

HOW TO INTEGRATE WITH A PSP

STEP 1

PRESS "PAY"

- DISPLAY AMOUNT, CURRENCY, PURCHASE IDENTIFIER AND DESCRIPTION
- DISABLE PAY BUTTON AFTER BEING PRESSED
- HANDLE SCENARIOS FOR PREVIOUS PAYMENT ATTEMPTS

STEP 2

INITIATE THE PAYMENT

- INCLUDE BASIC INFORMATION ABOUT THE PAYMENT IN THE REQUEST
- SEND REQUEST IN A SECURE WAY USING SSL AND SECRETS
- SET PAYMENT TIMEOUT AND ADD AN INTERNAL JOB WHICH HANDLES EXPIRATION

STEP 3

HANDLE INITIATION RESPONSE

- IDENTIFY PSP INTERNAL TRANSACTION AND PERSIST IT IN THE DATABASE
- HANDLE ERRORS RECEIVED FROM THE PSP

STEP 4

REDIRECT THE CUSTOMER TO THE PAYMENT PAGE

- REDIRECT USER TO THE PAYMENT

STEP 5

PAYMENT PAGE

- FIND HOW TO SET PAYMENTS IN TEST MODE
- DESIGN HOW TO SET AND PROCESS THE RETURN URL

STEP 6.1

BACK TO THE MERCHANT

- REDIRECT USER TO THE PAYMENT

STEP 6.2

MERCHANT RECEIVES THE STATUS

- EXPOSE AND SET PROCESSING ENDPOINT IN THE PAYMENTS PORTAL
- VALIDATE THAT THE WEBHOOK IS FROM THE TRUSTED PARTY
- MAP WEBHOOK TO THE INTERNAL TRANSACTION

STEP 6.2

- SEND PAYMENT CONFIRMATION EVENT IN YOUR SYSTEM
- HANDLE MERCHANT WEB APP UNAVAILABILITY BASED ON WEBHOOK RETRY MECHANISM

STEP 7

THE RETURN OF THE PAYMENT

- DISPLAY THE STATUS OF THE TRANSACTION AND THE RELEVANT PAYMENT INFORMATION
- HANDLE NON-SUCCESS STATUSES AND INVITE THE CUSTOMER TO TRY AGAIN