

# Payment Tutorial

此文件主要在說明 SP Coin 的儲值與SP Coin 的消費，並列出三種支付方式，功能說明請參考

儲值	<a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-function">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-function</a>
消費 SP	<a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#consumesp-function">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#consumesp-function</a>

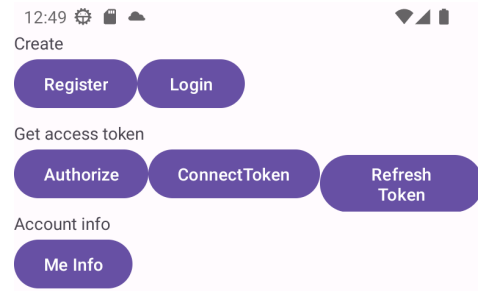
## 準備

請先參考 [Connect Tool AAR Tutorial-v1.0.0.pdf](#) 完成 Authorize，並確定各項功能正常

### 複製

```
Intent intent = new Intent(this, ConnectToolSampleActivity.class);
startActivity(intent);
```

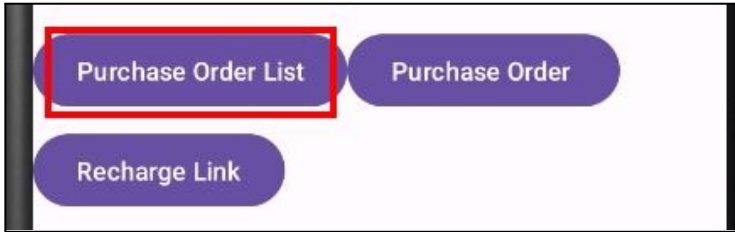
到要測試的 AppCompatActivity 當中，啟動後可使用 ConnectToolSampleActivity, 包含呼叫 API 與開啟消費相關頁面。



確認 Authorize 相關功能無誤

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## Payment


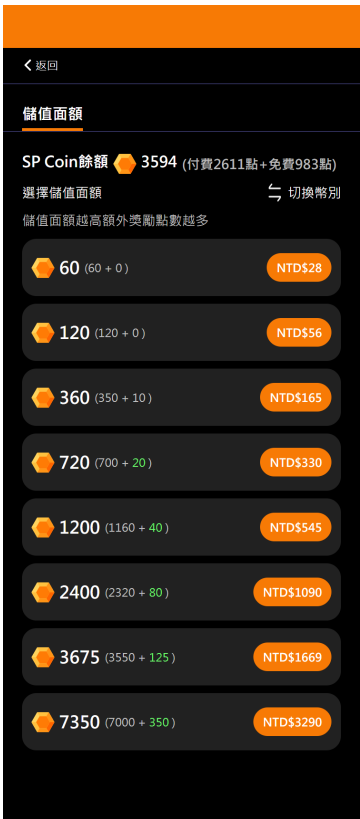
GetPurchaseOrderList	
Intent	<p>取得購買SP Coin的訂單列表</p> <p>參考</p> <p><a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#getpurchaseorderlist">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#getpurchaseorderlist</a></p>
Step	<ol style="list-style-type: none"> <li>完成 Authorize</li> <li>點選 Purchase Order List 按鈕</li> </ol>  <ol style="list-style-type: none"> <li>執行</li> </ol> <pre> 1. connectTool.GetPurchaseOrderList(new GetPurchaseOrderListCallback() 2. { 3.     @Override 4.     public void callback(PurchaseOrderListResponse value) { 5.         Log.v(TAG, "PurchaseOrderListResponse callback : " + value); 6.     } 7. }); </pre>
Responses	<p>回應訂單列表：</p> <pre> {   "data": [     {       "payMethod": 0,       "tradeNo": "PAC2023121400000261",       "spCoin": 120,       "rebate": 0,       "state": "Custom state",       "notifyUrl": "",       "sign": null,       "status": 0,       "currencyCode": "TWD",       "totalAmt": 56,       "createdOn": "2023-12-14T19:17:32.3789489+00:00"     },     ...   ],   "status": 1000,   "message": null,   "detailMessage": null,   "requestNumber": "3fa85f64-5717-4562-b3fc-2c963f66afa6" } </pre> <p>(PurchaseOrderList的回傳參數, 不會有NotifyUrl和Sign的數值帶出)</p>

