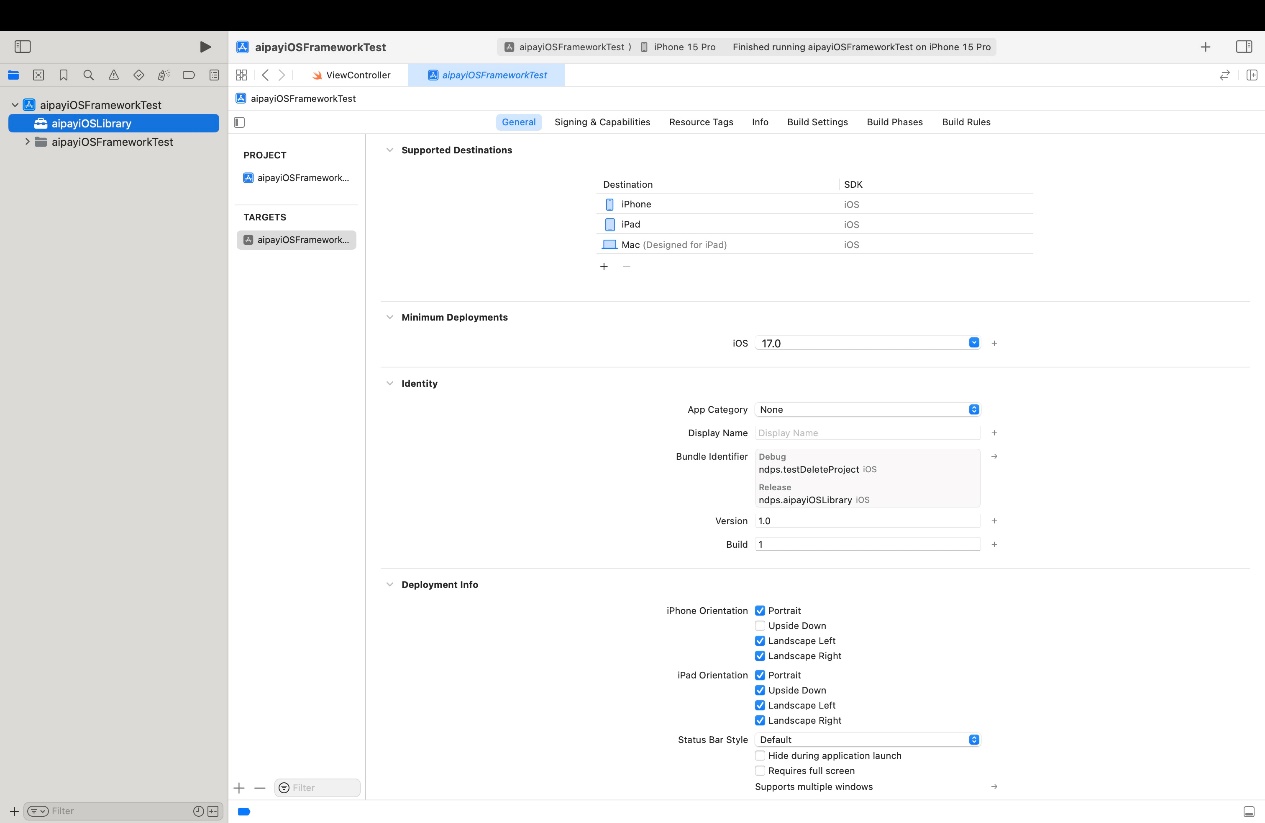
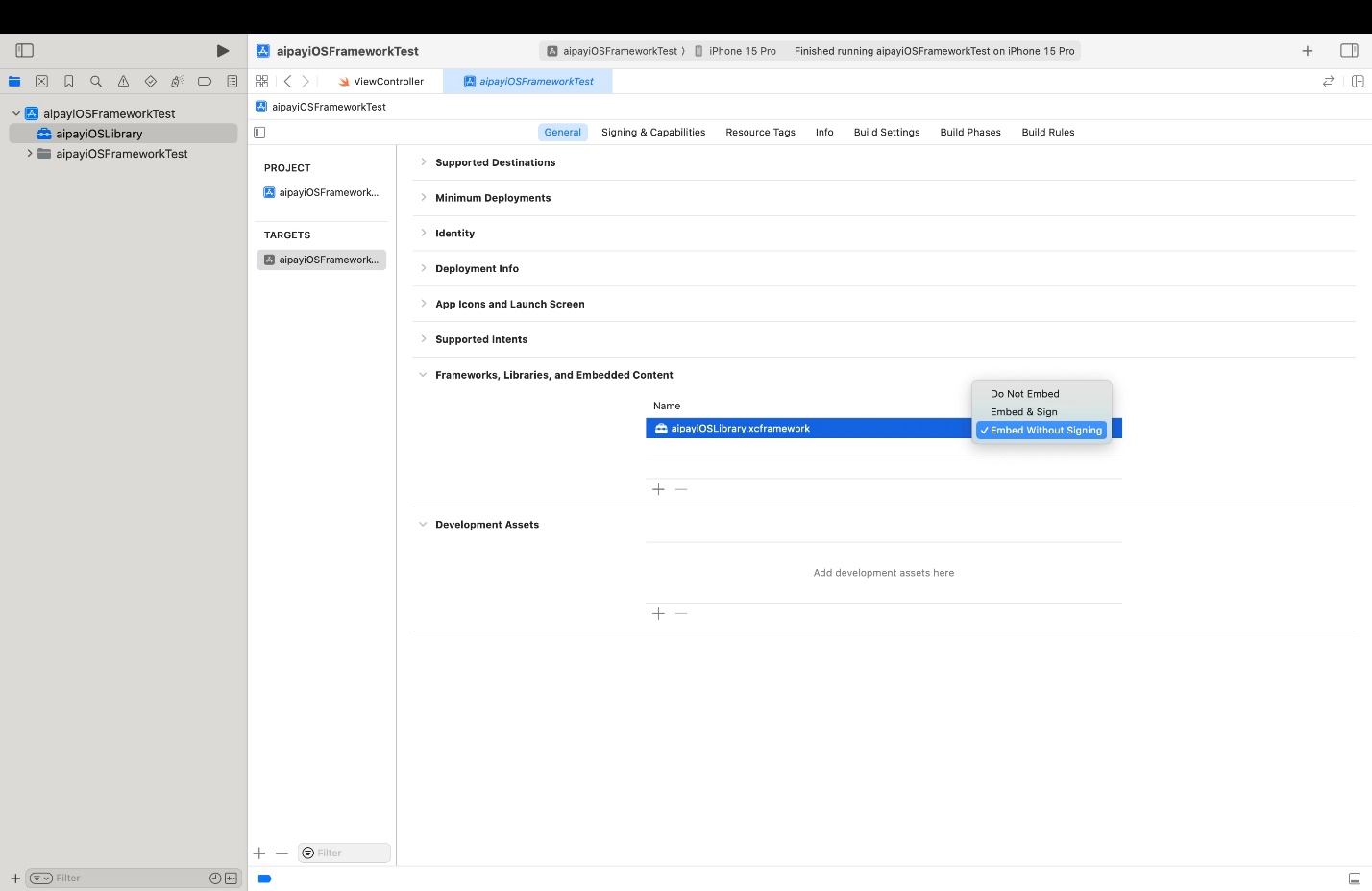
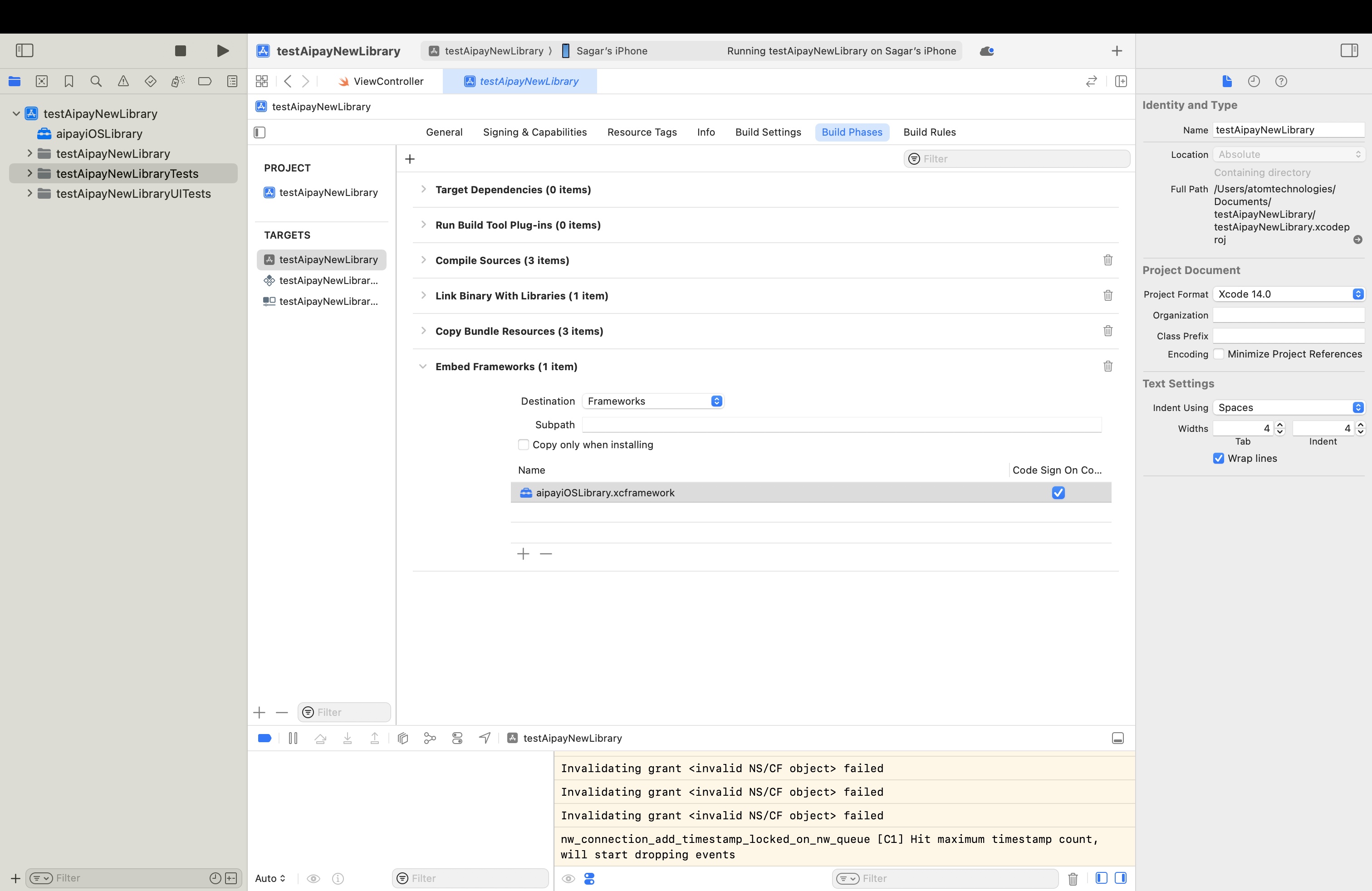
1. Import aipayiOSLibrary.xcframework in your project by dragging framework file into your project using Xcode.



