



# ENTEPRRISE PAYMENT

V1.0

## 1. WELCOME

The **Enterprise Payments** Siberian CMS module will allow a developer to easily add payments to any module without having to perform any payment method integration. The heavy lifting of integrating new payment methods via API is already done for you. With the addition of a small piece of code, any module can connect to the **Enterprise Payments** module for the payment to be processed. The App owner is able to define which payment methods to have available on each App.

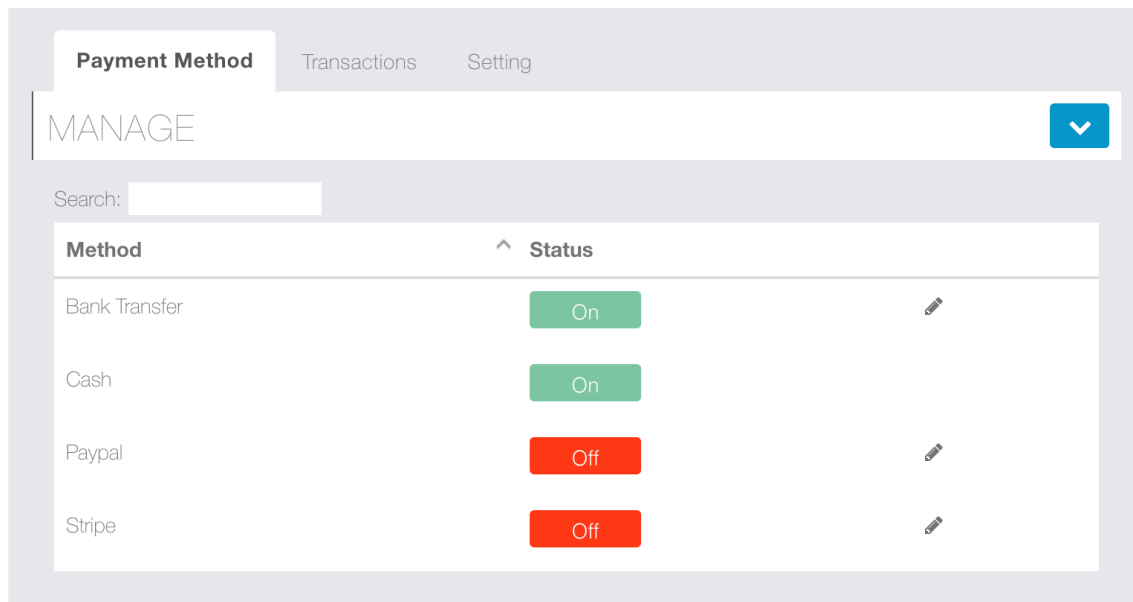
## 2. SETUP

Once you've installed the zip file through the Siberian CMS back-office, the setup of the **Enterprise Payments** Module requires little configuration. Please follow the steps below in order to properly configure your module.

### A. SELECTING PAYMENT METHODS

The first step is to decide which payment methods you want available on your App (figure 2.A.1). By pressing the ON/OFF button you'll be able to activate/deactivate each payment method. Please be aware that some payment methods will not let you activate until you've added that payment's method specific credentials.

