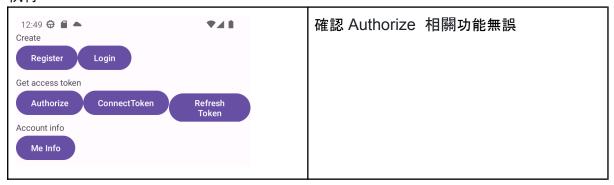
Payment Tutorial

此文件主要在說明 SP Coin Payment 與 Consume SP Coin, 並列出三種支付方式

準備

請先參考 Connect Tool AAR Tutorial-v1.0.0.pdf 完成 Authorize, 並確定各項功能正常執行



Payment

GetPurchaseOrderList		
Intent	取得訂單列表	
Step	1. 完成 Authorize	

```
2. 點選 Purchase Order List
                     Payment
                       Purchase Order List
                                       Purchase Order
                       Recharge
                     Consume
                                      Consume SP Link
                       Consume SP test
                3. 執行
                     connectTool.GetPurchaseOrderList(new GetPurchaseOrderListCallback()
            {
    "data": [
Responses
                 "payMethod": 0,
                 "tradeNo": "PAC2023120600000206",
                "refundNo": "RAC2023120600000206",
                "spCoin": 60,
                "rebate": 0,
                 "status": 2,
                "currencyCode": "TWD",
                "totalAmt": 28.0000,
                "createdOn": "2023-12-06T17:01:12.7475359+00:00"
               }
              ],
              "status": 1000,
              "message": null,
              "detailMessage": null,
              "requestNumber": "1fbf011f-3188-492a-adc6-f9dc211d4673"
             }
             payMethod
             支付方式:
             Prime = 0
             BindPrime = 1
             ApplePay = 2
             GooglePay = 3
```

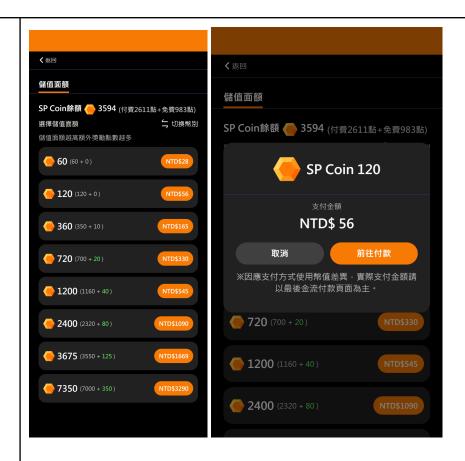
```
<-- 200 OK https://r18qameapi.azurewebsites.net/api/Payment/GetPurchaseOrderLis
Content-Type: application/json; charset=utf-8
Date: Thu, 07 Dec 2023 01:08:20 GMT
Server: Microsoft-IIS/10.0
Set-Cookie: ARRAffinity=cóó1bc2029013d2befd0ea9abe2ca40f030ó3bó3089bó2ó9có51efe
Set-Cookie: ARRAffinitySameSite=cóó1bc2029013d2befd0ea9abe2ca40f030ó3bó3089bó2ó
Transfer-Encoding: chunked
X-Signature: P/QH+lYy45LMye0lefzEY02oThnp4hjx+p5fspPJ1ZWkWtAagzv4u57lEoyqó979EU
X-Powered-By: ASP.NET
{"data":[{"payMethod":1, "tradeNo":"PAC2023120ó0000020ó", "refundNo":"RAC2023120ó
":"TWD", "totalAmt":28.0000, "createdOn":"2023-12-06T06:20:38.4599123+00:00"}, {"p
023120500000167", "spCoin":60, "rebate":0, "status":0, "currencyCode":"TWD", "totalA
3064+00:00"}, {"payMethod":0, "tradeNo":"PAC2023120500000147", "refundNo":"RAC2023
rrencyCode":"TWD", "totalAmt":56.0000, "createdOn":"2023-12-05T05:43:03.816725+06
023120200000095", "spCoin":60, "rebate":0, "status":0, "currencyCode":"TWD", "totalA
thod":0, "tradeNo":"PAC2023120100000072", "refundNo":"RAC2023120100000072", "spCoi
<-- END HTTP (24501-byte body)</pre>
```