payMethod 支付方式	tradeNo	spCoin	rebate	currencyCode	totalAmt	createdOn
Prime = 0 BindPrime = 1 ApplePay = 2 GooglePay = 3	訂單	付費點數	免費點數	幣別 (v1.3.1 僅提供新台幣來做測試)	此處為新台幣總額	訂單時間
	<pre> &lt;-- 200 OK https://r18gameapi.azurewebsites.net/api/Payment/GetPurchaseOrderList Content-Type: application/json; charset=utf-8 Date: Thu, 07 Dec 2023 01:08:20 GMT Server: Microsoft-IIS/10.0 Set-Cookie: ARRAffinity=c661bc2029013d2befd0ea9abe2ca40f03063b63089b6269c651efe Set-Cookie: ARRAffinitySameSite=c661bc2029013d2befd0ea9abe2ca40f03063b63089b626 Transfer-Encoding: chunked X-Signature: P/QH+LYy45LMYeDlefzEY02oThnp4hJx+p5fspPJ1ZWkwtAagzv4u57lEoyq6979EU X-Powered-By: ASP.NET {"data":[{"payMethod":1,"tradeNo":"PAC2023120600000206","refundNo":"RAC2023120600000206","currencyCode":"TWD","totalAmt":28.0000,"createdOn":"2023-12-06T06:20:38.4599123+00:00"},{"payMethod":0,"tradeNo":"PAC2023120500000167","spCoin":60,"rebate":0,"status":0,"currencyCode":"TWD","totalAmt":3064+00:00},{"payMethod":0,"tradeNo":"PAC2023120500000147","refundNo":"RAC2023120500000147","currencyCode":"TWD","totalAmt":56.0000,"createdOn":"2023-12-05T05:43:03.816725+00:00"},{"payMethod":0,"tradeNo":"PAC2023120200000095","spCoin":60,"rebate":0,"status":0,"currencyCode":"TWD","totalAmt":56.0000,"createdOn":"2023-12-02T00:00:00.0000000"},{"payMethod":0,"tradeNo":"PAC2023120100000072","refundNo":"RAC2023120100000072","spCoin":60,"rebate":0,"status":0,"currencyCode":"TWD","totalAmt":56.0000,"createdOn":"2023-12-01T00:00:00.0000000"}]} &lt;-- END HTTP (24501-byte body) </pre>					

GetPurchaseOrderOne	
Intent	<p>透過 tradeNo 取得單一 SP Coin 訂單</p> <p>參考  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#getpurchaseorderone">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#getpurchaseorderone</a> </p>
Step	<ol style="list-style-type: none"> <li>1. 完成 Authorize</li> <li>2. 取得 tradeNo 單號 (i.e., PAC2023121400000261)</li> </ol>

	<pre>String tradeNo = "PAC2023121400000261"; _connectTool.GetPurchaseOrderOne(new PurchaseOrderCallback() {     @Override     public void callback(PurchaseOrderOneResponse value) {         Log.v(TAG, "PurchaseOrderOneResponse callback : " + value);     } }, tradeNo);</pre> <p>點選</p> 
Responses	<pre>{   "data": {     "payMethod": 0,     "tradeNo": "PAC2023121400000261",     "spCoin": 120,     "rebate": 0,     "state": "Custom state",     "notifyUrl": "",     "sign": null,     "status": 0,     "currencyCode": "TWD",     "totalAmt": 56,     "createdOn": "2023-12-14T19:17:32.3789489+00:00"   },   "status": 1000,   "message": null,   "detailMessage": null,   "requestNumber": "3fa85f64-5717-4562-b3fc-2c963f66afa6" }</pre> <p>( GetPurchaseOrderOne的回傳參數, 不會有NotifyUrl和Sign的數值帶出)</p>
	<pre>&lt;-- 200 OK https://r18gameapi.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+W3xR1Ee6vnnYzWYG0oPXpIvybp4NsBINvSPA X-Powered-By: ASP.NET {"data":{"payMethod":0,"tradeNo":"PAC2023120300000106","refundNo":"RAC2023120</pre>

