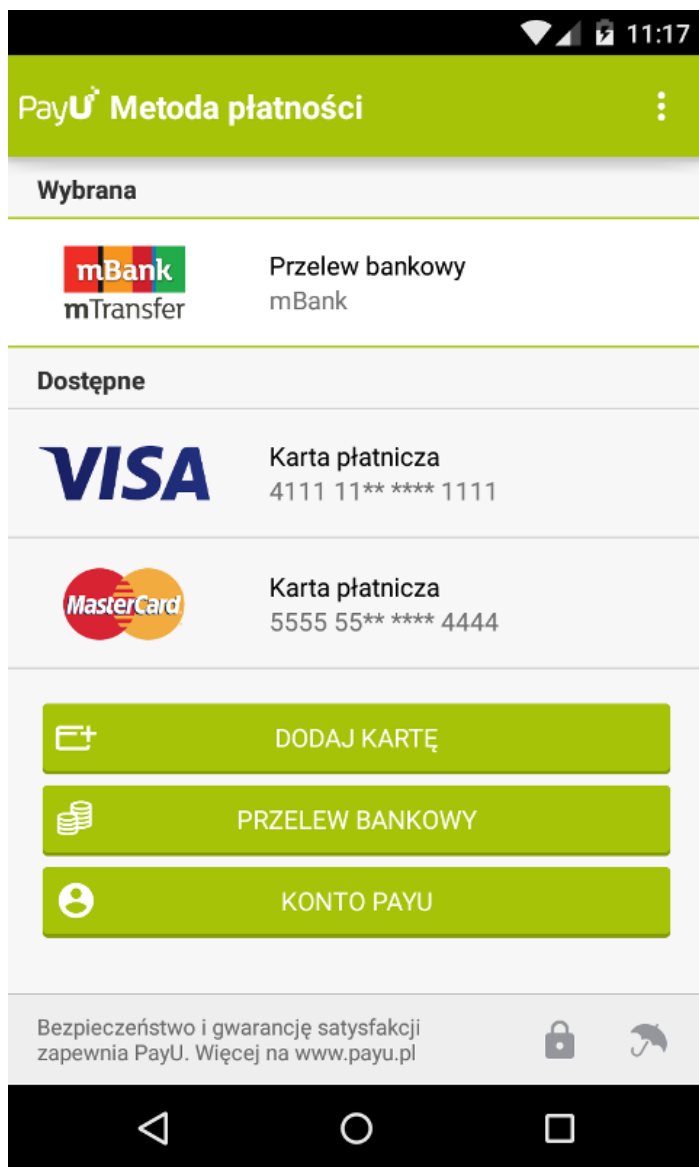
Changelog

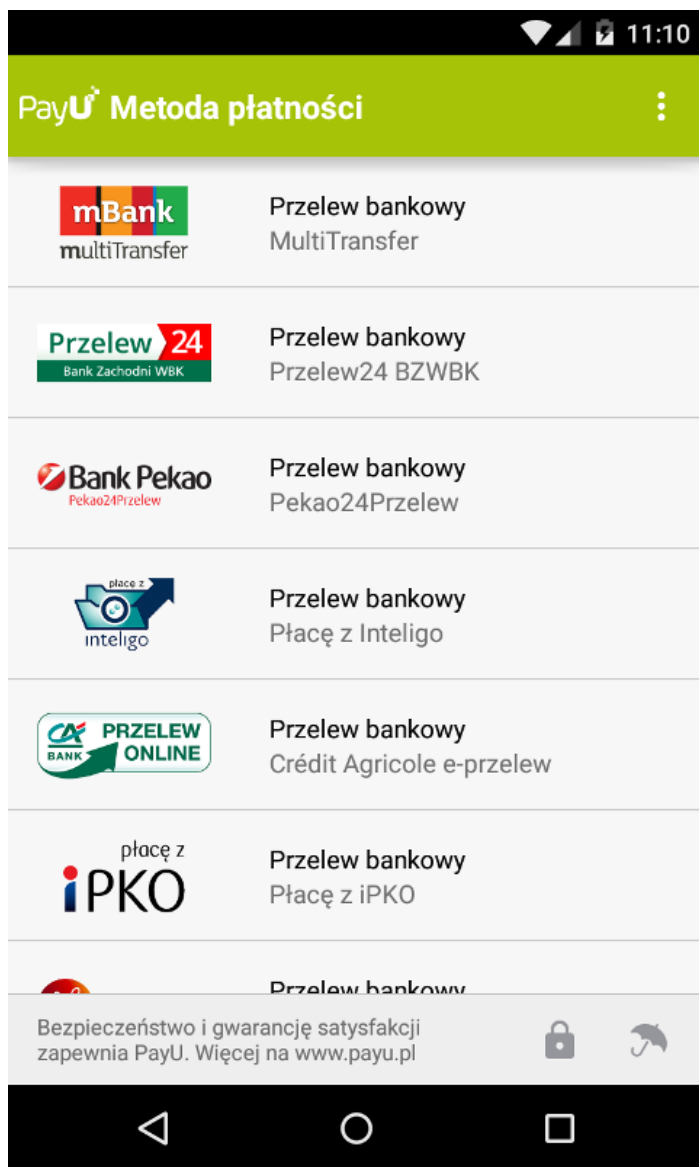
Releases changelog can be found [here](#).