GetPurchaseOrderList			
Intent	透過 tradeNo		
Step	1. 完成 Authorize 2. 取得 tradeNo 單號 (i.e., PAC2023120300000106) String tradeNo = "PAC2023120300000106";		
Responses	{ "data": { "payMethod": 0, "tradeNo": "PAC2023120300000106", "refundNo": "RAC2023120300000106", "spCoin": 60, "rebate": 0, "status": 0, "currencyCode": "TWD", "totalAmt": 28.0000, "createdOn": "2023-12-03T10:34:10.6144973+00:00"		

```
},
"status": 1000,
"message": null,
"detailMessage": null,
"requestNumber": "df64e41f-7f05-41b4-9357-c8fb0f216ea0"
}

<-- 200 0K https://r18qameapi.azurewebsites.net/api/Payment/GetPurchaseOrder
Content-Type: application/json; charset=utf-8
Date: Thu, 07 Dec 2023 01:26:51 GMT
Server: Microsoft-IIS/10.0
Set-Cookie: ARRAffinity=c661bc2029013d2befd0ea9abe2ca40f03063b63089b6269c651e
Set-Cookie: ARRAffinitySameSite=c661bc2029013d2befd0ea9abe2ca40f03063b63089b6
Transfer-Encoding: chunked
Vary: Accept-Encoding
X-Signature: Kaar0acBqov3VjMRlg0x9PdjbHj+W3xRlEe6vnnYzWYG0oPXpIvybp4NsBINvSPA
X-Powered-By: ASP.NET
{"data":{"payMethod":0,"tradeNo":"PAC2023120300000106","refundNo":"RAC2023126
```

GetPurchaseOrderList				
Intent	透過 tradeNo			
Step	1. 先取得 Me 來更新用戶資訊 2. 開啟RechargeURL _connectTool.GetMe_Coroutine(new MeCallback() { @Override public void callbackMeInfo(MeInfo value) { Log.v(TAG, "MeInfo callback : " + value.status); _connectTool.OpenRechargeURL(); } });			
	選擇 SP coin, 目前測試階段幣別僅提供新台幣			



確認訂單資訊



選擇付款方式



選擇信用卡付款

完成卡片資訊填寫, 綁定信用卡為選填





按下進行付款後, 請等待數秒後, 直接按下"確定"



OTP 請輸入 1234567, 輸入完後進行驗證



完成交易



取得交易完成的訂單資訊

```
"data": {
  "payMethod": 1,
  "tradeNo": "PAC2023120700000207",
  "refundNo": "RAC2023120700000207",
  "spCoin": 700,
  "rebate": 20,
  "status": 2,
  "currencyCode": "TWD",
  "totalAmt": 330.0000,
  "createdOn": "2023-12-07T01:58:35.355383+00:00"
},
"status": 1000,
 "message": null,
 "detailMessage": null,
 "requestNumber": "4a544ef9-460b-4a05-a775-7c6a7b3b5810"
}
```

選擇已綁定的信用卡付款

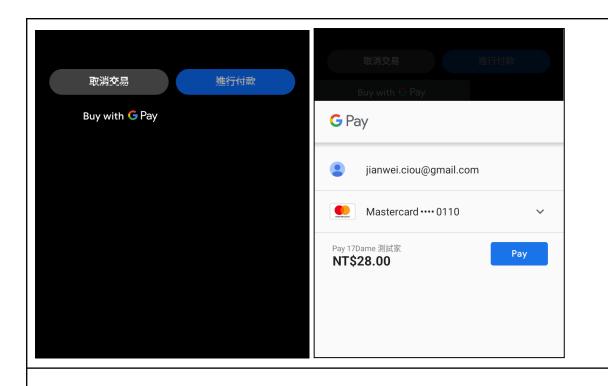
選擇綁定付款後, 填入安全碼, 測試帶入 111



後續交易與信用卡付款相同

選擇Google Pay付款

點選 Buy with Pay , 完成購物



```
SP Coin 點數確認
{
 "data": {
  "payMethod": 3,
  "tradeNo": "PAC2023120700000208",
  "refundNo": "RAC2023120700000208",
  "spCoin": 60,
  "rebate": 0,
  "status": 2,
  "currencyCode": "TWD",
  "totalAmt": 28.0000,
  "createdOn": "2023-12-07T02:24:11.9623926+00:00"
 },
 "status": 1000,
 "message": null,
 "detailMessage": null,
 "requestNumber": "3b3b3eac-01f3-4d6b-b5c7-d26c4ed2de00"
}
```

