Installation Manual for PayUnity Shopware

This manual describes the installation and usage of the PayUnity extension for Shopware.

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Table of Contents

1	Intro	oduction	5
	1.1	Installation Procedure	5
	1.2	System Requirements	6
2	Con	figuration	7
	2.1	Basic configuration of the main module	7
	2.2	Configuration of the Payment Methods	7
	2.3	Configuration Webhook	
		2.3.1 Configuration Webhook by Merchant	
		2.3.2 Configuration Webhook by PayUnity	
	2.4	Activation and Testing	11
3	Mod	ule Installation and Update in the Shopware Shop	12
	3.1	Installation	12
	3.2	Updates and Upgrades	12
		3.2.1 Update Checklist	
		3.2.2 Update Instructions 3.2.3 Updated Plugin from the PayUnityCw to the CwbPayUnityCw Version	
4	Mod	ule Configuration in the Shopware Shop	15
	4.1	Configuration of the Main Module	15
	4.2	Configuration of the Payment Method	15
	4.3	Assigning the Payment Method to the Shipping Costs	16
	4.4	Direct Capturing of Transactions	17
	4.5	Uncertain Status	18
		4.5.1 Setting the order state	18
	4.6	Optional: Validation	
		4.6.1 Usage of the Integrated Multishop Functionality of Shopware	
5	Sett	ings / Configuration of Payment Methods	20
	5.1	General Information About the Payment Methods	20
	5.2	Information on Payment Status	20
		5.2.1 Order status "pending" / imminent payment (or similar)	
		5.2.2 Order status "cancelled"	
	5.3	Klarna 5.3.1 Supported / Unsupported Functions	
		5.3.2 Set Up / Configuration of the Payment Method	

		5.3.3 Canceling the Invoice	. 21
		5.3.4 Full Activating Invoices	
		5.3.5 Partial Refund and Partial Activation	
		5.3.6 On Hold Orders (Pending)	
		5.3.7 Testing	
		5.3.8 Payment fees	. 22
6	The M	odule in Action	. 23
	6.1	Capturing / Canceling of Orders	. 23
		6.1.1 Capturing Orders	. 23
		6.1.2 Cancellation	. 23
	6.2	Useful Transaction Information on the Order	. 24
	6.3	Refunds	. 25
	6.4	Usage of the Alias Managers / Token Solution	. 26
7	Gettir	ig the Credit Card Data via Shopware REST API	27
0	Cot u	even ich to octivate the timed en evetiens	
~	<u></u>	n a cron ion to activate the timen operations	78
8	Set-u	o a cron job to activate the timed operations	. 28
8 9		ng	
	Testir		. 29
	Testir 9.1	ng	. 29 . 29
9	Testir 9.1	ng Test Data	. 29 . 29 . 32
9	Testir 9.1 Erro 10.1	ng Test Data rs and their Solutions	. 29 . 29 . 32 . 32
9 10	Testir 9.1 Erro 10.1	ng Test Data rs and their Solutions The Referrer URL appears in my Analytics Tool	. 29 . 29 . 32 . 32 . 33
9 10 11	Testin 9.1 Erro 10.1 Com 11.1	ng Test Data rs and their Solutions The Referrer URL appears in my Analytics Tool patibility with Third-Party Plugins Birthday and gender in Shopware	. 29 . 29 . 32 . 32 . 33
9 10	Testin 9.1 Erro 10.1 Com 11.1	ng Test Data rs and their Solutions The Referrer URL appears in my Analytics Tool patibility with Third-Party Plugins	. 29 . 29 . 32 . 32 . 33
9 10 11	Testin 9.1 Erro 10.1 Com 11.1	ng Test Data rs and their Solutions The Referrer URL appears in my Analytics Tool patibility with Third-Party Plugins Birthday and gender in Shopware	. 29 . 29 . 32 . 32 . 33 . 33 . 33
9 10 11	9.1 Erro 10.1 Com 11.1 Erro	ng Test Data rs and their Solutions The Referrer URL appears in my Analytics Tool patibility with Third-Party Plugins Birthday and gender in Shopware	. 29 . 29 . 32 . 32 . 33 . 33 . 34
9 10 11	Testin 9.1 Erro 10.1 11.1 Erro 12.1 12.2	Ing Test Data Test Data The Referrer URL appears in my Analytics Tool patibility with Third-Party Plugins Birthday and gender in Shopware Log Levels	. 29 . 29 . 32 . 32 . 33 . 33 . 34 . 34

1 Introduction

This manual explains the installation, configuration and usage of the payment module for Shopware and PayUnity.

Before beginning with the installation, please make sure that you are in possession of all necessary data:

- User name and password for the login to the backend of PayUnity
- Shopware payment module by sellxed.com/shop
- Access data to your server and shop

In case you don't yet have a contract with PayUnity, you can acquire it directly through us.

