

PAXSTORE

PAXSTORE Developer Guide

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Date: 02-04-2020

Preface

PAXSTORE Developers Guide

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Status: Draft Release Modify

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Technical Support

If there is a problem while installing, registering or operating this product, please refer to the documentation. If it is not possible to resolve the Issue, please contact customer support.

The level of access to PAX support is governed by the support plan arrangements made between PAX and each Organization. Please consult this support plan for further information about entitlements, including the hours when telephone support is available.

Technical Support Contact Information:

Phone: (877) 859-0099

Email: support@pax.us

URL: www.pax.us

Revision History

Date	Version	By	Description
07/28/2017	1.00	Stanly F	Draft
09/06/2017	1.01	Stanly F	apk signing update
10/04/2017	1.02	Stanly F	server update
12/14/2017	1.03	Stanly F	Doc update, Remove manual apk signing step
01/05/2018	1.04	Stanly F	Doc revision
07/27/2018	1.05	Stanly F	Doc revision
09/18/2018	1.06	Stanly F	New BroadPOS Marketplace name
07/11/2019	1.07	Dan R	Test MP dev Version code incrementation requirement
11/04/2019	1.08	Dan R	Maximum number of versions limitation

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Introduction

This document aims to provide a guide on how to register as PAX app developer. PAX hosts PAXSTORE for all Android applications that run on Pax Android payment terminal. The Android application needs to be submitted, uploaded and authorized by PAX before it is listed on the PAXSTORE BroadPOS Marketplace (BMP).

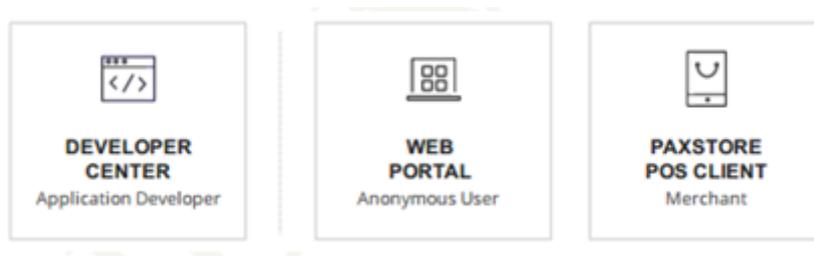
Electronic Cash Registers: E500, E600, E800

A920, A60 Android mobile units, A80 Android countertop

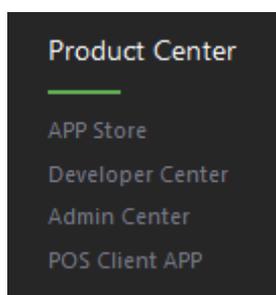
The current version of PAXSTORE also support traditional type of payment apps running under Monitor and Prolin.

PAXSTORE Portals

1. Public web portal – www.paxstore.us, any customer can register and logon to add/remove their terminal
2. Reseller portal (Market Management) – www.paxstore.us/admin
3. Developer Center Portal – www.paxstore.us/developer

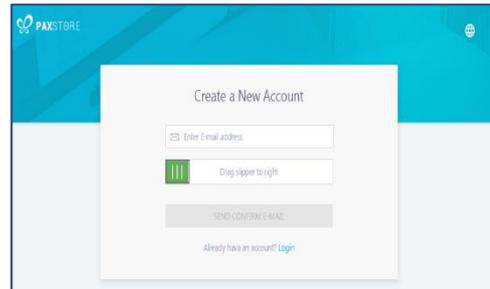
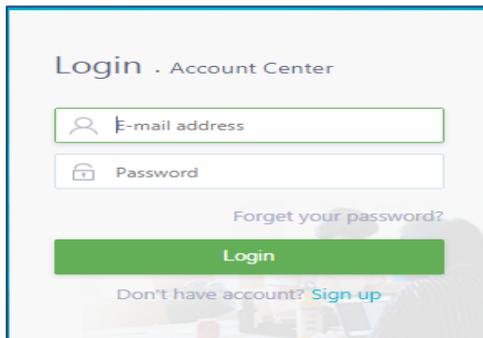


The “Developer Center” hyperlink is located at the bottom of the PAXSTORE public web page.