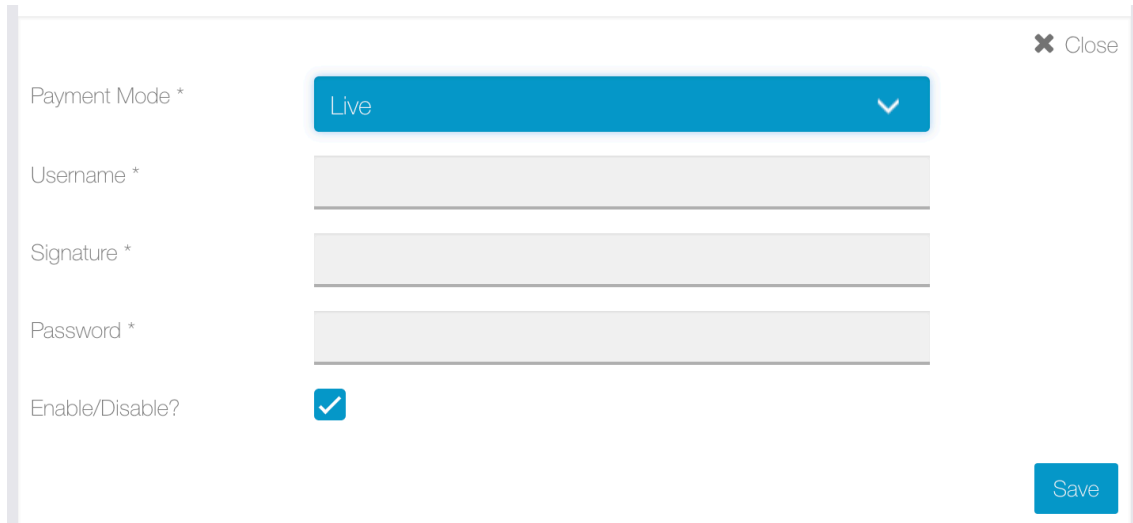
Figure 2.A.1 – Payment methods



## B. ACTIVATING PAYMENT METHODS

In order to activate most payment methods, you'll need to have the credentials provided by the payment method (figure 2.B.1). Please note that you won't be able to activate a payment method before the credentials are added. Most payment methods support a Sandbox/test environment so you when you go live, make sure the "live" option is select for all payment methods and not Sandbox.

Figure 2.B.1 – Payment method credentials



The screenshot shows a form titled "Payment method credentials" with a "Close" button in the top right corner. The form contains the following fields:

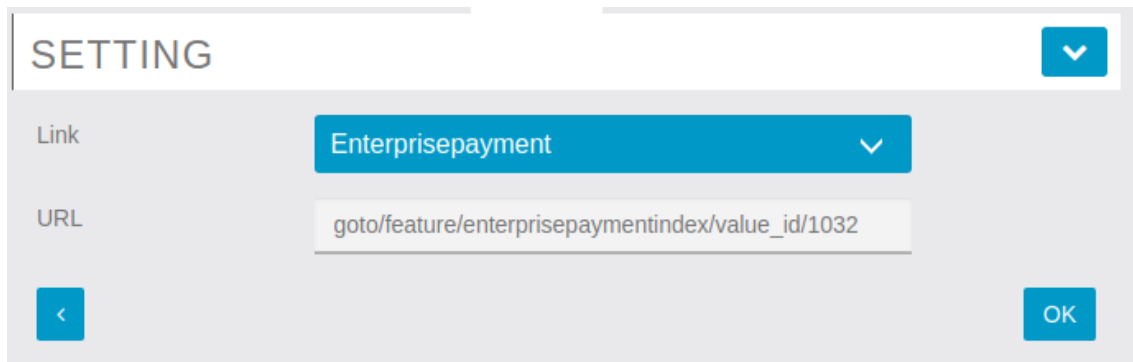
- Payment Mode \***: A dropdown menu with "Live" selected.
- Username \***: A text input field.
- Signature \***: A text input field.
- Password \***: A text input field.
- Enable/Disable?**: A checkbox that is checked.

A "Save" button is located at the bottom right of the form.

## C. REDIRECT

To finalize the setup you'll need to define which page the user will be redirected to after the payment. (figure 2.C.1).

Figure 2.C.1 – Redirect settings



The screenshot shows a "SETTING" dialog box with a dropdown arrow in the top right corner. The form contains the following fields:

- Link**: A dropdown menu with "Enterprisepayment" selected.
- URL**: A text input field containing the value "goto/feature/enterprisepaymentindex/value\_id/1032".

Navigation buttons include a back arrow on the bottom left and an "OK" button on the bottom right.

## 3. ADDING PAYMENTS TO OTHER MODULES

If you are not a developer, you need to request your developer to add support on your module to the **Enterprise Payments** Module. With the inclusion of the simple code below, the **Enterprise Payments** Module will be called to process any payment.