1. Project->targets->General->Frameworks, Libraries and Embedded Content to run project select Embed Without Signing



1. Project->targets->Build Phases->Embed Frameworks
2. Import library into your project.

Import aipayiOSLibrary

5) Initiate AIPAY payments by using the following code.

let aipayAuthRequest = ["merchId":"317157",

"password":"Test@123",

                              "merchTxnId":"txnid123456",

                              "amount":"1",

                              "product":"NSE",

                              "custAccNo":"6567657",

                              "txnCurrency":"INR",

                              "custEmail":"test@xyz.com",

                              "custMobile":"8888888888",

                              "udf1":"udf1",

                              "udf2":"udf2",

                              "udf3":"udf3",

                              "udf4":"udf4",

                              "udf5":"udf5",

                              "encryptionKey":"A4476C2062FFA58980DC8F79EB6A799E",

                              "decryptionKey":"75AEF0FA1B94B3C10D4F5B268F757F11",

                              "responseHashKey":"KEYRESP123657234",

                              "payMode":"uat"] // change to live for production

        let manager = PaymentsManager()

        manager.ndpsAipayPayments(paymentRequestData: aipayAuthRequest,

controller: self)

6) Create notification to capture real time response of AIPAY transaction.

 //setting notification to get NDPS AIPAY transaction response

     NotificationCenter.default.addObserver(self, selector: #selector(handleNdpsAipayResponse(\_:)), name: nil, object: nil)

   @objc func handleNdpsAipayResponse(\_ notification: Notification) {

        if let responseData = notification.userInfo?["data"] as? String {

            print(responseData) // transaction response data

        }

     }

**Note**: You need to add the lines below inside your iOS app's info.plist file to support UPI Intent payment mode.

<key>LSApplicationQueriesSchemes</key>

<array>

 <string>upi</string>

 <string>phonepe</string>

 <string>paytmmp</string>

 <string>gpay</string>

 <string>tez</string>

</array>