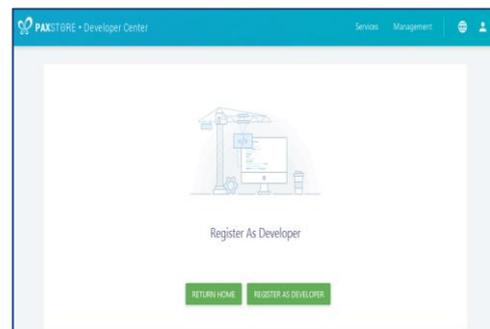
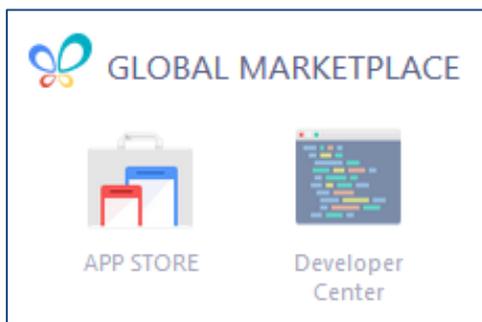


Getting Started

1. Sign up as a PAXSTORE user via the public web portal.



2. Once logged in to the PAXSTORE, register as a PAX developer. Select the option (click on the application list icon    dummy) to register as a “Pax Global” Marketplace developer. Applications submitted to global marketplace can be assigned to all marketplaces.



Complete the registration form and wait for the approval. An account manager will reach out if there are any questions.

Tips:

1. Choose the Enterprise Developer option if more than one developer will be included. After August 2019 the PAXSTORE will reverse to a single type of developer.
2. Always request a “reseller” account in addition to the developer account, otherwise, it not be possible to test the application submitted. The functionality of the Sandbox is limited.

There are two places a developer can request an account and submit apps:

- Global Marketplace. The apps submitted here can be distributed to any of the existing marketplaces (or to all) <https://www.paxstore.us/developer/>
- Test Marketplace: <https://uat.paxstore.us/developer>

The apps submitted here can be only accesses from this marketplace. The purpose of the Test marketplace is to develop and test the app prior to releasing it to production.

You are completing your developer information

Developer Profile

Email
stanly.fu@pax.us

Nickname

Real Name *

Certification Type
Identification Card *

Certification No. *

Handheld ID Photo *

 All the information on the ID card is clearly visible, must be able to see the document number.
Bareheaded photos need to be recommended, without makeup, handheld documents features clearly visible.
Photo content is really effective, not to make any changes.
Support png, jpg, jpeg, not more than 2M.


Developer Profile
Fill out the relevant real information, the administrator audit after the identity, the developer can upload, management applications.

Contact Information

Phone No. *

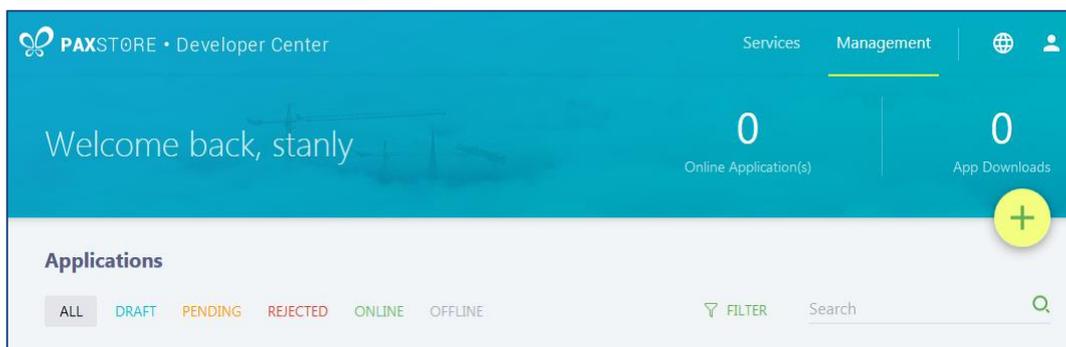

Contact
Fill the relevant contact information to get the result.

I have read and agreed [Developer Application Publish Agreement](#)

CANCEL OK

3. If running a non-payment application or any Android client application it will not need the PAX SDK. Pax assumes the developer knows the Android development environment and knows how to develop an Android application. PAX will provide the POSLink Payment SDK for all payment terminals (A920, A80, E500, E600).

- The PAXSTORE Developer Portal is where applications are uploaded for approval. The PAXSTORE will automatically sign the upload application. Once the application is approved it will appear at the marketplace for access and download. To make the application private where only specified Reseller(s) can see it, please contact PAXSTORE support.