In the App, the \$state.go function should be invoked with the following parameters:

- a. State: 'enterprisepayment\_process'
- b. value\_id (the value\_id of the module)
- c. Amount ( the amount to be charged)
- d. Reload: true

The developer must use the \$state.go method like in the following example:

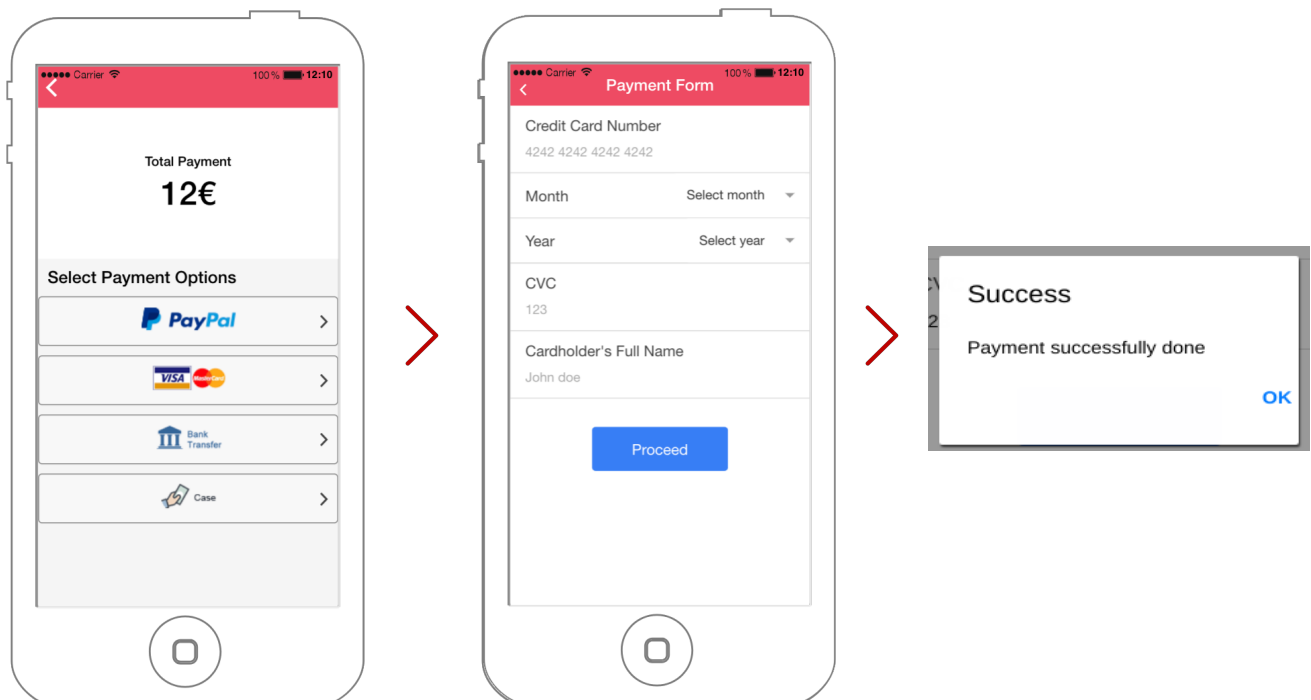
```
//Get Payment module value Id
Enterprisepaymentpro.getPaymentValueId();

//check If module is added to the App
if (Enterprisepaymentpro.enterprisepaymentValueId) {

// redirect to payment module
$state.go('enterprisepayment_process',
{ value_id: Enterprisepaymentpro.enterprisepaymentValueId,
  amount: amount},
{ reload: true });
}
// If Module not added, handle error message
else {
var alertPopup = $ionicPopup.alert(
{ template: 'Please add Enterprisepayment Module in the App' });
}
```

The developer must inject the Enterprisepaymentpro in the controller where the **Enterprise Payments** module is required. After successfully implementing the code above, the app will redirect to the Enterprisepayment module when payment is required (figure 3.A.1).

Figure 3.A.1 – Payment flow



#### 4. ADDING NEW PAYMENT METHODS

With time, **TalentHut** will be adding new payment methods. Currently, if you want to add new payment method, please contact our support team.