M2U Mobile Payment Plugin

For iPHONE [v1.6]

Maybank
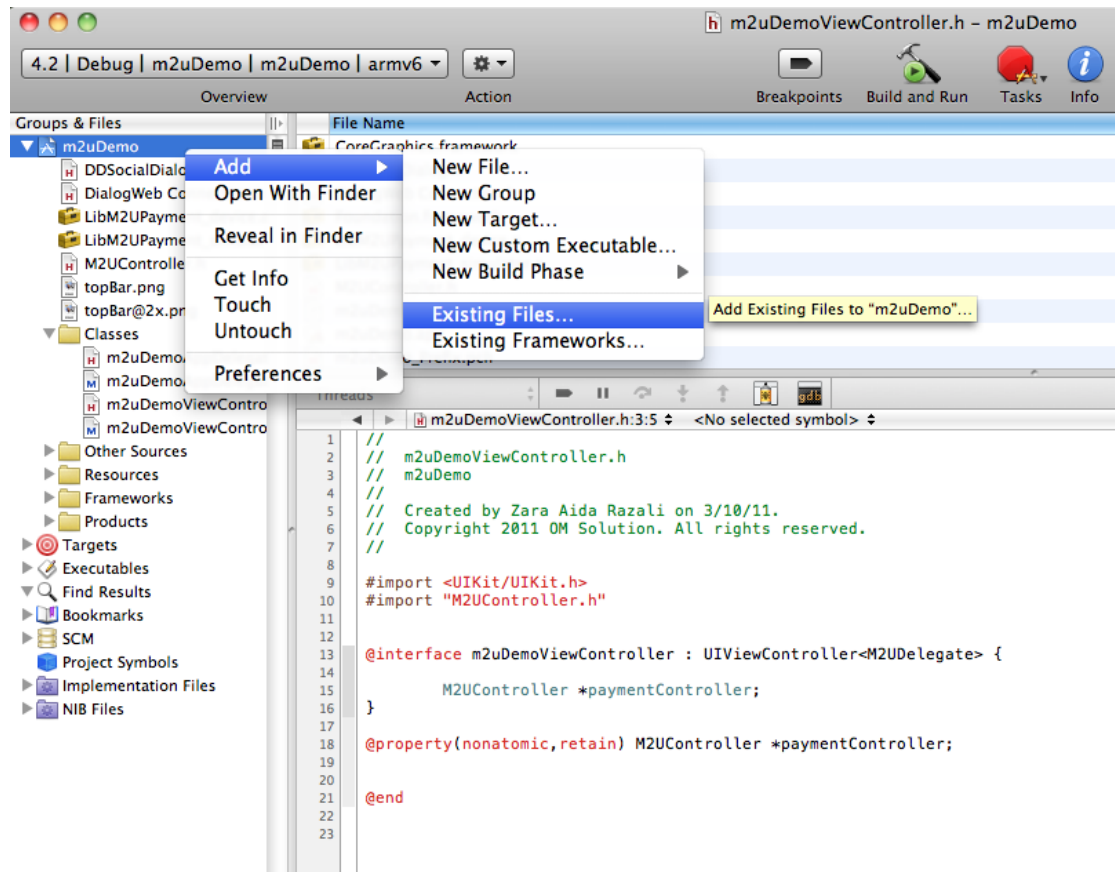
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1. Setup Environment

Import the library

1. Add the m2u folder, m2u_plugin. Right click at project ->add->existing files.

2. Browse to m2u plugin folder and choose the library ,header file and images to add :

- LibM2UPayment_device.a
- LibM2UPayment_simulator.a
- M2UController.h
- DDSocialDialog.h
- DialogWeb Connection.h
- topBar.png
- topBar@2x.png
- close_btn.png
- 120x20.png