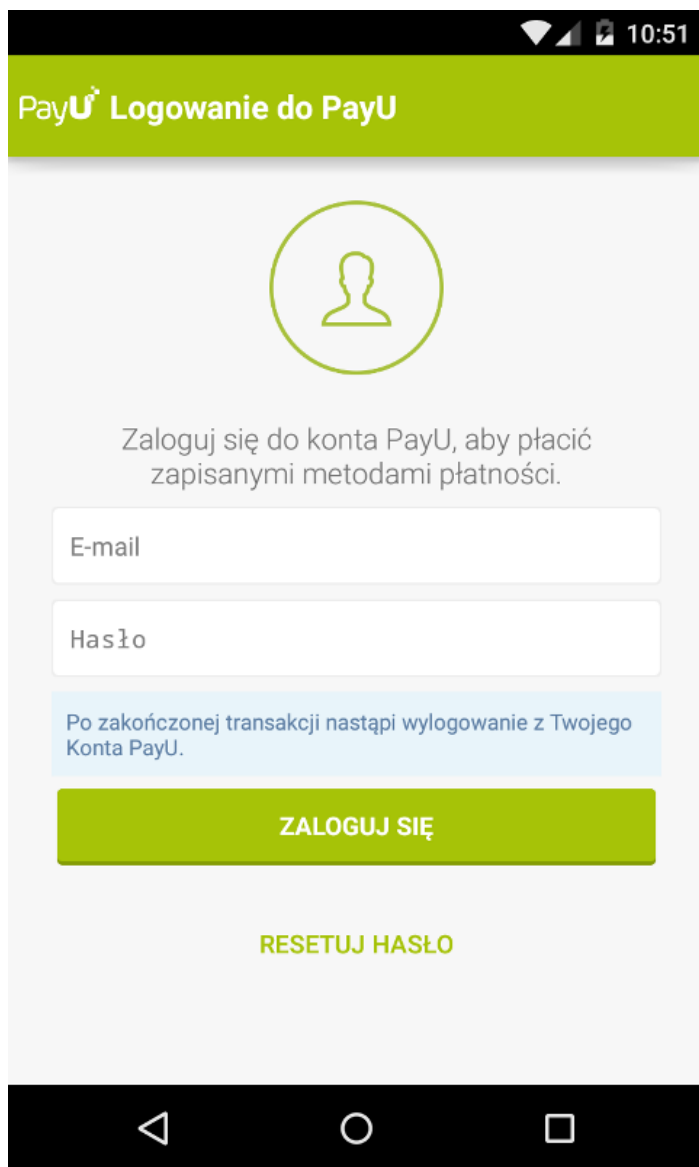
Quick tour over features











PayU Dodaj kartę

Numer karty

Data ważności MM / RRRR

Kod CVV2/CVC2

UŻYJ ZAPISZ I UŻYJ

Zapisując dane karty akceptuję [regulamin](#) konta PayU i chcę jej używać do kolejnych płatności.

MasterCard. SecureCode. Verified by VISA PCI DSS COMPLIANT

Bezpieczeństwo i gwarancję satysfakcji zapewnia PayU. Więcej na [www.payu.pl](#)

FAQ

1. I implemented TokenProviderService class and I am using Local property in xml as environment, why there is a connection error?

Local environment on Android is an environment that works without property:

"payu_token_service_class_full_qualified_name". When this property is set - there will be "connection error" information when moving to select payment view. All connection/interaction with servers in case of *Local* environment are mocked.