OpenRechargeURL	
Intent	<p>儲值說明：</p> <p><a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#open-recharge-page">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#open-recharge-page</a></p>
Step	<p>開啟購買頁面前設定</p> <ul style="list-style-type: none"> <li>• notifyUrl 與 State 請參考說明：  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#notifyurl--state">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#notifyurl--state</a>            與購買流程圖  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-flow">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-flow</a> </li> <li>• notifyUrl 為遊戲開發商自行建立的 post 接口，獲取 Client 完成消費後的資訊：  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-notifyurl">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-notifyurl</a> </li> <li>• State 在會在完成訂單後帶回 App (deeplink "purchase_state")</li> <li>• 選定 currencyCode (測試階段僅提供 TWD)            CurrencyCode 列表：  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/blob/main/README.md#currency-code">https://github.com/jianweiCiou/com.17dame.connecttool_android/blob/main/README.md#currency-code</a> </li> </ul> <p>開啟RechargeURL</p> <ol style="list-style-type: none"> <li>1. 選定 currencyCode (測試階段僅提供 TWD)            CurrencyCode 列表：  <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/blob/main/README.md#currency-code">https://github.com/jianweiCiou/com.17dame.connecttool_android/blob/main/README.md#currency-code</a> </li> <li>2. 直接開啟 host 頁面</li> </ol> <pre> rechargeButton.setOnClickListener(view -&gt; {     String notifyUrl = ""; // NotifyUrl is a URL customized by the game developer     String state = "Custom state"; // Custom state ,     // Step1. Set notifyUrl and state,     _connectTool.set_purchase_notifyData(notifyUrl, state);      // Step2. Set currencyCode     String currencyCode = "2";      // Step3. Open Recharge Page     _connectTool.OpenRechargeURL(currencyCode, notifyUrl, state); }); </pre>

After	<p>如果有填入notifyUrl 就會將用戶的購買資訊加密後從 host server 帶回指定的 Game Server 接口, 格式為 :</p> <p><a href="https://github.com/jianweiCiou/com.17dame.connecttool_android?tab=re-adme-ov-file#recharge-notifyurl-responsebody-">https://github.com/jianweiCiou/com.17dame.connecttool_android?tab=re-adme-ov-file#recharge-notifyurl-responsebody-</a></p>
	<p>選擇 SP coin, 目前測試階段幣別僅提供新台幣</p> <div></div> <p>確認訂單資訊</p>

[< 返回](#)

## 訂單資訊

儲值品項： SP coin 120  
(付費120點+免費0點)

訂單金額 NT\$ 56

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應付金額 **NT\$ 56**

## 選擇付款方式

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## 付款資訊

付款方式 \*

- ☒ 信用卡一次付清
- ☐ 綁定卡一次付清
- ☐ ApplePay 付清
- ☐ GooglePay 付清

## 選擇信用卡付款

完成卡片資訊填寫 ( 綁定信用卡為選填 )  
可使用測試卡號: 4111111111111111  
到期日 11/28 與 111

付款資訊

付款方式 \*

☒ 信用卡一次付清

Email address\*

usermail@hmail.com

visa信用卡號 \*

4111 1111 1111 1111

有效月年 \*

11 / 28

背面末三碼 \*

111

☐ 同意記住卡號

下一步

取消交易

進行付款

安全碼

☒ 同意記住卡號

記住卡號需填寫以下資訊

持卡人姓名 \*

請輸入卡號上姓名

持卡人手機號碼 \*

請輸入手機號碼

持卡人電子信箱 \*

持卡人電子信箱

消費者的email\*

持卡人電子信箱

下一步

取消交易

進行付款

按下進行付款後，請等待數秒後，直接按下"確定"



 中國信託銀行

中國信託網路刷卡驗證服務



特約商店：交流資產服務有限

交易金額：TWD 330.00

(請核對交易金額，提防詐騙)

信用卡號：400361\*\*\*\*\*7729

交易日期：2023/12/07 09:58:41

我們將發送OTP密碼，請選擇您要接收的裝置

☐ 使用 Home Bank APP 接收驗證碼

☒ 使用手機 0988\*\*\*\*99 接收

確定

手機號碼錯誤

取消

提醒您提高警覺，留意詐騙

• 手機號碼正確，請按「確定」進行下一步

• 若非您的手機號碼請按「手機號碼錯誤」，並聯絡本行客服中心為您處理

綁定中國信託Homebank APP

↓

Version 2.1.0

OTP 請輸入 **1234567**，輸入完後進行驗證







中國信託網路刷卡驗證服務

特約商店：交流資產股份有限

交易金額：TWD 330.00

(請核對交易金額，提防詐騙)

信用卡號：400361\*\*\*\*\*7729

交易日期：2023/12/07 09:58:41

OTP 密碼有效時間為5分鐘

網頁識別碼：hosX

(請核對網頁識別碼後，再輸入OTP密碼)

★請輸入網路刷卡驗證OTP密碼

OTP密碼

驗證

取消

沒有收到簡訊OTP服務密碼？  
[重新寄送](#)