- 168x28.png
- 216x36.png
- 300x50.png
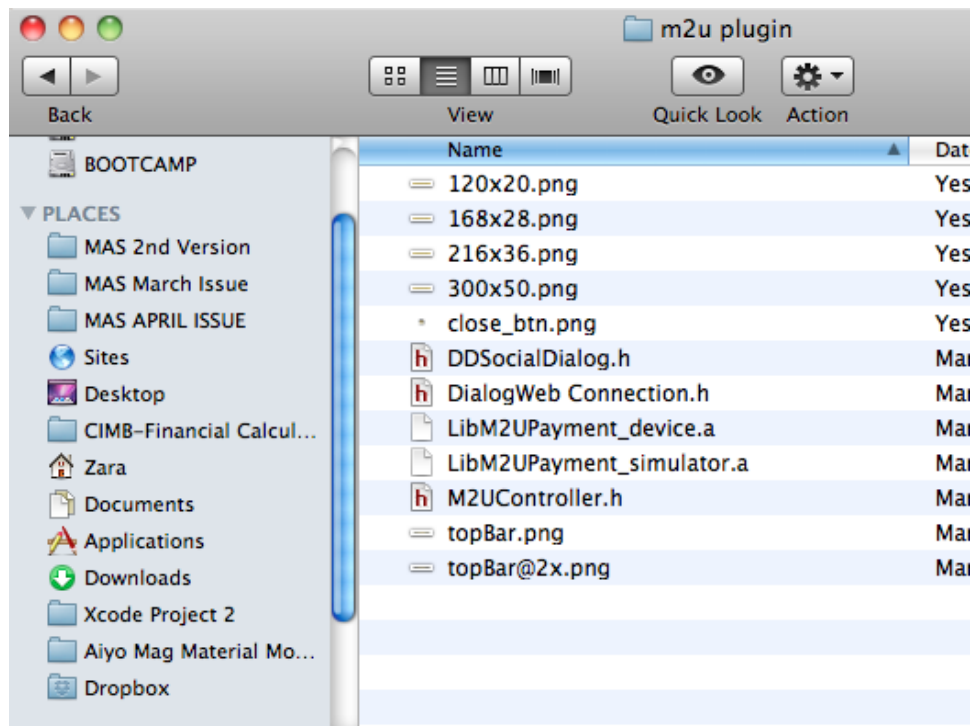
3.Check copy to destination folder (if needed).

