MOLPay

Buy Everywhere, Pay Anywhere

Mobile SDK Specifications for iOS
(Version 4.0.4)

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Table of **Contents**

1. Prerequisite

Please provide the information below to verify merchant identity from MOLPay Server in order to use the payment channel:
- merchant ID
- verifykey
- appname
- username
- password

All the values above are in one word without whitespace.
The information should be request from MOLPay support team and the email address is **support@molpay.com**

2. System Requirements

- Ready for iOS 7 and above
- Minimum iOS version 6 and above. Older version support can be provided on request for custom make
- iOS based devices that support iOS version 4.3

3. Integrate MOLPay SDK

This section explains details on how to integrate MOLPay SDK. MOLPay SDK is a framework that will be added to the Xcode project.
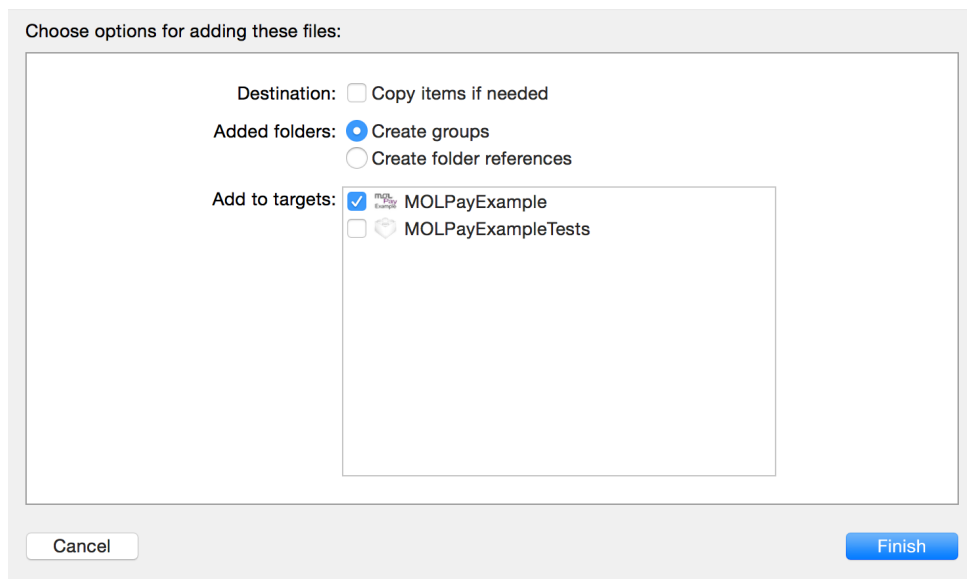
The flow of integration:

1) Configure Xcode project (Adding the library & bundles).
2) Configure MOLPay SDK.
3) Merchant app pass buyer's information to the SDK
4) SDK will handle the payment process.
5) After payment is completed, SDK will return the result for transaction via delegate.

3.1.Configure Xcode Project

- Drag and Drop *MOLPayLibrary.framework* and *MOLPay.bundle* to your workspace.

- Uncheck the box "*Copy items if needed*" then press *finish* button on bottom right. This will reduce space in your App.

3.2. Configure MOLPay SDK

- **Import Library**
  Import MOLPay SDK Library.

```
#import <MOLPayLibrary/MOLPayLib.h>
```

- **Setup delegate.**
  Add delegate at header file

```
@interface ViewController () <MOLPayDelegate>
```

- **Prepare payment details**

```
NSDictionary * paymentRequestDict =
@{
      mp_username: (Type: NSString),
      mp_password: (Type: NSString),
      mp_merchant_ID: (Type: NSString),

      mp_app_name   :(Type: NSString),
      mp_verification_key: (Type: NSString),

      mp_order_ID:(Type: NSString),
      mp_amount  :(Type: Float),

      mp_currency: (Type: NSString),
      mp_channel : (Type: NSString),
      mp_country : (Type: NSString),

      mp_bill_name  : (Type: NSString),
      mp_bill_email : (Type: NSString),
      mp_bill_mobile: (Type: NSString),
      mp_bill_description: (Type: NSString),

      mp_is_escrow:          (Type: BOOL),
      mp_channel_editing: (Type: BOOL),
      mp_editing_enabled:  (Type: BOOL),
      mp_debug_mode:         (Type: BOOL),
      mp_navigation_bar_tint_color: (Type: BOOL),

      mp_url_scheme:(Type: NSString)
};
```

- **Allocate class**

```
MOLPayLib *molpay=[[MOLPayLib alloc] initWithTarget:self

                       andPaymentDetails:paymentRequestDict];
```

