

Mobile SDK Specifications for iOS (Version 4.0.3)

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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.

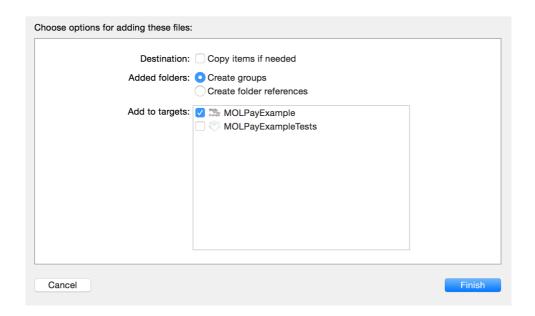


3.1.Configure Xcode Project

• 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

Header file (.h file)
 Import framework to your header file

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

Method file (.m file)
 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),
                                 (Type: BOOL),
       mp_is_escrow:
       mp_editing_enabled: (Type: BOOL),
                                (Type: BOOL),
       mp_debug_mode:
       mp_navigation_bar_tint_color: (Type: BOOL),
       mp_url_scheme:(Type: NSString)
 };
```

Allocate class



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 6 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 & 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_cod e | Numeric (Integer) | |
| channel | String | |
| err_desc | String | |
| app_code | String | |
| msgType | String | |



3.3. Request payment result

Request by transaction ID

Request by order ID:

Retrieve result via delegate



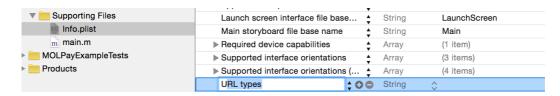
4. MOLWallet Integration

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.



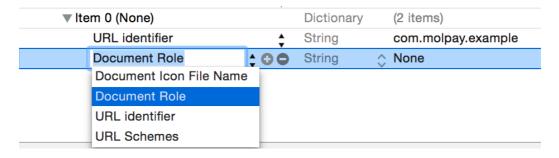
Set the URL identifier

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

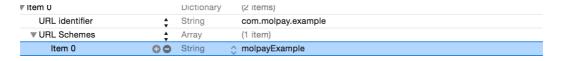


Adding URL scheme

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)



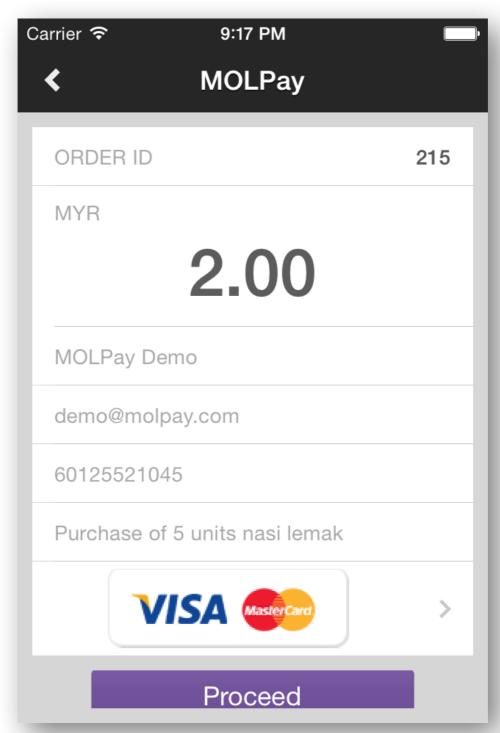
5. List of Channels Code and Supported Currency Code

| 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 | |



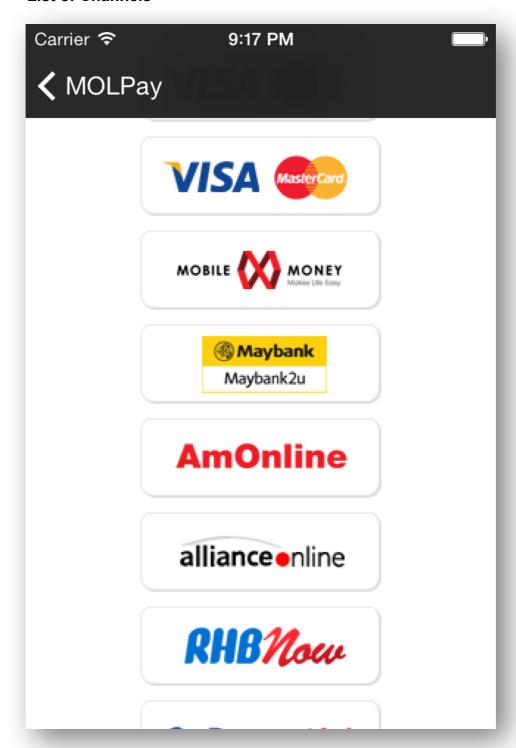
6. MOLPay SDK Screenshots

Order details



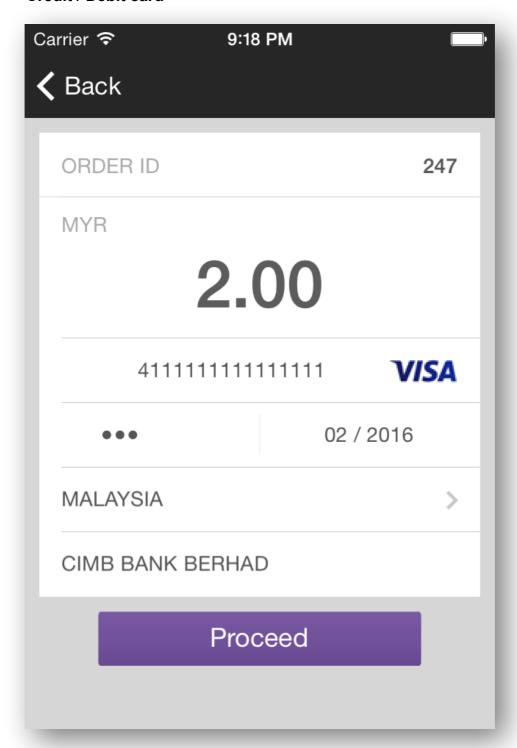


List of Channels





· Credit / Debit card





Payment Page

