Installation Manual for EVO E-PAY Shopware

This manual describes the installation and usage of the EVO E-PAY extension for Shopware.

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1 Introduction

This manual explains the installation, configuration and usage of the payment module for Shopware and EVO E-PAY.

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

- You should have received a Merchant ID from EVO E-PAY for the test account. Furthermore, you have received the corresponding user name and password
- Encryption password and HMAC-Key
- An Analytics Password which you require for logging into EVO E-PAY Analytics
- Shopware payment module by sellxed.com/shop
- Access data to your server and shop

In case you don't yet have a contract with EVO E-PAY, you can gladly 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 Process of the Installation

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, can a secure usage in correspondence with all security regulations be guaranteed.

1. Basic configuration of the server including the setting up of the notify script
2. Configuration of the basic settings of the payment module
3. Configuration of the payment methods
4. Carrying out of a test purchase with the attached test data at the end of this document
5. If the test was successful, your account can be activated

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: http://www.sellxed.com/support. Furthermore, you have the option of ordering our installation service. We will make sure the plugin is installed correctly in your shop: http://www.sellxed.com/shop/de/integration-und-installation.html

.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 EVO E-PAY 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 of the Payment Module and the Server

In order to perform the configuration of the main module of Shopware, the following information is necessary. You should have received the information from EVO E-PAY.

- EVO E-PAY Live Merchant ID
- EVO E-PAY Live Encryption Key
- EVO E-PAY Live Signature Passphrase

Enter the credentials directly inside the configuration of the main module. After you performed some test payments, you can switch between Live Mode and Test Mode.

2.1 Configuration of the Payment Module

For the usage of the gateway in your shop, fill in all received access data at its corresponding place in the main module and in the payment methods.

Hidden Mode

Please Note if you use hidden this poses additional PCI requirements to your shop that have to be met. Get in touch with EVO E-PAY to get additional information.

Also if you use Hidden in your Module please advise EVO E-PAY that they are able to configure your paynow settings accordingly.

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 sellxed shop (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: http://www. sellxed.com/en/updates_upgrades.

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 complementary support.

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 EvoSmartPayCw to the CwbEvoSmartPayCw 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/EvoSmartPayCw
    - 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. Configuration of the Main Module). During the second step you can then carry out individual configurations for each payment method . 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 EVO E-PAY 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 EVO E-PAY. 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.

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.

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 EVO E-PAY and the module
>
> It may be that settings saved in the payment modules overwrite settings saved in EVO E-PAY.

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 EVO E-PAY 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 EVO E-PAY 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 EVO E-PAY** 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 EVO E-PAY' 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 EVO E-PAY are being blocked. In this case check the settings of your firewall and ask the Hoster to activate the IPs and User Agents of EVO E-PAY.

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 Payment Methods

The modules differentiate between the standard and the professional version. In the professional version, all payment methods available for EVO E-PAY are integrated. With the standard version, however, you only receive the most common payment methods. Should a desired payment method not be available, please contact us directly.

6 The Module in Action

Below you will find an overview of the most important features in the daily usage of the EVO E-PAY module.