- **Load the SDK**

```
[molpay loadMOLPaySDK];
```

- **Delegate return result**

```
#pragma mark – MOLPayLib Delegate
– (void)paymentRequestSuccessWithPaymentDetails:(NSDictionary
*)paymentDetailsDict{
    NSLog(@"paymentDetailsDict:%@",paymentDetailsDict);
}

– (void)paymentRequestFailedWithErrorDescription:(NSDictionary
*)errorDescription{
    NSLog(@"errorDescription:%@",errorDescription);
}
```

- **Note**
  - Please refer chapter 5 for full list of channel.
  - Debug mode should be disable before release the app. It might slow the app.
  - Enable editing will let the user edit name, email, mobile number and description.
  - URL Scheme is needed for MOLWallet channel. (For more info please refer to chapter 3.4.
  - Example of success return result

    ```
    {
      "txn_ID":"0123456",
      "paydate":1411370328,
      "amount":"100.00",
      "status_code":"22",
      "msgType":"C6"
    }
    ```

  - Example of failed return result

    ```
    {
      "error_desc":"User exit the payment page",
      "status": "exit"
    }
    ```

- Transaction status:

Status	Description
00	Success
11	Failed
22	Pending

- Field included in paymentDetailsDict:

Key	Value type
txn_ID	Numeric (Integer)
paydate	Numeric (Integer)
amount	Numeric (Float)
status_code	Numeric (Integer)
channel	String
err_desc	String
app_code	String
msgType	String

3.3.Request payment result

- **Request by transaction ID**

```objc
NSDictionary * request = @{
                    mp_transaction_id: (Type: NSString),
                    mp_merchant_ID(Type: NSString),
                    mp_amount(Type: NSString),
                    mp_verification_key(Type: NSString)
                };

MOLPayLib * molpay = [[MOLPayLib alloc] initWithTarget:self
                andPaymentDetails:nil];

[molpay requestPaymentResult: request];
```

- **Request by order ID:**

```objc
NSDictionary * request = @{
                    mp_order_ID: (Type: NSString),
                    mp_merchant_ID(Type: NSString),
                    mp_amount(Type: NSString),
                    mp_verification_key(Type: NSString)
                };

MOLPayLib * molpay = [[MOLPayLib alloc] initWithTarget:self
andPaymentDetails:nil];

[molpay requestPaymentResult: request];
```

- **Retrieve result via delegate**

```objc
#pragma mark – MOLPayLib Request Payment Delegate
- (void)resultRequestSuccessWithPaymentDetails:
        (NSDictionary *)paymentDetailsDict{
    NSLog(@"Success:%@",paymentDetailsDict);
}

- (void)resultRequestFailedWithErrorDescription:
        (NSDictionary *)paymentDetailsDict{
    NSLog(@"Failed :%@",paymentDetailsDict);
}
```

4. MOLWallet Integration

Merchant apps need to specify their own URL scheme and pass it in the paymentRequestDict (Please refer to chapter 3.3.1). URL Scheme will be use to handle callbacks in MOLWallet channel.

- **Setup info.plist**
  Press the add button and type URL types, Xcode give suggestion. Press return/enter.
  Xcode will auto generate the content.

- **Set the URL identifier**
  In the value for URL identifier of your own. In this example, com.molpay.example.

- **Adding URL scheme**
  Press the add button, and select URL Schemes.

Enter the URL Scheme of your own. In this example, *com.molpay.example*.