Note that you must use at least PHP version 5.6 for our plugins. PHP 8 or higher is currently not supported.

1.1 Installation Procedure

In this document you will find all important information for the installation of the module. It is important that you strictly follow the checklist. Only by doing so a secure usage in correspondence with all security regulations can be guaranteed.

- 1. Configuration of the test environment by means of the integration data from PayUnity. These can be found on the test platform under <u>https://test.payunity.com/bip/login</u>
- 2. Configuration of the basic settings of the payment module
- 3. Configuration of the payment methods
- 4. Carrying out of a test purchase by means of the attached <u>test data</u> at the end of this document
- 5. If the test was successful, you can configure the live data in your shop. Log into the live environment with the obtained access data under: <u>https://payunity.com/bip/login</u>

Installation Service

Our payment plugins should have per default the correct settings for most of our customers' preferences. That means once you have entered the required credentials in the plugin configuration to connect your account to your website, the plugin should be fully operational. Should you be willing to receive detailed information on a setting you do not know, you may contact our support team who will be able to assist you further.

Our support team is at your disposal during regular business hours at: <u>http://www.sellxed.com/support</u>. Furthermore, you have the option of ordering our installation service. We will make sure the plugin is installed correctly in your shop: <u>http://www.sellxed.com/shop/de/integration-und-installation.html</u>

.htaccess Directory Protection

In order to test the module, any kind of directory protection or IP blocking on your server must be deactivated. This is crucial as otherwise the payment feedback of PayUnity might not get through to the shop.

1.2 System Requirements

In general, the plugin has the same system requirements as Shopware. Below you can find the most important requirements of the plugin:

- PHP Version: 5.4.x or higher
- OpenSSL: Current version with support for TLS 1.2 or higher.
- fsockopen: The PHP function fsockopen must be enabled. The plugin must be able to connect to external systems over the Internet.
- PHP Functions: All common PHP functions must be enabled.

2 Configuration

2.1 Basic configuration of the main module

The access data for the test environment (<u>https://test.payunity.com/bip/login</u>) is provided to you by PayUnity.

Navigate to the <u>main module</u> in your Shop and fill in the following access data:

- Authorization Bearer Token (Access Token)
- Entity ID (CHANNEL ID)
- The User ID and Password are depreacted and not required anymore, use the new Authorization Bearer Token instead.
- You no longer need the parameter **Security Sender and Security and Hash Secret** for the integration. You can simply ignore this entry.
- The boxes for "Security Hash" and "Security Hash Secret" can be left empty unless your Payment Service Provider instructs you to do otherwise

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Figure 2.1: The Authorization Bearer Token in the PayUnity backend.

You also have more entry options. For example the **Custom Parameters**. In principle you leave these blank unlessPayUnity requires you to do otherwise.

2.2 Configuration of the Payment Methods

In order to activate the payment methods and to change other payment specific settings, navigate to the settings. (A description as to where to find these settings is listed here <u>hier</u>)

In the configuration of the payment methods you can define which Entity ID (Channel ID) should be used for which amount. This allows you to use a non-3D Secure Channel in case of small figures. In order for you to be able to set up and get the corresponding contract please contactPayUnity.

Channel Conditions		[STORE VIEW]
	Beside the default channel ID a set of channel IDs depending on the order total amount can be defined. Each line must contain a lower amount, an upper amount and the applicable Channel ID. The format is as follow 'lower amount;upper amount;Channel ID' as	
	shown in the following example: '10.00;200.00;23413113213131231353'. The upper	
	boundaries are not included. If you leave this field	
	empty or if an amount is outside any range the default channel id is applied. If multiple conditions match the	
	last one is taken.	
Entity ID (MoTo)	 If this payment method should support recurring and moto transactions, you have to specify a second entity ID without 3D secure. 	[STORE VIEW]
COPYandPAY Style	Card \$	[STORE VIEW]
	Define the style to be used for the COPYandPAY payment form.	
Authorised status	Complete	[STORE VIEW]
	This status is set when the payment was successful and it is authorised.	
Uncertain status	On Hold	[STORE VIEW]
	You can specify the order status for new orders that have an uncertain authorisation status.	
Captured status	Don't change order status	[STORE VIEW]
	You can specify the order status for orders that are captured either directly after the order or manually in the back-end.	
Approved payment Status	Complete	[STORE VIEW]
	You can specify the order status for orders that are approved after being in an uncertain state.	
Denied Payment Status	Canceled PayUnity	[STORE VIEW]
	You can specify the order status for orders that are denied after being in an uncertain state.	
Authorisation Method	Server Authorization	[STORE VIEW]
	 Select the authorisation method to use in order to process this payment method. 	



Figure 2.1: Configuration of the payment method using the example Magento (icon image, can differ from your version of the image).