6.1 Capturing / Canceling of Orders
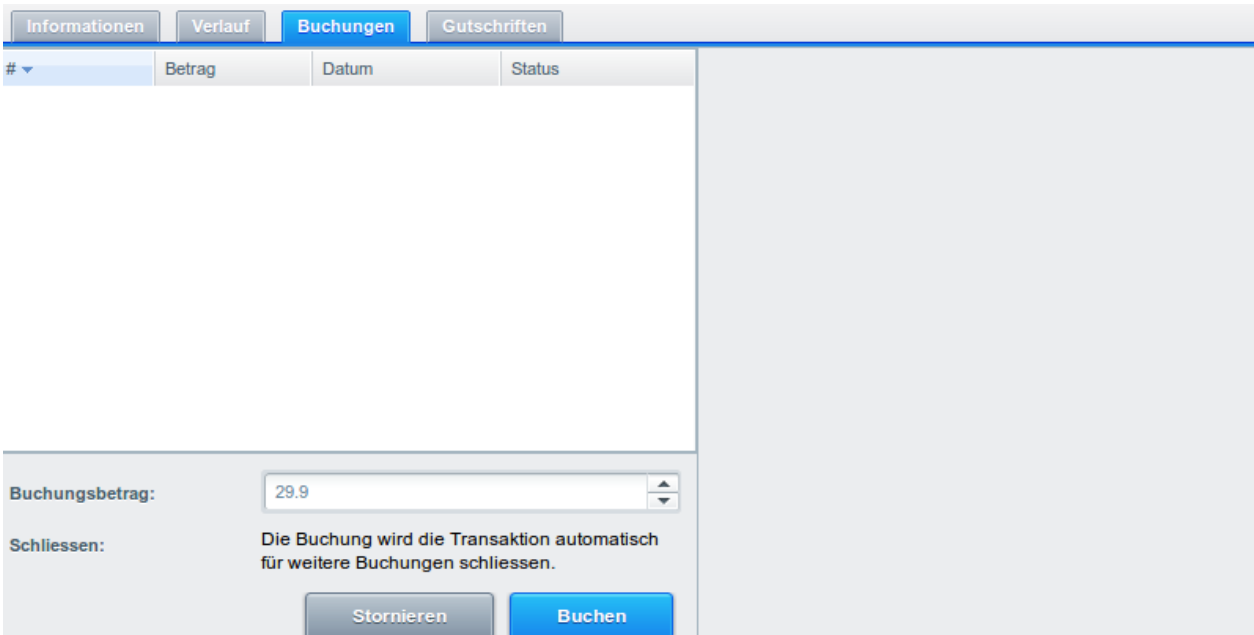
6.1.1 Capturing Orders

> ### Please note
>
> The transaction management between your shop and EVO E-PAY is not synchronized. If you capture payments with EVO E-PAY, 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 payment method.

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 EVO E-PAY.

6.1.2 Cancellation

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

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.
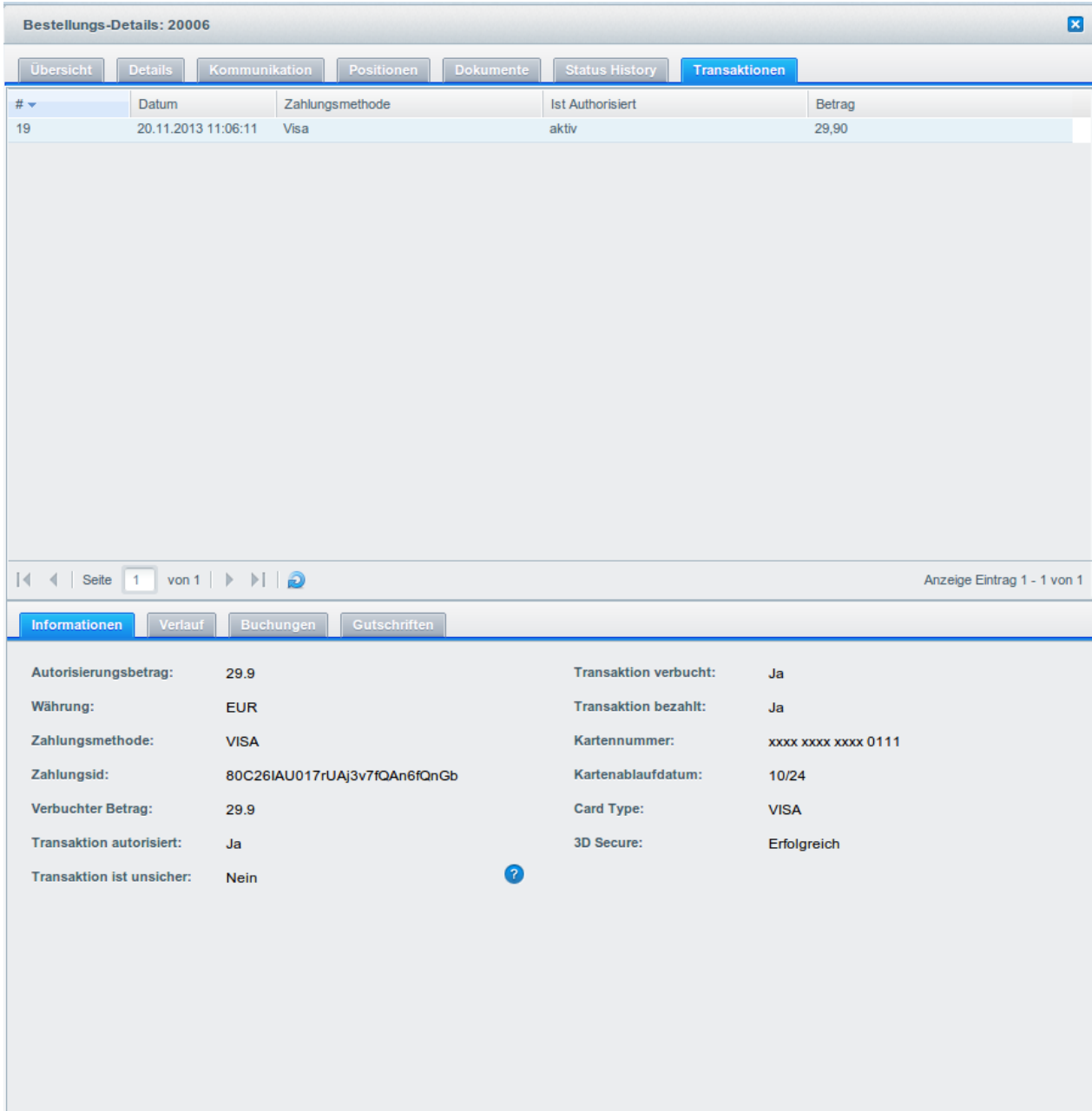