- **Handling URL Scheme (App communication)**
  AppDelegate file (.m file)

```objc
- (BOOL)application:(UIApplication *)application
          openURL:(NSURL *)url
 sourceApplication:(NSString *)sourceApplication
       annotation:(id)annotation{

    return [MOLPayLib handleOpenURL:url
              sourceApplication:sourceApplication];
}
```
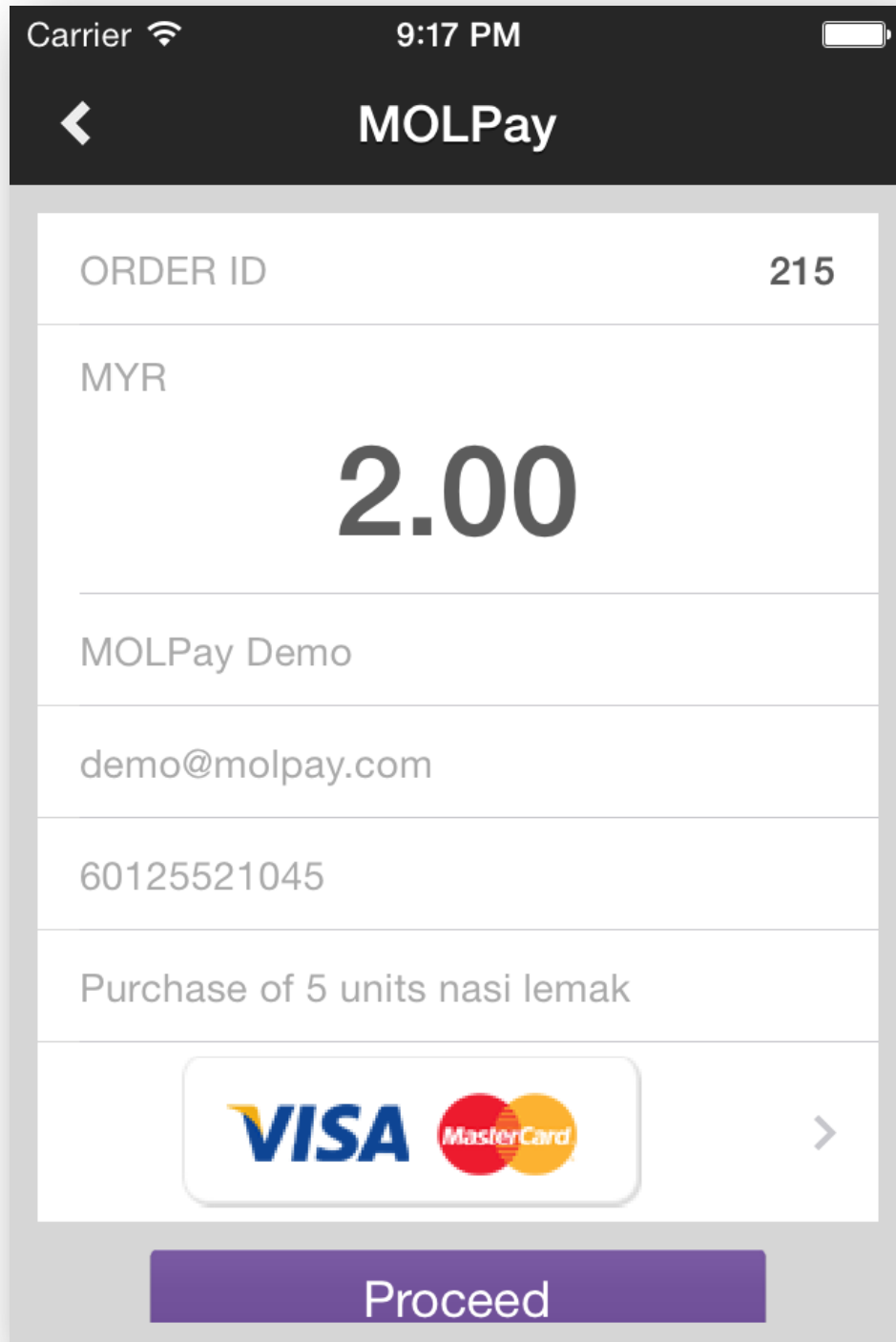
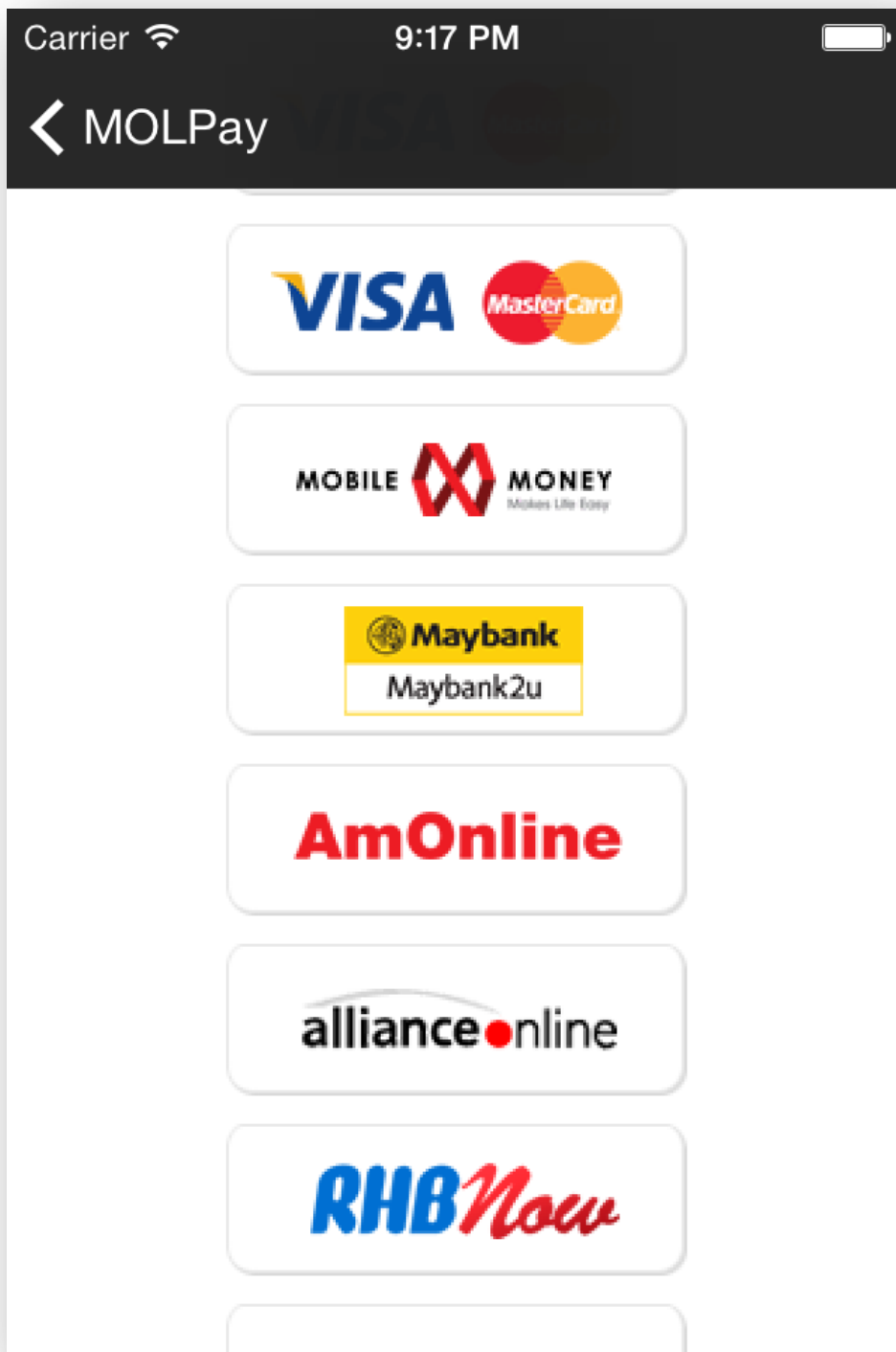## 5. List of Channels Code and Supported Currency Code