PCI: New Authorization Method Widget

Please note that the use of the Hidden Mode comes with additional certification requirements (compare with our <u>blog entry</u> regarding this subject). For this reason we will no longer supply our new versions with the hidden mode. If you still use the hidden mode in you payment methods please solely use **Widget**. The support of the hidden mode will be terminated shortly.

2.3 Configuration Webhook

In some special cases it may happen that the payment notification sent by PayUnity can not be proceed by your Shopware shop. We recommend to configure a so called webhook in the PayUnity backen under **Administration > Webbhook**. Please make sure that you configure the correct URL which you can find in your Shopware shop under **Configuration > PayUnity > Setup**.

2.3.1 Configuration Webhook by Merchant

If you have to configure the the webhook on your own, you can find the webhook URL in your Shopware shop at **Configuration > PayUnity > Setup**. Make sure you configure it in the PayUnity Backend under **Administration> Webbhook**. Furthermore you have to define a so called "secret for encryption" key. Make sure that you also save the same values in the corresponding fields, as on the Picture below.

Customweb "secret for encryption" Generator

Please note that only ASCII characters may be used for the generation of this key pass phrases. Please use our <u>"secret for encryption" generator</u> so that you do not enter invalid characters.

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We	ebhooks						
URI	Ls registered here receive notifications on events such as payment	i, state changes to payments or transactions connected to a payment (e.g. chargebacks)					
						Search:	3 B
UR			State	Notification Types	A	A Test	
UR	8.		v State	Notification Types	Fields to include	e Test e	×
	Edit Webhook						<u>^</u>
	id	4e770dc02ta04c8t8bd5747a0131a139					
	URL	https:// /Endpoint/index?p controller					
	Only ports 80 and 443 are guaranteed to work						
	Notification Types	Select notification types you want to receive:					
	PAYMENTS	ALL AD 🖉 PA 🛛 CB 🔍 CD 🔍 CP 🔍 CR 🗭 DB 🖏 RB 🖏 RC 🖏 RF 🖏 RL 🖏 RV					
7	REGISTRATIONS	≥ ALL					
	Fields to include	ALL					
	Active	Active Y					
	Secret for encryption	5208EBFE4C98E1495DB4C64A3AC181B2F846F05BF3966DFD988A8F78D81AC8BC Copy to Clipboard					
	Wrapper for encrypted notification	None *					
							T Save

Figure 2.1: PayUnity Webhook configuration in the backend under **Administration > Webbhook**.

2.3.2 Configuration Webhook by PayUnity

In some PayUnity accounts you can not configure the webhook by yourself. Therefor you have to provide the webhook URL to PayUnity once they setup it for you, they will provide you a specific "secret for encryption" key, which you have to configure in the main module configuration of the module in your shop.

2.4 Activation and Testing

When you have activated and configured the payment methods you can run a test with help from the manual <u>Test data</u>.

If the tests were successful you now switch the operation mode from test mode to "Live Mode" and replace the safety features above with your personal access data for the live platform. You will receive this data directly from your Payment Service Provider. Normally the USER ID etc. should be identical for the Live Mode.



3 Module Installation and Update in the Shopware Shop

3.1 Installation

At this time you should already be in possession of the module. Should this not be the case, you can download the necessary files in your customer account in the <u>sellxed shop</u> (Menu "My Downloads Downloads"). In order to install the module in your shop, please carry out the following steps:

- 1. Download the plugin. The download can be found in your sellxed.com account under "My Downloads".
- 2. Unzip the archive you have just downloaded.
- 3. In the unzipped folder navigate to the folder "files"
- 4. For some shops there are different versions of the plugin provided. If this is the case open the folder which corresponds to your shop version.
- 5. Using your preferred FTP client upload **entire content** of this folder into the root directory of your shop. For some shops there is a specific folder containing the plugins. If that is the case upload the plugin into this folder. Make sure that the folders aren't replaced but merely merged.
- 6. If you haven't yet done so, log back into your shop.

3.2 Updates and Upgrades

You have direct and unlimited access to updates and upgrades during the duration of your support contract. In order to receive constant information about available updates we ask you to subscribe to our RSS feed that we publish for your module.

More information regarding the subscription of this RSS feed can be found under: <u>http://www.</u> <u>sellxed.com/en/updates_upgrades</u>.

We only recommend an update if something doesn't work in your shop, if you want to use new feature or if there is a necessary security update.

3.2.1 Update Checklist

We ask you to strictly comply with the checklist below when doing an update:



- 1. Always do a backup for your database and your files in your shop
- 2. Use always a test system to test the update process.
- 3. Wait until all the files are copied to the shop, clear the cache if there is one in your shop and then visit the configuration page of the main module so that the update process will be initialized.

Do not do updates directly in the live environment

Please test the update procedure first in your test shop. Our support team is able and willing to help you if you experience problems with the update process. However, if you decide to perform the update directly in your live shop there is the possibility of a downtime of the shop of more than two days depending on the availability of our support if you do not want to book our <u>complementary support</u>.