Consume SP Coin

```
createPayment
Intent
           透過 tradeNo 取出該筆訂單資訊
Step
           檢查用戶消費前資料
           {
             "email": "User mail",
             "nickName": null,
             "avatarUrl": null,
             "spCoin": 3336,
             "rebate": 933
           設定好要消費的 spCoin與 rebate
           點選 Consume SP test 進行SP Coin消費
             Consume SP test
                          Consume SP Link
           產生一筆 Payment
           String orderNo = UUID.randomUUID().toString();
Responses
            "data": {
             "transactionId": "T0001010100000000",
             "spCoin": 5,
             "rebate": 3.
```

```
"orderStatus": "Completed"
           },
"status": 0,
            "message": null,
            "detailMessage": null,
            "requestNumber": "6c1d1455-17e5-4370-a03e-3428dcdebcfc"
After
           完成購物後的用戶資料
             "email": "User mail",
             "nickName": null,
             "avatarUrl": null,
             "spCoin": 3331,
             "rebate": 930
            }
           付費點數及免費點數皆已扣除,遊戲開發可以透過 Responses 的
           CreatePaymentCallback
           來進行購買物品的轉移
```


組合出用戶點選的資料與遊戲資料

開啟頁面所需參數

consume_spCoin	付費點數
consume_spCoin	免費點數
orderNo	遊戲開發商自訂訂單編號,格式為字串
GameName	遊戲名稱
productName	商品名稱 (i.e., 十顆鑽石)

```
int consume_spCoin = 5;
int consume_rebate = 3;
String orderNo = UUID.randomUUID().toString();
String GameName = "Game Name";
String productName = "Ten diamonds";
```

範例:

int consume_spCoin = 5;

int consume_rebate = 3;

String order \overline{N} o = UUID.randomUUID().toString();

String GameName = "Game Name";

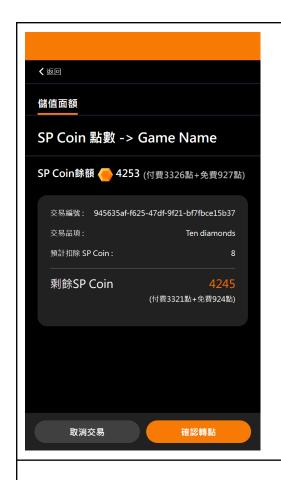
String productName = "Ten diamonds";

_connectTool.OpenConsumeSPURL(consume_spCoin,consume_rebate,orderNo,GameName,productName);

組合為

https://gamar18portal.azurewebsites.net/member/consumesp/r17dame%3A%2F%2Fconnectlink/2/07d5c223-c8ba-44f5-b9db-86001886da8d/Game%20Name/945635af-f625-47df-9f21-bf7fbce15b37/Ten%20diamonds/5/3

- 1. 執行後另開瀏覽器頁面,點選"確認轉點"
- 2. 點選後, 跳轉回 App 進行消費





```
After
Me Data
{
  "email": "User mail",
  "nickName": null,
  "avatarUrl": null,
  "spCoin": 3321,
  "rebate": 924
}
```

模擬消費額高於用戶 SP Coin 持有量

```
遊戲資料
開啟頁面所需參數

consume_spCoin 付費點數

consume_spCoin 免費點數

orderNo 遊戲開發商自訂訂單編號,格式為字串
```

GameName	遊戲名稱
productName	商品名稱 (i.e., 100000顆鑽石)

int consume_spCoin = 500000;

int consume rebate = 0;

String orderNo = UUID.randomUUID().toString();

String GameName = "Game Name";

String productName = "100000 diamonds";

int consume_spCoin = 55555;

nt consume_rebate = 3;

String orderNo = UUID.randomUUID().toString();

String GameName = "Game Name"; String productName = "Ten diamonds";

 $connect Tool. Open Consume SPURL (consume_spCoin, consume_rebate, order No, Game Name, produced to the consume SPURL (consume_spCoin, consume_rebate, order No, Game Name, produced to the consume SPURL (consume_spCoin, consume_rebate, order No, Game Name, produced to the consume SPURL (consume_spCoin, consume_rebate, order No, Game Name, produced to the consume SPURL (consume_spCoin, consume_spCoin, consume_sp$ uctName);

- 1. 執行後另開瀏覽器頁面
- 2. 顯示餘額不足, 點選"進行儲值"



點選後, 跳轉回 App 進行消費