PAXSTORE Developer Guide

Version: 2.1

Date: 05-17-2021

PAXSTORE

Preface

PAXSTORE Developers Guide

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Status: [ ] Draft [★] Release [ ] Modify

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Technical Support

If there is a problem while installing, registering or operating this product, please refer to the documentation. If it is not possible to resolve the Issue, please contact customer support.

The level of access to PAX support is governed by the support plan arrangements made between PAX and each Organization. Please consult this support plan for further information about entitlements, including the hours when telephone support is available.

Technical Support Contact Information:

Phone: (877) 859-0099
Email: support@pax.us
URL: www.pax.us

Revision History

Date	Version	By	Description
07/28/2017	1.00	Stanly F	Draft
09/06/2017	1.01	Stanly F	apk signing update
10/04/2017	1.02	Stanly F	server update
12/14/2017	1.03	Stanly F	Doc update, Remove manual apk signing step
01/05/2018	1.04	Stanly F	Doc revision
07/27/2018	1.05	Stanly F	Doc revision
09/18/2018	1.06	Stanly F	New BroadPOS Marketplace name
07/11/2019	1.07	Dan R	Test MP dev Version code incrementation requirement
11/04/2019	1.08	Dan R	Maximum number of versions limitation
08/31/2020	2.00	Dan R.	Updated screenshots, updated content
05/17/2021	2.10	Dan R	App scan and other updates.

Contents

Introduction

This document aims to provide a guide on how to register as PAX app developer. PAXSTORE hosts app written and submitted by 3rd party develoeprs. The Android application needs to be submitted, uploaded and authorized by PAX before it is listed on the PAXSTORE.

PAXSTORE Portals

The "Developer Center" hyperlink is located on the right upper corner of the page as shown below.
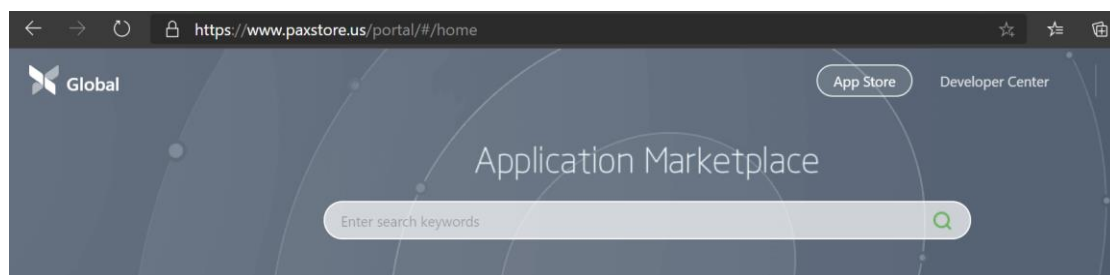
Getting Started

There are two places a developer can request an account and submit apps:

- **Global Marketp**lace. The apps submitted here can be distributed to any of the existing marketplaces (or to all): https://www.paxstore.us/developer/
  Please a package name in the format "com.companyname.appname".
  Please do not use in the name of the package, the app the name PAX or any of it's trademark names (such as POSLink, Broadpos, etc). Also the same goes for the unauhorized use of Logo files.

- **Test Marketplace**: https://uat.paxstore.us/developer. The apps submitted here can be only accessed from this marketplace. The purpose of the Test marketplace is to develop and test the app prior to releasing it to production. We suggest you use an app name that suggests the app is a test one. A package name in the format "com.companyname.appname.test" is highly advisable.
  The apps submitted to the Test MP cannot be used for production deployment.
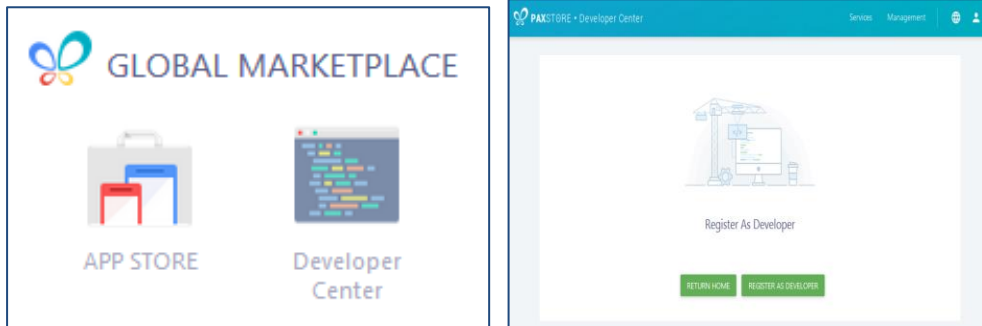
Complete the registration form and wait for the approval. An account manager will reach out for a final discussion.

Tips:

1. Choose the Enterprise Developer option if more than one developer will be included. After August 2019 the PAXSTORE will reverse to a single type of developer. However the individual accounts created prior to that date will not automatically convert to enterprise type. You can request this via the email.

2. Always request a "reseller" account in addition to the developer account, otherwise, you won't be able to test the application submitted. The functionality of the Sandbox is limited.