Depending on the version it could be that the database has to be migrated. We recommend you therefore, to perform the updates in times when the shop is not visited too frequently by your customers.

3.2.2 Update Instructions

Please always read the update instruction. Those instructions can be found in the changelog. If there are no special remarks, you can proceed by just overwriting the files in your system.



3.2.3 Updated Plugin from the PayUnityCw to the CwbPayUnityCw Version.

We plan to release this plugin in the shopware store in the near future. To make this possible we hda to apply some changes to our code. Most important a prefix for our PHP classes is required and the plugin folder had to be renamed. To update to this new version simply overwriting the existing files is not possible. This sections describes the steps required to update the module in detail.

Do not do updates directly in the live environment

Please test the update procedure first in your development system. So you can ensure the update is working correctly.

Mutliple Plugins

If you are using multiple plugins from us. You need to update all of them to the new version.

- 1. Activate the maintenance mode of the shop.
- 2. Make a backup for your database and your files in your shop. **Without this you will not be able to revert to the old version, if anything goes wrong.**
- 3. Upload the new plugin files.
- 4. Deactivate the existing plugin. **Do not deinstall the old plugin yet.**
- 5. Install and activate the new plugin.
- 6. If you have custom css or template files for the plugin, adapt the changes to the new plugin.
- 7. If you are using the Shopware API endpoint of this plugin, update the URL to new endpoint.
- 8. Verify the main and method settings.
- 9. Deinstall the old plugin.

10. Delete the files of the old plugin. The following files/folders must be removed, if they exist:

- engine/Shopware/Plugins/Local/Frontend/PayUnityCw
- engine/Library/Customweb
- engine/Library/Crypt
- engine/Library/File
- engine/Library/Math
- engine/Library/Mobile
- engine/Library/Net
- engine/Library/PhoneNumber
- engine/Library/System
- engine/Library/loader.php
- engine/Library/openssl.cnf
- 11. Make a test transaction to verify everything is workin correctly.
- 12. Deactive the maintenance mode of the shop.

4 Module Configuration in the Shopware Shop

The configuration consists of two steps. The first step is the configuration of the main module with all the basic settings (cf. <u>Configuration of the Main Module</u>). During the second step you can then carry out individual configurations for each <u>payment method</u>. This allows for full flexibility and perfect adaptation to your processes.

Create backups!

Please create a backup of the main directory of your shop. In case of problems you will then always be able to return your shop to its original state.

We furthermore recommend testing the integration on a test system. Complications may arise with third party modules installed by you. In case of questions, our support is gladly at your disposal.

4.1 Configuration of the Main Module

In order to install the main module search for PayUnity under **Settings > Plugin Manager**. Click on the **+** symbol in order to begin the installation process. Afterwards, click the "edit" symbol and configure the main module.

Enter the individual options which you partly may have already used for the configuration of the administration interface of PayUnity. Should an option not be clear to you, you can click on the question mark and will find further information on the settings.

4.2 Configuration of the Payment Method

After having configured the main module, you will find all payment methods under **Settings** > **Payment Methods**. Activate each payment method you wish to offer in your shop. You can save individual settings for each payment method (and for each shop in case of a multi-shop set-up) and thereby optimally adapt the payment methods to your existing processes. The most central options are described in more detail further below.

Hauptshop Deutsch			
Autorisierungsmethode:	Hidden Authorization (Authorization Interface)	•	?
Authorized Status:	Komplett bezahlt	•	?
Uncertain Status:	Der Kredit wurde vorlaeufig akzeptiert.	•	?
Cancelled Status:	Vorgang wurde abgebrochen.	•	?
Captured Status:	Don't change order status	-	?
Kundenadresse:	Keine Adresse senden	•	?
Capturing:	Directly after order	-	?
Minimaler Gesamtbetrag:			?
Maximaler Gesamtbetrag:			?
New Order Status:	Offen	-	?
Validation:	Nach dem Wählen der Zahlungsart	-	?

Figure 4.1: Configuration of the Payment Method

4.3 Assigning the Payment Method to the Shipping Costs

In order for the transactions and the shipping costs to be matched correctly to the payment methods you need to assign the payment methods to the shipping methods. Go to settings > shipping costs. Open **all** the shipping costs and add a payment method.