綁定中國信託Homebank APP

↓  
Version 2.1.0

## 完成交易



交易成功

付款成功後，請耐心等待到帳；如超過 30 分鐘未到帳，請截圖並聯絡客服。

訂單資訊

交易編號

PAC2023120700000207

儲值品項

720  
(付費700點+免費20點)

付款資訊

交易編號

98f246b8-2fb9-4280-9053-69d1dd83a56a

信用卡號

400361\*\*\*\*\*7729

支付金額

TWD \$330.0000

## 取得交易完成的訂單資訊

```
String tradeNo = "PAC2023120700000207";
_connectTool.GetPurchaseOrderOne(new PurchaseOrderCallback() {
    @Override
    public void callback(PurchaseOrderOneResponse value) {
        Log.v(TAG, "PurchaseOrderOneResponse callback : " + value);
    }
}, tradeNo);
```

```
{
  "data": {
    "payMethod": 1,
```

```
"tradeNo": "PAC2023120700000207",
"spCoin": 700,
"rebate": 20,
"state": null,
"notifyUrl": null,
"sign": null,
"status": 9,
"currencyCode": "TWD",
"totalAmt": 330,
"createdOn": "2023-12-07T01:58:35.355383+00:00"
},
"status": 1000,
"message": null,
"detailMessage": null,
"requestNumber": "3fa85f64-5717-4562-b3fc-2c963f66afa6"
}
```

## 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



綁定卡一次付清

信用卡號\*

414763\*\*\*\*\*8405

背面末三碼\*

111

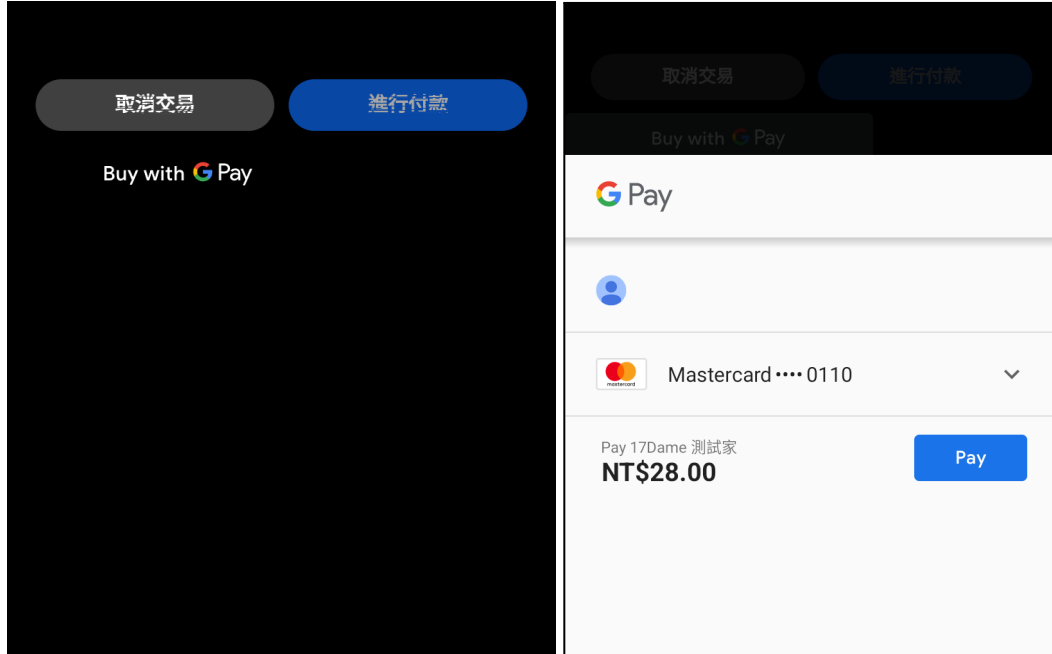
下一步

取消交易 進行付款

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

## ConsumeSP function

CreateSPCoinOrder	
Intent	透過 SDK 產生一筆 SPCoin 消費, App 內購買, 不跳轉頁面
Step	<p>檢查用戶消費前資料</p> <pre>{  "email": "User mail",  "nickName": null,  "avatarUrl": null,  "spCoin": <b>3336</b>,  "rebate": 933}</pre> <p>設定好要消費的 spCoin與 rebate</p> <p>點選 <b>Consume SP test</b> 進行SP Coin消費</p>  <p>產生一筆 Payment</p> <ul style="list-style-type: none"><li>• notifyUrl 與 State 請參考說明： <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#notifyurl--state">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#notifyurl--state</a> 與流程圖 <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-flow">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-flow</a></li></ul>