No	Channel Code	Channel Name	Currency Code
1.	credit	Visa / Mastercard	MYR
2.	mobilemoney	Mobile Money	MYR
3.	maybank2u	Maybank2u	MYR
4.	amb	AmOnline	MYR
5.	alb	Aliance Online	MYR
6.	rhb	RHB Now	MYR
7.	paymentasia	China Online Banking	MYR, RM, RMB and CNY
8.	webcash	WEBCASH	MYR
9.	paypal	PayPal	USD, AUD, GBP, CAD, CZK, DKK, EUR, HKD, HUF, ILS, JPY, MYR, MXN, NZD, NOK, PHP, PLN, SGD, SEK, CHF, TWD and THB
10.	alipay	Alipay	MYR, RM, USD, TWD and RMB
11.	hlb	Hong Leong Online	MYR
12.	cimb	CIMB Clicks	MYR
13.	fpx	MEPS FPX	MYR
14.	dragonpay	DragonPay	USD and PHP
15.	enetsD	eNets Debit	SGD
16.	polipayment	Poli Payment	MYR, RM and AUD
17.	tenpay	Tenpay	MYR, RM and USD
18.	cash	7-Eleven Cash Retail	MYR
19.	esapay	Esapay Cash Retail	MYR
20.	singpost	SingPost	SGD
22.	MOLWallet	MOLWallet	MYR
21.	multi	List all channel	

6. MOLPay SDK Screenshots

- **Order details**

- **List of Channels**

![MOLPay logo — Buy Everywhere, Pay Anywhere]

- **Credit / Debit card**

Carrier 🛜 9:18 PM

❮ Back

| ORDER ID | 247 |

MYR

2.00

4111111111111111 **VISA**

••• | 02 / 2016

MALAYSIA ❯

CIMB BANK BERHAD

Proceed

![MOLPay logo]

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• **Payment Page**