Versandkosten				
Konfiguration				
Name:	Standard Versand	Shop:	Alle Shops	-
Beschreibung:	Beschreibung 😁	Kundengruppe:	Alle Gruppen	-
		Versandkosten- Berechnung nach:	Gewicht	-
Tracking-URL:		Versandkosten frei ab:	Nie	<u>^</u>
Kommentar:		Versandart-Typ:	Standard Versandart	•
Sortierung:	0	Zahlungsart-Aufschlag:	Als eigene Warenkorb-Position	•
Aktiv:		Steuersatz:	Höchster Steuersatz	-
Versandkosten	Zahlart Auswahl Länder Auswahl Kategorien sperren	Erweiterte Einstellun	gen	
Verfügbar		Ausgewählt		
SEPA		Debit On delivery		
		Invoice Prepayment		
		Test Payment Metho	d	
			Abbrechen	Speichern

Figure 4.1: Assigning the Payment Method to the Shipping Method.

Attributing Payment Methods to the Shipping Method

Depending on the amount of delivered payment methods, it may be that certain payment methods can't be attributed to a specific shipping method as not all payment methods can be displayed. This is a known bug of Shopware. Merely the first 30 payment methods are displayed. Please delete all payment methods that you don't need and then all other payments will be displayed.

4.4 Direct Capturing of Transactions

The option "Capture" allows you to specify if you wish to debit payments directly or if you first



wish to authorise them and then debit the payment at a later point.

Depending on your acquiring contract, a reservation is only guaranteed for a specific period of time. Should you fail to debit the payment within that period, the authorisation may therefore no longer be guaranteed. Further information on this process can be found below.

Different settings between PayUnity and the module

It may be that settings saved in the payment modules overwrite settings saved in PayUnity.

4.5 Uncertain Status

You can specifically label orders for which the money is not guaranteed to be received. This allows you to manually control the order before shipment.

4.5.1 Setting the order state

For each payment method you may select in which state the order should be set to depending on the booking state. This is the initial state of the order.

4.6 Optional: Validation

Note: It can be that this option is not visible in your module. In this case just ignore this section.

With the option 'Validation' you can define the moment when the payment method should be made visible to the customer during the checkout process. This setting is relevant for modules where the usage depends on the customer's compliance with specific preconditions. For example, if a solvency check has to be carried out or if the payment method is only available in certain countries. In order for the credit check or address validation to also work with European characters, the charset of the "Blowfish mode" must be set to "UTF-8" for certain PSP settings.

You have the choice between these options:

- Validation before the selection of the payment method: A validation verification is carried out before the customer selects the payment method. If the customer does not fulfill the requirements, the payment method is not displayed
- Validation after selection of the payment method: The verification of the compliance occurs after the selection of the payment method and before the confirmation of the order
- **During the authorisation:** The validation verification is carried out by PayUnity during the authorisation process. The payment method is displayed in any case

4.6.1 Usage of the Integrated Multishop Functionality of Shopware

The payment module supports the multishop feature of Shopware. No further modifications are necessary. The module automatically recognizes the shop the order belongs to. In order for the



multishop functionality to work, it is, however, necessary that the individual sub-shops within Shopware have been configured correctly.



5 Settings / Configuration of Payment Methods

5.1 General Information About the Payment Methods

The plugin contains the most common payment methods. In case a desired payment method is not included per default, please contact us directly.

In order to be able to use a payment method, it must be activated in your account with PayUnity as well as in your shop. Information about the configuration of the payment methods can be found further above.

Below you can find important information for specific payment methods that deviate from the standard process.

5.2 Information on Payment Status

For each payment method you can define an initial payment status (status for authorized payments etc.). You hereby define the payment status for each state depending on the processing type of the order (captured, authorized, etc.). It's the initial status which the order assumes. Depending on the mutation carried out by you, the status can change.

Important info regarding Order Status

Never set the status to **Pending PayUnity** or any similar pending status which is implemented by the module.

5.2.1 Order status "pending" / imminent payment (or similar)

Orders with the status 'pending PayUnity' are pending orders. Orders are set to that status if a customer is redirected in order to pay but hasn't returned successfully or the feedback hasn't reached your shop yet (Customer closed window on the payment page and didn't complete payment). Depending on the payment method these orders will automatically be transformed into cancelled orders and the inventory will be cleared (so long as the Cronjob is activated). How long this takes depends on the characteristics of the payment method and cannot be configured.

If you have a lot of pending orders it usually means that the notifications from your webserver to PayUnity are being blocked. In this case check the settings of your firewall and ask the Hoster to activate the IPs and User Agents of PayUnity.

5.2.2 Order status "cancelled"

Orders with the status "cancelled" have either been set to that status automatically due to a timeout, as described above, or have been cancelled directly by the customer.

5.3 Klarna

You can process Klarna directly viaPayUnity.In the following we will expand on the characteristics of the Klarna setup.

5.3.1 Supported / Unsupported Functions

The module does not support the following functions:

- You can not create or change any orders in the backend of Shopware .
- Partial activation and refunds can only be performed through the backend of PayUnity (<u>https://payunity.com/bip/login</u>) Full activation and full refunds can be performed directly inside Shopware. For more information visit the Chapter around <u>transaction management</u>.