	<ul style="list-style-type: none"> <li>• notifyUrl 為遊戲開發商自行建立的 post 接口，獲取 Client 完成消費後的資訊： <a href="https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-notifyurl">https://github.com/jianweiCiou/com.17dame.connecttool_android/tree/main?tab=readme-ov-file#recharge-notifyurl</a></li> <li>• State 在會在完成訂單後帶回 App (deeplink "consume_state")</li> <li>• spCoin &amp; rebate 為付費點數與免費點數的分配</li> <li>• orderNo 不限制格式的字串，但不能重複</li> </ul> <pre> try {     String notifyUrl = ""; // NotifyUrl is a URL customized by the game developer     String state = "Custom state"; // Custom state ,      // Step1. Set notifyUrl and state,     _connectTool.set_purchase_notifyData(notifyUrl, state);      int spCoin = 50;     int rebate = 3;     String orderNo = UUID.randomUUID().toString();     _connectTool.CreateSPCoinOrder(new CreatePaymentCallback() {         @Override         public void callback(CreateSPCoinResponse value) {             Log.v(TAG, "CreateSPCoinResponse orderStatus : " + value.data.orderStatus);         }     }, spCoin, rebate, orderNo); } catch (NoSuchAlgorithmException e) {     throw new RuntimeException(e); } </pre>
Responses	<pre> {   "data": {     "transactionId": "T0001010100000000",     "spCoin": 5,     "rebate": 3,     "orderStatus": "Completed"   },   "status": 0,   "message": null,   "detailMessage": null,   "requestNumber": "6c1d1455-17e5-4370-a03e-3428dcdebfcfc" } </pre>
After	<p>完成購物後的用戶資料</p> <pre> {   "email": "User mail",   "nickName": null,   "avatarUrl": null,   "spCoin": <b>3331</b>,   "rebate": 930 } </pre>

	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
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OpenConsumeSPURL

點選 **Consume SP Link** 開啟消費確認頁面

Consume

Consume SP testConsume SP Link

先確認用戶資料

Before Me Data

{  
  "email": "User mail",  
  "nickName": null,  
  "avatarUrl": null,  
  "spCoin": **3331**,  
  "rebate": 930  
}

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， <b>必填，不得重複使用</b>
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：

String notifyUrl = ""; // NotifyUrl is a URL customized by the game developer  
String state = "Custom state"; // Custom state  
\_connectTool.set\_purchase\_notifyData(notifyUrl, state);  
  
int consume\_spCoin = 5;  
int consume\_rebate = 3;

```
String orderNo = 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-bf7bce15b37/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
}
```

After	<p>如果有填入notifyUrl 就會將用戶的消費 SP Coin資訊加密後從 host server 帶回指定的 Game Server 接口, 格式為 :</p> <p><a href="https://github.com/jianweiCiou/com.17dame.connecttool_android?tab=readme-ov-file#consumesp-notifyurl-responsebody-">https://github.com/jianweiCiou/com.17dame.connecttool_android?tab=readme-ov-file#consumesp-notifyurl-responsebody-</a></p>
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模擬消費額高於用戶 SP Coin 持有量

### 建立超支遊戲資料 :

#### 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, <b>必填, 不得重複使用</b>
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";
```

#### 範例 :

```
String notifyUrl = ""; // NotifyUrl is a URL customized by the game developer
String state = "Custom state"; // Custom state ,
_connectTool.set_purchase_notifyData(notifyUrl, state);

int consume_spCoin = 55555;
int consume_rebate = 3;
String orderNo = UUID.randomUUID().toString();
String GameName = "Game Name";
String productName = "Ten diamonds";
_connectTool.OpenConsumeSPURL(consume_spCoin, consume_rebate, orderNo, GameName, productName);
```

1. 執行後另開瀏覽器頁面
2. 顯示餘額不足, 點選"進行儲值"

點選後進行消費





點選 **Query Button**進行查詢

Consume

Consume SP test

Consume SP Link

Query SPCoin tx

送出查詢

```
_connectTool.Get_SPCoin_tx(transactionId,new GetSPCoinTxCallback() {  
    @Override  
    public void callback(SPCoinTxResponse value) {  
        Log.v(TAG, "SPCoinTxResponse callback : " + value.status);  
    }  
});
```