3. If creating a non-payment application or any Android client application you will not need the PAX SDK. PAX assumes the developer knows the Android development environment and knows how to develop an Android application. PAX will provide the POSLink Payment SDK for all payment terminals (A920, A80, E500, E600, etc.). Please create an account on the Quail System (PAX Developer Portal) for SDK, documentation and support during the development.
https://developer.pax.us

4. The PAXSTORE Developer Center allows you to upload the apps for approval. The PAXSTORE will automatically sign the approved application. To make the application private where only specified Marketplaces and Reseller(s) can see it, please contact PAXSTORE support
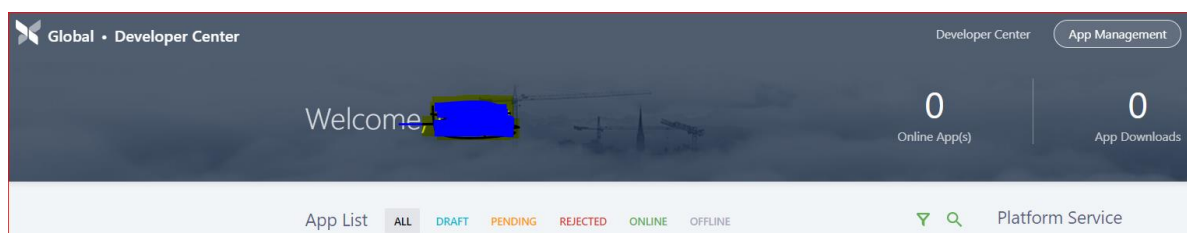
Develop your App using the Android Studio.

Development of Android commercial applications is similar to developing standard Android applications with Android Studio or other Android development environments. In addition to Google provided APIs there is the PAX provided SDK/API. The SDK can be obtained by registering to the PAX Developer Portal (developer.pax.us).

Please be aware that you need to sign the initial app and the subsequent versions with an identical key.

Publish the Application to the PAXSTORE

Developers can submit applications to be published on PAXSTORE. The publisher must provide some basic information needed for application publishing, i.e. application description and screenshots. The PAX administrator will review the application before making it available to the public or assigning it to a specific Reseller/Merchant.
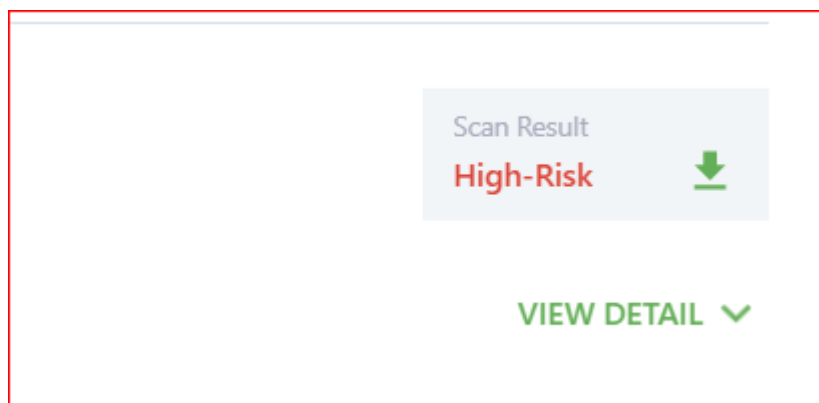
IMPORTANT! Please remember to provide the latest version as the highest version code value. Failing to do that will result in the application being rejected.
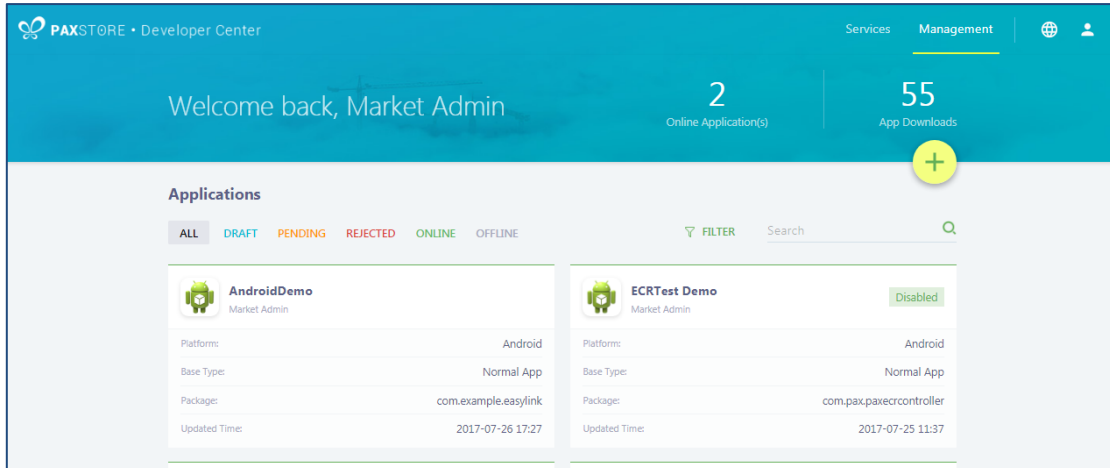
Starting with Sep 21 2020, there is a limit of 5 versions allowed online. In order to approve and sign an application, some older versions will be taken offline. Please contact us if you temporarily need older offlined versions be enabled.

Please make the app description as complete as possible. It is recommended to state the industry targeted (retail, restaurant, etc.)

Please avoid using PAX registered names (PAX, PAXSTORE, POSLink, etc.) in the name of the app or the package name field.

Starting with May 17 2021, we will do a security scan of every single version of the apps. Those apps found to have a high-risk will be rejected and we will ask the developers to fix the vulnerabilities.

Public vs. Private Application

When the application is published is can be restricted or made public, by default all applications are public, unless it is specified by the developer. The developer can send instructions to PAX to make their application visible only to specific resellers, ISOs, or other types of customers.

PAXSTORE Client

The PAXSTORE Client application is already installed on Pax Terminal. If the client application is missing, it can be found at the bottom of the PAXSTORE public page.

If you cannot find it please contact our support team (support@pax.us). This email address will provide help on apps and terminal functionality.

For issues (strictly) related to the PAXSTORE functionality please contact us at:

paxstore.support@pax.us

PAX Customer Support

For questions or help with the terminal installation please contact your service provider or PAXSTORE customer support.

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