Edit Klarna transaction within Shopware

Please make sure that you **never** modify or edit any Klarna transaction in your Shopware backend.

The remaining functions are supported by the module. In the following you will find a description of the most important functions.

5.3.2 Set Up / Configuration of the Payment Method

Activate the payment method as usual. Please note the following regarding the installation:

5.3.2.1 Displayed Name of the Payment Method

You may change the displayed name in the frontend via **title**. Please use the title **Invoice**. Furthermore, you can define whether the Klarna logo is visible to your customers in the frontend via **Display Logo**.

5.3.2.2 Description of the Payment Method

You may change the description of the payment method in the frontend via **description**. Please make sure you display the following description in your frontend: "**Pay within 14 days**".

5.3.2.3 Select Authorization Method

We recommend to set **Server** as authorization method. In this case you will not be redirected to the payment page of PayUnity.

5.3.2.4 Klarna Merchant ID

In the payment method you can also define the **Klarna Merchant ID (EID)**. You will either find this in your Klarna account or ask for it directly at PayUnity.



5.3.3 Canceling the Invoice

How to cancel invoices will be explained below in the chapter Activating / Canceling Orders. For further questions please refer to this section.

5.3.4 Full Activating Invoices

For more information visit the Chapter around <u>transaction management</u>.

5.3.5 Partial Refund and Partial Activation

Partial refunds and partial activations can only be done through the <u>BIP</u> of PayUnity.

5.3.6 On Hold Orders (Pending)

Pending orders are not supported by the module. In order you want those to be handled correctly by the system, please leave the field "Status Check interval" blank in your BIP. Please contact PayUnity to make this setting.

5.3.7 Testing

In order for you to test the payment method Klarna you will need specific test data. But first make sure the the **operation mode is on test and the test mode is on external**.

You will find the official test data for Klarna directly in the developer portal via this link: <u>https://developers.klarna.com/en/de+php/kpm/test-credentials</u>.

5.3.8 Payment fees

If you want to charge payment fees for a specific payment method, feel free to use the compatible <u>payment fees</u> modules. Those fees are directly transmitted to Klarna.

Payment Fees

Please make sure to not charge payment fees within the PayUnity <u>BIP Backend</u>. Please use exclusively the compatible modules as described above.

6 The Module in Action

Below you will find an overview of the most important features in the daily usage of the PayUnity module.

6.1 Capturing / Canceling of Orders

6.1.1 Capturing Orders

Please note

The transaction management between your shop and PayUnity is not synchronized. If you capture payments with PayUnity, the status in the shop will not be updated and a second capturing in the shop is not possible.

In order to be able to capture orders, you must make sure that you have set 'Capturing' to **deferred** in the configuration of the <u>payment method</u>.

Open the order you wish to capture and switch to the tab **Transactions**. Here you will find the tab **Captures**. Enter the amount you wish to debit from the customer's card. By clicking **Capture**, a direct capturing of the order occurs with PayUnity.

6.1.2 Cancellation

By clicking the button **Cancel**, you delete the initial authorization on the customer's card. The preauthorized amount is released from the customer's card.

Informationen	Verlauf	Buchungen	Gutschriften	
# 👻	Betrag	Datum	Status	
				_
Buchungsbetrag:	:	29.9		* *
Schliessen:		ie Buchung wird ir weitere Buchun	die Transaktion automatisc oen schliessen.	h
		Stornie		

Figure 6.1: Capturing/Cancellation of orders in Shopware

6.2 Useful Transaction Information on the Order

In each order, processed via our module, you can find an overview of the most important information about the transaction as well as a transaction history.

In order to get to the transaction information, open the order and switch to the tab **Transactions**. Here you will find all authorization attempts and the related information.

Bestellungs-Details: 20	0006						×
Übersicht Details	Kommun	kation Positionen	Dokumente	Status History	Transaktionen		
# - Datum		Zahlungsmethode		Ist Authorisiert		Betrag	
19 20.11.2	013 11:06:11	Visa		aktiv		29,90	
I	n1 N NI						Antoige Eintrag 1, 1 yen 1
	n 1 🕨 🕨						Anzeige Eintrag 1 - 1 von 1
Informationen Ver	lauf Bucl	ungen Gutschriften					
Autorisierungsbetrag:	29.9			Transaktion vert	bucht: Ja		
Währung:	EUR			Transaktion bez	ahit: Ja		
Zahlungsmethode:	VISA			Kartennummer:	XXXX	oxxx xxxx 0111	
Zahlungsid:	80C26	IAU017rUAj3v7fQAn6fQn	ıGb	Kartenablaufdat	um: 10/24		
Verbuchter Betrag:	29.9			Card Type:	VISA		
Transaktion autorisiert:	Ja			3D Secure:	Erfolg	reich	
Transaktion ist unsiche	r: Nein		0				

Figure 6.1: Transaction Information in Shopware.



