PROTECTPAY® APPROVED DEVICE SDK MANUAL

Instructions for using the ProPay® mobile SDK. Version 1.0.1

Revision History

Date	Version	Description	Author
07/07/2008	1.0.0	Initial Document Creation	Pam Wylie
09/09/2016	1.0.1	Addition of a few clarifying notes	Tanner Olsen

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1.0 - Description of ProtectPay® interface

This SDK is to be used for a developer to interface with a ProPay approved/supported encrypted swipe device:

ProPay approved swipe devices all encrypt data "on the head" and transmit sensitive information to a device (either mobile or desktop) as an encrypted block. This encrypted block can be submitted to ProPay for processing and is supported both by the ProtectPay API, and the ProPay Merchant Services API.

Devices currently supported include:

- Magtek DynaMag USB device – DeviceType = MagTekDynamag

The current version is built for .NET 4.5. Windows should prompt the user to install the correct version when the application is first launched.

If desired, a software developer intending to use this solution could create client installation application in such a way that it would install the correct version of the .NET framework at the same time the user installs the developer's application.

2.0 – Inclusions

Included in the SDK:

The following resources are included in the SDK:

- 32 bit dll that can be built into your solution.
- 64 bit dll that can be built into your solution.
- Test harness built by ProPay. This is to be used as an example to you for inclusion of the above-mentioned DLLs and will show you how to obtain needed data and submit it to the ProPay API for processing or storage.

3.0 – Events and Methods

3.1 – OnSwipe

This is an event that the user can employ to obtain the data received from a swipe event. The following variables are presented when OnSwipe occurs.

- EncryptedTrackData = byte
- EncryptedTrackData2 = byte
- KeySerialNumber = byte
- ObfuscatedCardNumber = string
- CardHolderFirstName = string
- CardHolderLastName = string

3.2 - StartListening

This method will inform the instance of the swipe listener that you want it to begin actively listening on the USB port for the data coming from the device.

3.3 - StopListening

This method will inform the instance of swipe listener that you want it to stop listening on the USB port for data coming from the device.

3.4 - IsDeviceConnected

This property will inform the caller if the device is connected.

3.5 - OnDeviceConnectionStateChange

This event will fire anytime the connection state of the device changes. It will inform the listener of the device's current connection state.