Figure 6.1: Transaction Information in Shopware.

6.3   Using Invoice Details of a Processor

In the following context you can view or embed the "payment details" of for example an "Open Invoice" transaction:

6.3.1 Shopware Order Confirmation (E-Mail)

Please add the following code block into your Shopware email template, if you want to send the payment details of the processor in the mail confirmation sent to the customer:

1. **HTML Mailtemplate**

   {if $paymentInformationHtml}

       {$paymentInformationHtml}

   {/if}

2. **PLAIN Mailtemplate**

   {if $paymentInformationPlain}

       {$paymentInformationPlain}

   {/if}

6.3.2 Shopware Invoice (PDF)

Due to technical limitations, it is currently not possible to display the "payment information" here.

6.3.3 Shopware-Backend (Transaction details)

You can view the payment and transaction details in Shopware under **Customer > Payments > EVO E-PAY**.
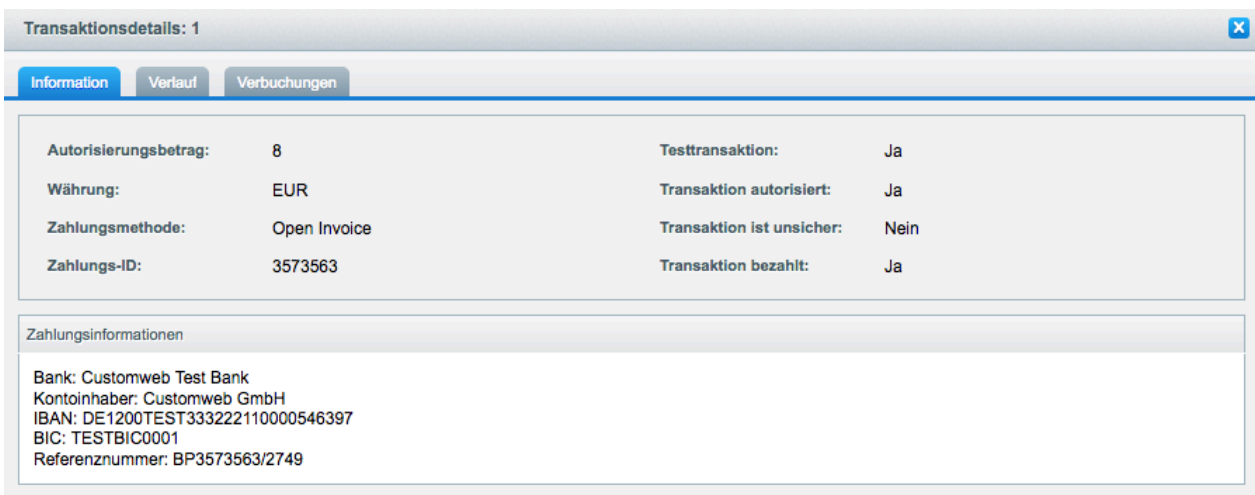
Figure 6.1: Transaction details within Shopware.