6.3 Refunds

You can refund already captured transactions and automatically transmit them to PayUnity. In order to to so, open the order. Switch to the tab **Transactions**. A new window will open up in which you must then switch to the tab **Refunds** in order to refund orders.

To refund a line item you need to enter the quantity you wish to refund. By clicking **Refund**, the refund is automatically transmitted to PayUnity. It will than be refunded via the payment method the customer chose for the transaction.

Transaktionsdetails: 23						×
Information Verlauf	Verbuchung	en Gutschrif	ft			
# 🚽 Betrag	Dat	um	Status			
Name	SKU	Тур	MwSt.	Menge	Total (exkl. MwSt.)	Total (inkl. MwSt.)
ELASTIC MÜTZE	SW10153	product	19.00 %	1	12.56	14.95
Standard Versand	shipping	shipping	19.00 %	1	3.28	3.9
				To	tal gutgeschriebener Betra	g 18.85
Transaktion für weite	ere Rückvergütur	igen schliessen				Rückerstattung

Figure 6.1: Refunding Orders in Shopware.

Please note that you can't refund more than 100% of the original amount.

Executing a refund will not change the status of the order.



6.4 Usage of the Alias Managers / Token Solution

With the Alias Manager, your customers can securely save their credit cards with PayUnity for later purchases. You can enable this by activating the option "Alias Manager" in the configuration of the <u>Payment Method</u>. The customer can then choose from his or her saved credit cards without having to re-enter all the details.

Zahlungs-Formular

Saved cards:	xxxx xxxx xxxx 0111	~	-			
	You may choose one of the c this site.	ards you paid before on				
Karteninhaber*	Test Buyer					
	Bitte geben Sie den Karteninh ein.	Bitte geben Sie den Karteninhaber auf Ihrer Kreditkarte ein.				
Kartennummer*	XXXX XXXX XXXX 0111					
	Bitte geben Sie hier die Karter ein.	nummer Ihrer Kreditkarte				
Karten Ablaufdatum*	03 🔻	2015 🔻				
	Wählen Sie das Ablaufdatum Ihrer Karte aus.					
CVC Code*						
	Bitte geben Sie hier den CVC diesen auf der Rückseite Ihre					

Figure 6.1: Alias Manager Usage in Shopware

Please note!

The usage of the Alias Managers requires the activation of the correct option with PayUnity. To do so, please contact the support directly.



7 Getting the Credit Card Data via Shopware REST API

When connecting ERP systems to Shopware it may be that further information is required via Shopware API. Our module provides you with a lot of payment information also via Shopware REST API.

Basic Information about the usage of the REST API of Shopware can be found in the <u>Shopware</u> <u>Developers Guide</u>.

The service can be called up under https://www.shop-url.com/api/CwbpayunitycwTransactions. The call of the above URL leads to the listing of all transactions. By adding the Transaction ID you can filter by the corresponding Transaction ID. The Transaction ID can be found in the order overview (Customer > Payments > PayUnity)

Additionally, you can also access the transaction via the Payment ID (transmitted through PayUnity). To do so, the parameter 'usePaymentId=1' has to be added as a parameter to the URL.



8 Set-up a cron job to activate the timed operations

To activate the timed operations of the plugin (e.g. update service, deleting pending orders, etc.) make sure that you set up the Shopware Cron engine. Especially the update function allows you to automatically retrieve additional information or changes of your order directly via the API of PayUnity. For payment methods which use a delayed authorisation process this is mandatory. Please note it could be that in order to use the update feature it may be necessary that PayUnity activates additional options in your account.

The module uses the standard cron engine of Shopware. More information regarding the set up can be found here: <u>https://community.shopware.com/Cronjobs_detail_1102.html</u>.

9 Testing

Before switching from test to live mode it is important that you test the module extensively.

Testing

Do not forget to switch the operating mode from test to live after having successfully tested the module.

9.1 Test Data

In the following section you can find the test data for the various payment methods:

American Express		
Card number Expiry Date CVC	377777777777770 12/2020 123	No 3D Secure
Card number Expiry Date CVC	37598700000005 12/2020 123	3D Secure
Carte Bleue Card number Expiry Date CVC	5555555555554444 12/2020 123	
Dankort Card number Expiry Date CVC	5019717010103742 12/2020 123	
Diners Club Card number Expiry Date CVC	36961903000009 12/2020 123	
Sepa Direct Debits IBAN BIC	AT152011128161647502 GIBAATWWXXX	Austria (AT)
IBAN BIC	DE23100000001234567890 MARKDEF1100	Germany (DE)
IBAN BIC	ES9121000418450200051332 CAIXESBBXXX	Spain (ES)
Dia server Cond		