_____
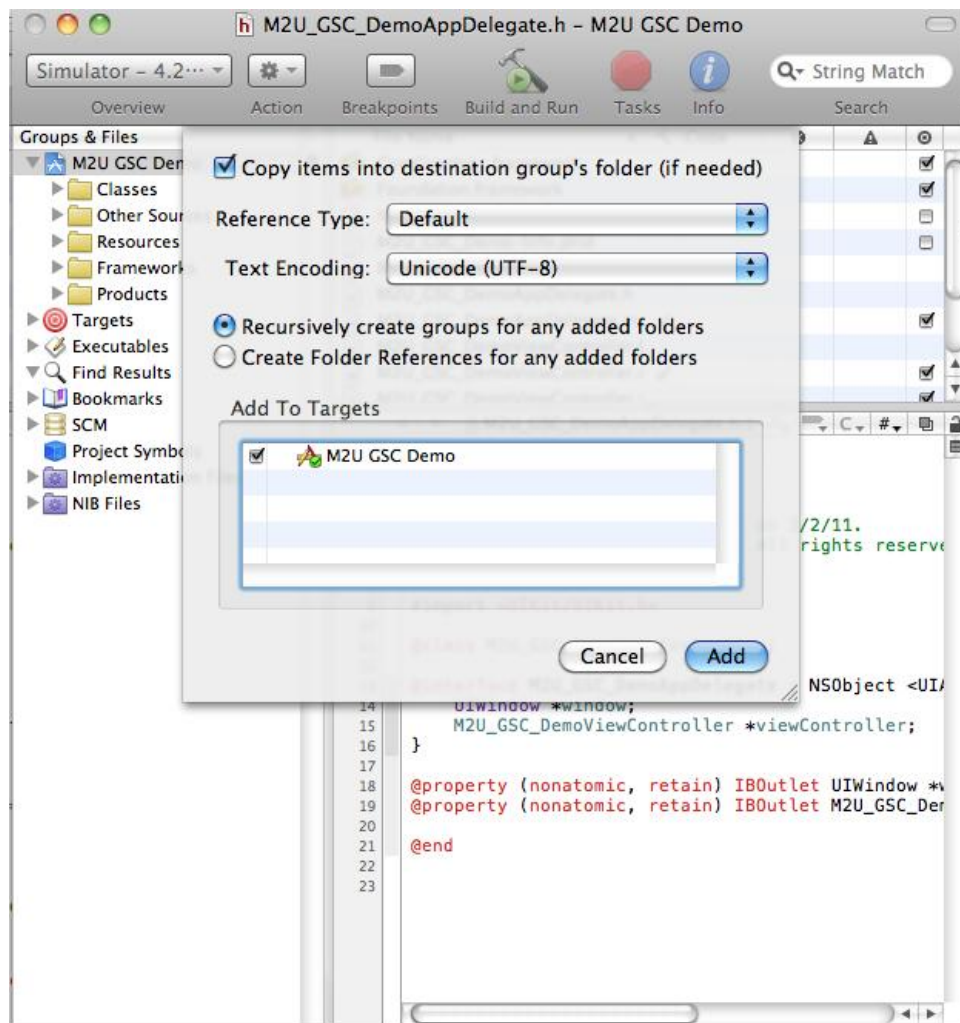
4. Your project should have all files inside:

- LibM2UPayment_device.a
- LibM2UPayment_simulator.a
- M2UController.h
- DDSocialDialog.h
- DialogWeb Connection.h
- topBar.png
- topBar@2x.png
- close_btn.png
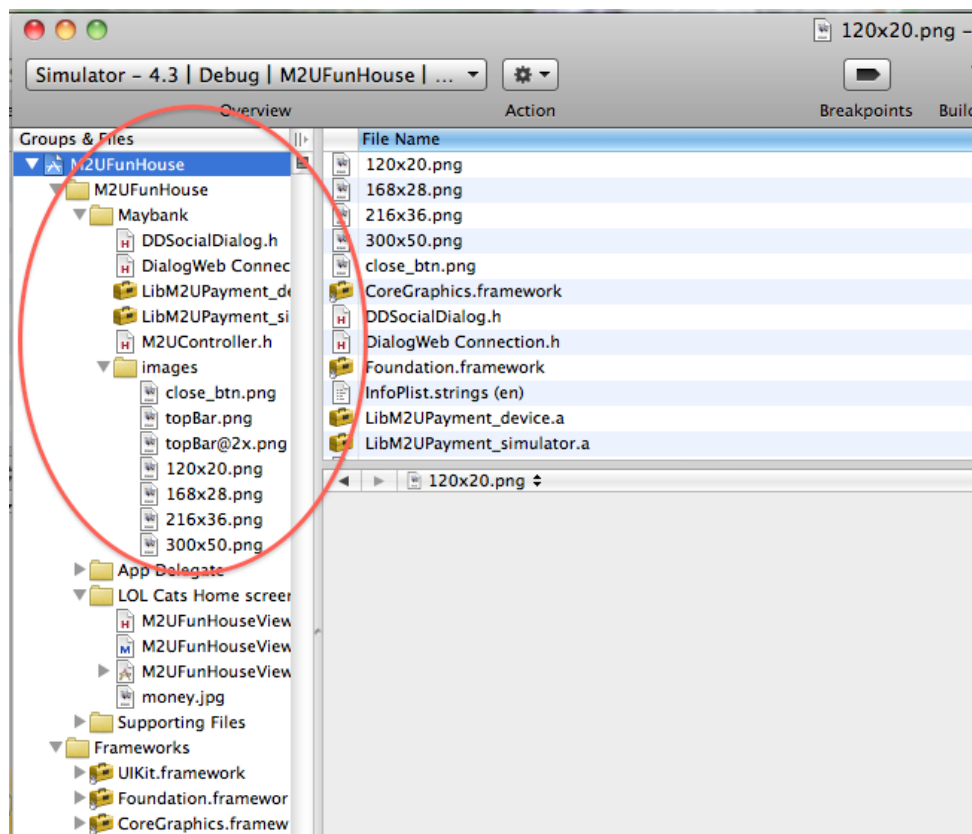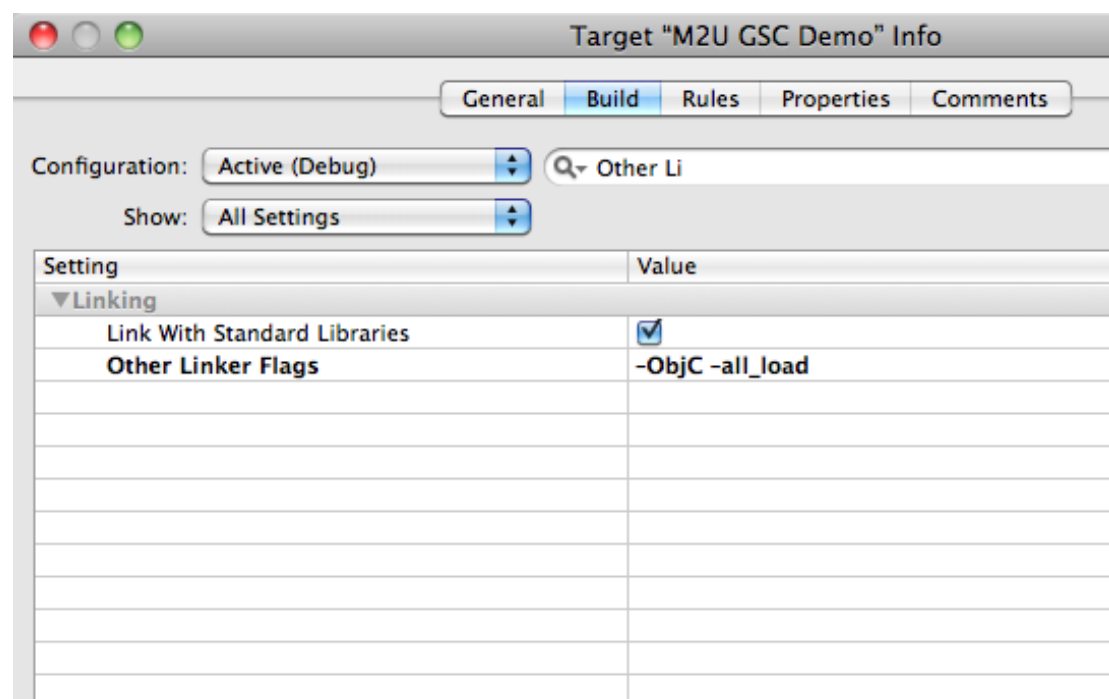- 120x20.png
- 168x28.png
- 216x36.png
- 300x50.png