6.3.4 Shopware Success-Page
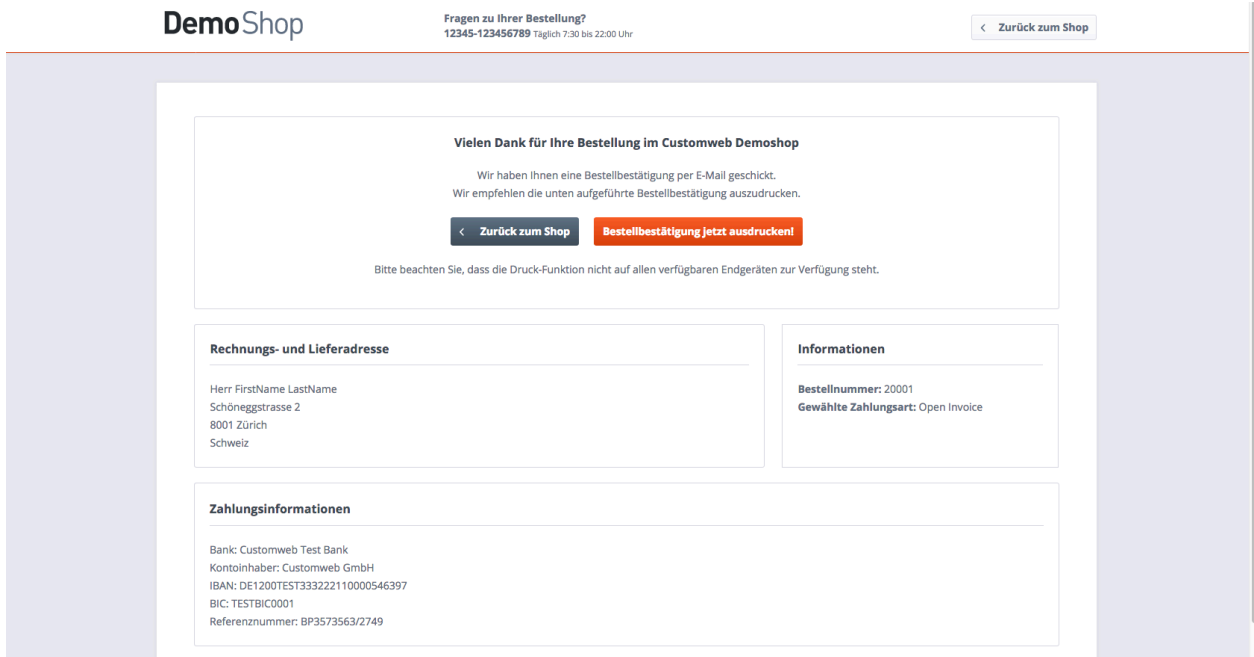
Figure 6.1: Payment informations on the Shopware "Success-Page".

6.4 Refunds

You can refund already captured transactions and automatically transmit them to EVO E-PAY. 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 EVO E-PAY. It will than be refunded via the payment method the customer chose for the transaction.

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.

6.5   Usage of the Alias Managers / Token Solution

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

Figure 6.1: Alias Manager Usage in Shopware

Please note!

The usage of the Alias Managers requires the activation of the correct option with EVO E-PAY. 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 Shopware Developers Guide.

