

takepayments Payment Gateway – Django Framework

Getting Started

This extension will allow you to integrate the takepayments payment gateway into your Django app as an option for processing your payments.

This document will explain how to install, setup and test the takepayments payment gateway and important information / FAQs.

Setting Up tphelper.py

1. Ensure the code under the heading 'Get data from Merchant class' at the top of the page is uncommented and the values are associated with their relevant keys in the 'vars' dictionary below. i.e.

```
vars = {  
    'merch_mid' : merch_mid,
```

not:

```
vars = {  
    'merch_mid' : 'PAYZONE123',
```

2. Staying within the 'vars' dictionary, change the values of 'merch_callbackurl' and 'merch_serverresulturl' to your URL.

```
'merch_callbackurl' : 'http://your.url.here.com/gateway/callback/',  
'merch_serverresulturl' : 'http://your.url.here.com/gateway/callback-server/',
```

Setting Up settings.py

1. Connect your database by filling in dictionary values under 'DATABASES'. e.g.

```
'default': {  
    'ENGINE': 'django.db.backends.mysql',  
    'NAME': 'django_gateway',  
    'USER': 'django_gateway',  
    'PASSWORD': 'django_gateway',  
    'HOST': '127.0.0.1',  
    'PORT': '8000',  
}
```

Configure Database

1. Enter the following into terminal, it may also be necessary to add a prefix depending on your hosting provider.

```
python3 manage.py makemigrations
```

```
python3 manage.py migrate
```

2. Create a super user in order to access Django admin page. Enter the following into terminal then follow instructions onscreen.

```
python3 manage.py createsuperuser
```

3. Create Log into Django admin using the username and password you just created. Click 'Add' under Merchants and enter merchant details.

```
python3 manage.py createsuperuser
```

Development Mode

Development mode is used for debugging and provides a log of all the data processed during the transaction. To activate development mode access gateway/urls.py and comment out LIVE MODE and uncomment DEV MODE as per instructions in the file.