Discover Card

Card number Expiry Date CVC	6011587918359498 12/2020 123	
giropay IBAN BIC	AT152011128161647502 GIBAATWWXXX	Austria (AT)
IBAN BIC	DE2310000001234567890 MARKDEF1100	Germany (DE)
IBAN BIC	ES9121000418450200051332 CAIXESBBXXX	Spain (ES)
JCB Card number Expiry Date CVC	3541599999092431 12/2020 123	
Klarna Invoice		Klarna (Approved)
		Klarna (Denied)
		Klarna (Pending -> Approved)
		Klarna (Pending -> Denied)
Maestro		
Card number Expiry Date	679985100000032 12/2021	
Lyphy Dute	12/2021	
CVC	123	
CVC MasterCard	123	
	123 54545454545454 12/2021 123	No 3D Secure
MasterCard Card number Expiry Date	54545454545454 12/2021	No 3D Secure 3D Secure
MasterCard Card number Expiry Date CVC Card number Expiry Date	54545454545454 12/2021 123 5212345678901234 12/2021	
MasterCard Card number Expiry Date CVC Card number Expiry Date CVC	54545454545454 12/2021 123 5212345678901234 12/2021	
MasterCard Card number Expiry Date CVC Card number Expiry Date CVC Visa Card number Expiry Date	54545454545454 12/2021 123 5212345678901234 12/2021 123 4200000000000000000000000000000000000	3D Secure

CVC 123

V PAY

Card number	482200000000000003
Expiry Date	12/2020
CVC	123



10 Errors and their Solutions

You can find detailed information under <u>http://www.sellxed.com/en/faq</u>. Should you not be able to solve your problem with the provided information, please contact us directly under: <u>http://www.sellxed.com/en/support</u>

10.1 The Referrer URL appears in my Analytics Tool

When a customer and the notification are redirected via Header Redirection, the PayUnity Referrer URL might appear in your Analytics Tool thus hiding the original traffic source. However, most Analytic Tools are able to minimize this problem.

In case you are using Google Analytics as reporting tool, this step by step guide may help you to exclude the URLs: <u>under bullet point 4</u>.



11 Compatibility with Third-Party Plugins

The plugins listed below are compatible with our payment modules and allow you to handle certain tasks in an easier way.

11.1 Birthday and gender in Shopware

For certain payment service providers it is necessary to check the birthday and the gender of a customer. Shopware does not check this by default. To enable these checks go to "Configuration > Basic Settings > Frontend > Login / Registration" and check the following parameters:

- Show Birthday Field
- Birthday is required
- Show "I am" select field

12 Error Logging

The module will log different unexpected errors or information depending on the configured level. If there is any issue with the module, this log can help identify the cause.

12.1 Log Levels

You can configure the log level in the PayUnity settings.

- Error: Logs unexpected errors only. (Default)
- Info: Logs extended information.
- Debug: Logs information helpful for debugging.

12.2 Log Location

The log file is stored in the Shopware log directory. Please make sure the path exists and it is writable by the webserver. (Default Path: {shopRootDirectory}/logs or {shopRootDirectory}/var /log)

13 Advanced Information

This section of the manual is for advanced usage of the module. The content is for advanced users with special requirements. Everything in this section is optional and not required for the daily usage of the module.

13.1 Transaction Object

This section describes how to extract information from a transaction, if you need it for further processing. E.g. you require more information of the transaction for further processing an order in your ERP system.

The code snippets in this section assume your script resides in the root folder of the shop with the default shop folder structure.

Have Shopware initialized in your script, this is required for the database connection.

```
require __DIR__ . '/autoload.php';
use Shopware\Kernel;
$environment = 'production';
$kernel = new Kernel($environment, false);
$kernel->boot();
```

Register the module module classes.

```
$pluginPath = 'engine/Shopware/Plugins/Local/Frontend/CwbPayUnityCw';
Shopware()->Loader()->registerNamespace('Customweb', 'Customweb/');
Shopware()->Loader()->registerNamespace('CwbPayUnityCw_Helpers',
$pluginPath . '/Helpers/');
Shopware()->Loader()->registerNamespace('CwbPayUnityCw_Entities',
$pluginPath . '/Entities/');
Shopware()->Loader()->registerNamespace('CwbPayUnityCw_Components',
$pluginPath . '/Components/');
Shopware()->Loader()->registerNamespace('Shopware\Components\Api',
$pluginPath . '/Components/');
```

```
Customweb_Core_Util_Class::registerClassLoader(function ($className){
    return Shopware()->Loader()->loadClass($className);
```

});

To load old transactions register a legacy class loader.

```
require_once 'engine/Shopware/Plugins/Local/
return true;
}
return false;
});
```

Now you can load the transaction and then extract the transactionObject. Load the transaction by Id:

```
$transactionById = CwbPayUnityCw_Helpers_Util::loadTransaction
($transactionId);
$transactionObject = $transactionById->getTransactionObject();
```