PAX Payment SDK requirements

The Pax payment SDK (POSLink) provides a flexible interface for the POS system developer for integration to their solution. The POS system only sends the dollar amount and tender request to the POSLink SDK payment module, all of the payment logic is taken care of by the PAX payment module. The POS developer does not need to know how the payment industry works.

The PAX secure payment module is certified to process payment directly on a number of payment processors and gateways. There is no additional fee or pre-transaction fee.

Develop your App using the Android Studio.

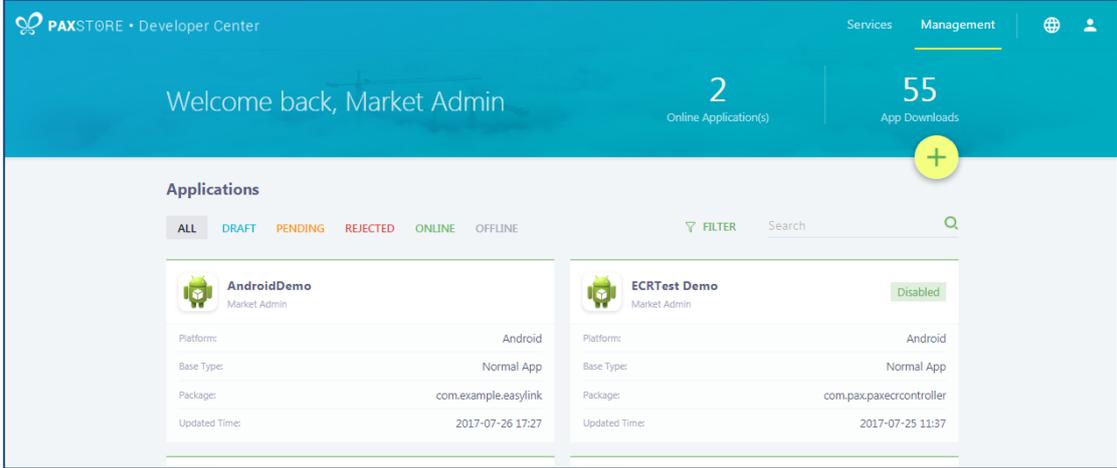
Development of Android commerce applications is similar to developing standard android applications with Android Studio or other android development environments. In addition to Google provided APIs there is the PAX provided SDK/API. The SDK can be obtained by registering to the PAX Developer Portal (developer.pax.us).

Publish Application to PAXSTORE Marketplace

Developers can submit applications to be published on PAXSTORE. The publisher must provide some basic information needed for application publishing, i.e. application description and screenshots. The PAX administrator will review the application before making it available to the public or assigning it to a specific Reseller/Merchant.

IMPORTANT! Please remember to provide the latest version as the highest version code value. Failing to do that will result in the application being rejected.

Starting with Nov 1, 2019, there is a limit of 50 versions allowed to be online. In order to approve and sign an application, some older versions will be taken offline.



The screenshot shows the PAXSTORE Developer Center Management interface. The header includes the PAXSTORE logo and 'Developer Center'. The main navigation bar has 'Services' and 'Management' tabs. The user is logged in as 'Market Admin'. The dashboard displays 'Welcome back, Market Admin' and two key metrics: '2 Online Application(s)' and '55 App Downloads'. Below this, there is a yellow '+' button. The 'Applications' section is active, showing a list of applications with filters for 'ALL', 'DRAFT', 'PENDING', 'REJECTED', 'ONLINE', and 'OFFLINE'. Two application cards are visible: 'AndroidDemo' (Market Admin) and 'ECRTTest Demo' (Market Admin). The 'ECRTTest Demo' card has a 'Disabled' status. The details for each application include Platform (Android), Base Type (Normal App), Package (com.example.easylink for AndroidDemo and com.pax.paxecrcontroller for ECRTTest Demo), and Updated Time (2017-07-26 17:27 for AndroidDemo and 2017-07-25 11:37 for ECRTTest Demo).

Public vs. Private Application

When the application is published it can be restricted or made public, by default all applications are public, unless it is specified by the developer. The developer can send instructions to PAX to make their application visible only to specific Resellers, ISO, Customer or Merchant.

PAXSTORE Client

The PAXSTORE Client application is already installed on Pax Terminal. If the client application is missing, it can be found at the bottom of the PAXSTORE product center.

PAX Customer Support

For questions or help with the terminal installation please contact your service provider or PAXSTORE customer support.

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