1.Go to app target -> build →Linking –Other Linker Flags. Add value –ObjC –all_load

Your Xcode project is now ready for the m2u plugin integration.

2.Method Summary

(id)	initWithDelegate:(id<M2UDelegate>)delegates UrlEnv:(env)urlEnv UrlTest:(NSString *)urlTest PayeeCode:(int)payeeCode AmountBit:(BOOL)amountBit Amount:(int)amount ReferenceBit:(BOOL)referenceBit ReferenceNo:(NSString *)referenceNo AccountBit:(BOOL)accounBit AccountNo:(NSString *)accountNo URL:(NSString *)Url; This method to initialize M2UController. Must be called before call any other method
*(BOOL)	**DisableCerfCheck** Return YES if want to bypass the checking of https certificate.
(UIImage*)	getM2UImageButton:(int) buttonType return image of the button.
(void)	**show();** to show dialog
(void)	**didComplete**:(M2UController*)m2uController IsSuccesful:(BOOL)isSuccesful delegate method upon completion of the payment.
(void)	**didIncomplete**:(M2UController*)m2uController withError:(BOOL)hasError Message:(NSString*)msg; delegate method to return any error/incomplete of the payment.

*just for testing purpose, for released app this method should not be called.

3.Methods Detail

-(id) **initWithDelegate**:(id<M2UDelegate>)delegates UrlEnv:(env)urlEnv UrlTest:(NSString *)urlTest PayeeCode:(int)payeeCode AmountBit:(BOOL)amountBit Amount:(int)amount ReferenceBit:(BOOL)referenceBit ReferenceNo:(NSString *)referenceNo AccountBit:(BOOL)accounBit AccountNo:(NSString *)accountNo URL:(NSString *)Url;

This method is use to initialize class M2UController, create an allocation to this object. If it's optional, you may put null or an empty string or 0 (zero, for integer).

Parameters:

Parameters	Type	Length	Required	Description
delegates	id<M2UDelegate>	-	Mandatory	callback method of class M2UController. A class use this method must conformed M2UDelegate
UrlEnv	env	-	Mandatory	Defined the environment whether testing environment or production environment. Example: kTestUrlEnv or kProdUrlEnv
UrlTest	NSString	-	Optional	The url path for testing url.
Payee Code	NSString	-	Mandatory	The payee code is assign by Maybank to the Merchant.
Amount Bit	BOOL	1	Optional	This flag must be fixed to "1" means not editable.
Amount	NSString	-	Optional	This is the amount field. Format - Decimal
Reference Bit	BOOL	1	Mandatory	If use, this flag must be fixed to "1" means not editable
Reference No	NSString	14	Optional	This is reference no field
Account Bit	Flag	1	Mandatory	If use, this flag must be fixed to "1" means not editable
Account No	NSString	30	Optional	This is the Account no field
URL	NSString	-	Mandatory	This is to place the corporate returning web page to process the banks returning values **Note: Payees are not to place any other parameters into the url.**

Returns:

id or self

Since:

1.0.0

-(UIImage*) getM2UImageButton:(int) buttonType

This method is use to get the image of the button.