2. What kind of servers can I access with this SDK ?

- *Local* - all request are mocked,
- *Sandbox* - request are connected to test instance of PayU Servers, more information - <http://developers.payu.com/pl/overview.html#sandbox>
- *Production* - there will be interaction with Banks so end client will be charged- http://developers.payu.com/pl/overview.html#endpoint_reference

3. What means connection error when opening one of payment view ?

- There is no connection with internet on mobile device (example: wifi is off, or there where a problem with connecting to merchant backend)

- There is an issue while obtaining an access token As described on http://developers.payu.com/en/mobile_sdk.html#mobile_sdk_description obtaining token is a process that require MerchantBackend that ask PayU Backend for a token and later pass it to mobile app. PayTouch library will work only with `mobile.sdk` scope. In this case we suggest to check POS if it is configured for mobile payments and check backend - backend communication with requesting for authorization token. Other cases when there can be an issue with a POS: there is an error when adding a new card to account or open "payu account" and all fields will be empty.
- e-mail collision When creating a shop on environment the e-mail will be reserved and you cannot use it to purchase.

4. Why there is no `PaymentService` class in library?

`PaymentService` class is part of PayTouch library (`payment-library-widget` and `payment-library-full`) so when you are integrating with `AndroidPay` this class will not be find.

5. I cannot see a payment type "xyz" on smartphone

To configure payment type you need to create a shop on *Sandbox* or *Production* environment(sandbox: <http://developers.payu.com/en/overview.html#sandbox>) and ask for configutation at: itsupport@payu.pl; Currently using PayTouch you may pay via bank transfer, credit card and installment on the other hand while using *AndroidPay* integration library with rest API you may in addition use `AndroidPay`.

6. Can I change default flow or propose a new ?

In this case please contact with your consultant at PayU side.

7. Will token from *Sandbox* environment work on *Production* environment ?

No, currently you need to create on *Production* new store and configure it like you configure your *Sandbox* store.

8. Why client see information about successful transaction when I recived cancel transaction notification?

PayU SDK "know nothing :)" about processing transaction. Application with payment will receive "success" information when user will press 'pay' - so he will accept payment transaction. Merchant should verify if payment transaction will end successful (check transaction status code).

9. What means "tick" in `AppBar` when user for example is paying using bank transfer?

There can be aproblem with internet connection on smartphone so after the payment transfer was complieted user can press the tick to notify an app that he thinks the payment was successful and can go back to previous view. In this case like, in other cases merchant needs to verify if payment was successful.

10. Do I need to have an agreement with PayU to use *Sandbox* environment ?

No, *Sandbox* is open for "testing and checking" PayU solutions to verify if it can meets your criteria. When migrating to *Production* evironment you need to contact PayU to sign an agreement.

11. How to integrate with `PhoneGap`?

In this scenario we suggest to use RestAPI - <http://developers.payu.com/en/restapi.html> .

12. Should I use both PayU libraries (`payment-library-full` & `payment-library-widget`)?

We strongly recommend to use both libraries for better UX and for easier maintenance.

13. What is minimum ammount of cash that can be used for purchase?

Minimum amount of cash that can be used for paying is 1 gr or alternative in other currencies.

14. I had an issue with `com.android.builder.merge.DuplicateRelativeFileException: "More than one file was found with OS independent path 'javax/annotation/CheckReturnValue.java'"` what should I do ?

In PayTouch we use Guava for Android like Google in newer support libraries so there is a clash between dependencies from this particular issue as soluiton we suggest to add new exclude with `findbugs` library to `paytouch` modules:

```
implementation('com.payu.android.sdk:payment-library-full:1.8.0') {  
    exclude group: 'com.android.support', module: 'support-v4'  
    exclude group: 'org.jetbrains', module: 'annotations'  
    exclude group: 'com.google.code.findbugs', module: 'jsr305'  
}  
implementation('com.payu.android.sdk:payment-library-widget:1.8.0') {  
    exclude group: 'com.android.support', module: 'support-v4'  
    exclude group: 'org.jetbrains', module: 'annotations'  
    exclude group: 'com.google.code.findbugs', module: 'jsr305'  
}
```

@Deprecated This should be fixed from version 1.8.1

15. Temporary solution while releasing version from 1.7.0

When creating release app with proguard please add new dontwarn lines

```
-dontwarn afu.org.checkerframework.**  
-dontwarn org.checkerframework.**  
-dontwarn javax.lang.**  
-dontwarn java.lang.ClassValue
```

@Deprecated This should be fixed from version 1.8.1