The service can be called up under https://www.shop-url.com/api /CwbevosmartpaycwTransactions. 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 > EVO E-PAY)

Additionally, you can also access the transaction via the Payment ID (transmitted through EVO E-PAY). 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 EVO E-PAY. 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 EVO E-PAY 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: https://community.shopware.com/Cronjobs_detail_1102.html.

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:

Credit / Debit Card

Card number	5555555555554444	Mastercard
Expiry Date	12/2023	
CVC	123	
Card number	4000012892688323	Visa
Expiry Date	12/2020	
CVC	123	

Direct Debits

		Direct
Last Name	Wischnewski	RatePay: B2C
First Name	Hans-Jürgen	
Birtday	1973-12-27	
Street	Müllerstraße 137	
Postcode	13353	
City	Berlin	
Country	DE	
Phone	03018425165	
Company Name	Imperium UG	RatePay: B2B
Sales Tax Number	DE123456789	
Last Name	Descartes	
First Name	René	
Birtday	1973-12-27	
Street	Odeonplatz 1	
Postcode	80539	
City	München	
Country	DE	
Phone	08945687541	
BIC	BYLADEM1ROS	InterCard: Accepted
IBAN	DE36711500000009290701	

		Paymorrow: Accepted
Customer ID	customer1	
Company	Must be empty	
Gender	FEMALE	
Firstname	Julia	
Lastname	Tester	
Street	Aalener Str. 57	
Post Code	73492	
City	Rainau	
Country	DE	
Phone	07361889969	
E-Mail	julia@tester.com	
Birtday	1987-10-25	

PayU CEE

Card number	4355084355084358	Visa
Expiry Date	12/2020	
CVC	000	

Invoice

Procedure	Use any valid German address. The first two attempts are succesful. The third will fail.	BillPay
Company	Must be empty	BillSAFE: Accepted
Firstname	Paul	
Lastname	Positiv	
Street	Teststr. 4	
Post Code	49084	
City	Osnabrück	
Phone	095198009	
Test Data	http://developers.klarna.com/en/testing/invoice-and-account	Klarna
Last Name	Wischnewski	RatePay: B2C
First Name	Hans-Jürgen	
Birtday	1973-12-27	
Street	Müllerstraße 137	
Postcode	13353	
City	Berlin	
Country	DE	
Phone	03018425165	
Company Name	Imperium UG	RatePay: B2B
Sales Tax Number	DE123456789	
Last Name	Descartes	
First Name	René	
Birtday	1973-12-27	
Street	Odeonplatz 1	
Postcode	80539	

City	München
Country	DE
Phone	08945687541

9.2 Testing - EVO E-PAY Simulation Mode

Any kind of payment method can be tested with our modules. The "Operation Mode" corresponds to the simulation mode with EVO E-PAY. Payments with a total of less than 10'000 EUR are always accepted.

10 Errors and their Solutions

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

10.1 The Referrer URL appears in my Analytics Tool

When a customer and the notification are redirected via Header Redirection, the EVO E-PAY 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: under bullet point 4.

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 EVO E-PAY 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/CwbEvoSmartPayCw';
Shopware()->Loader()->registerNamespace('Customweb', 'Customweb/');
Shopware()->Loader()->registerNamespace('CwbEvoSmartPayCw_Helpers',
$pluginPath . '/Helpers/');
Shopware()->Loader()->registerNamespace('CwbEvoSmartPayCw_Entities',
$pluginPath . '/Entities/');
Shopware()->Loader()->registerNamespace('CwbEvoSmartPayCw_Components',
$pluginPath . '/Components/');
Shopware()->Loader()->registerNamespace('Shopware\Components\Api',
$pluginPath . '/Components/Api/');


require_once $pluginPath . '/Library/loader.php';
Customweb_Core_Util_Class::registerClassLoader(function ($className){
    return Shopware()->Loader()->loadClass($className);
});
```

To load old transactions register a legacy class loader.

```
        Customweb_Core_Util_Class::registerClassLoader(function($className){
            if(strpos($className, 'EvoSmartPayCw') === 0){
                $fileName = substr($className, strrpos($className, '
                if(file_exists('engine/Shopware/Plugins/Local/Fronte
```

```
                            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:

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