Parameters:

- buttonType - size and appearance of the M2U button. 4 types :
  - Type 1 : size = 120x20
  - Type 2: size = 168x28
  - Type 3: size = 216x36
  - Type 4: size = 300x50

Returns:

UIImage

Since:

1.0.6

show();

This method is use to show dialog of M2U payment site.

Parameters:

-

Returns:

-

Since:

1.0.0

didComplete:(M2UController*)m2uController;

This is a delegate method. Is called when **initWithDelegate** method is used, and a class must conform to M2UDelegate. Called when the transaction is complete / success.

Outputs:

- m2uController - M2UController object
- isSuccessful – return Boolean to check whether completed process is successful or not. Return YES, if process was succeed; return NO otherwise.

Since:

1.0.0

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didIncomplete:(M2UController*)m2uController withError:(BOOL)hasError Message:(NSString*)msg;

This is a delegate method. Is called when **initWithDelegate** method is used, and a class must conform to M2UDelegate. Called when transaction is incomplete or error occurs or canceled.

Outputs:
- m2uController - M2UController object
- hasError - boolean that indicate if have an error.
- msg – an error message that need to show to user if hasError = YES. If hasError = NO but msg !=null, you need to aware of the message, need to prompt in debug to know the error. But Do not show to user, since it's technical error.

Since:

1.0.0

4.Example:

Header class
- The payment class must conformed to <M2UDelegate> protocol.
- Import M2UController class   #import "M2UController.h"
- Create M2uController object in header class

```
#import <UIKit/UIKit.h>
#import "M2UController.h"


@interface m2uDemoViewController :UIViewController<M2UDelegate> {

        M2UController *paymentController;
}

@property(nonatomic,retain) M2UController *paymentController;


@end
```

Implementation class
- Allocate M2UController object (paymentController). You can release it in dealloc().

- Create a button and called the getM2UImageButton method to get the button images.

```objc
#import "M2UPayment.h"


@implementation M2UPayment


// Implement viewDidLoad to do additional setup after loading the view, typically from a nib.

- (void)viewDidLoad {

    /*  init button to M2ULoginButton.  */
    paymentController = [M2UController new];

[((UIButton*)[self.view viewWithTag:10]) setImage:[paymentController getM2UImageButton:3] forState:UIControlStateNormal];

paymentController = [paymentController initWithDelegate:self UrlEnv:kTestUrlEnv
UrlTest:testUrl PayeeCode:@"135"
AmountBit:1 Amount:@"900" ReferenceBit:1 ReferenceNo:@"99999999999"
AccountBit:1 AccountNo:@"1234567800" URL:@"http://www.gsc.com.my"];

//add to canvas
    [self.view addSubview:_M2UButton];
   [super viewDidLoad];
}
```

- Set the button target to startM2U to launch the M2U webview

```objc
-(IBAction) startM2U{

/*    close all keyboard   */
[self.view endEditing:TRUE];

/*
show dialog
init M2UController

*/

paymentController.DisableCerfCheck=YES;
paymentController.enableRotation=YES;
//paymentController.headerImage = nil;
[paymentController show];
}
```

Delegate methods

```objc
-(void) didComplete:(M2UController*)m2uController{
    /*
     payment is completed
     dialog of payment M2U is dismissed

     you need to code here upon completion of payment
     */
    NSLog(@"completed");
}
-(void) didIncomplete:(M2UController*)m2uController withError:(BOOL)hasError
Message:(NSString*)msg{
    /*
     some incompletes has error but no need
     to display to user.
     it returns hasError = NO, but with Messages.
     Display the message, so then you can handle it.
     */
    NSLog(@"Incomplete");
    NSLog(@"Error Msg %@",msg);

    //IF an error occur, display to user.
    if (hasError) {
     UIAlertView *alert = [[UIAlertView alloc] initWithTitle:@"" message:msg
delegate:nil cancelButtonTitle:@"Dismiss" otherButtonTitles:nil];
        [alert show];
        [alert release];
    }
}
```