

Authorize.Net App



Introduction.

This page app connects to an [Authroize.Net](#) account to take a payment using card details stored in Acquire variables.

These variables can be set elsewhere in you Acquire project using Text Edit apps and/or one of our card reader apps.

Requirements.

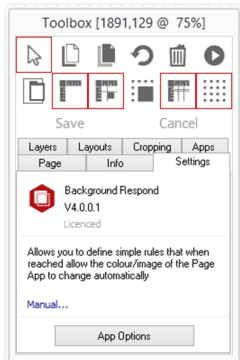
You must have an Authorize.Net account and configure it accordingly. Please contact [Authorize.Net](#) for further details.

Please refer to then Authorize.Net documentation for how to setup your Authorize.Net account.

Using [Authorize.Net](#).

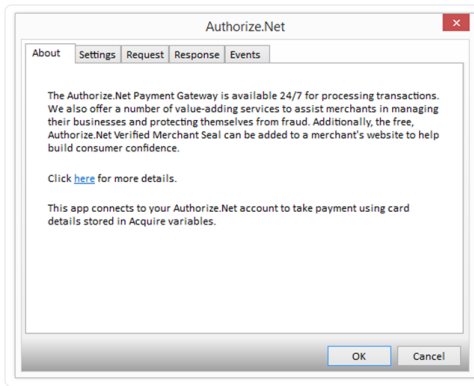
To access the app open an existing or new page and select the **'App'** tab of page editor **'Toolbox'** (shown below). Apps are grouped within their relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licencing apps.](#)

Once you have selected your app draw an area on your page where you would like to use the app. The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page. From here you can set your app up by going to **'App Options.'**

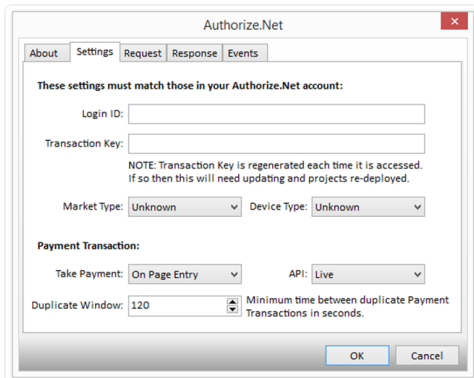


About tab.

This tab provides information about the App and links to the website.



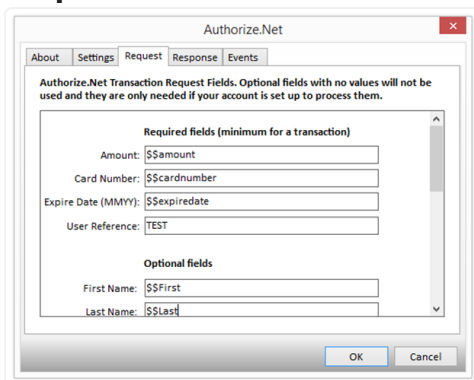
Settings tab.



1. Enter the Login ID, Transaction Key, Market Type and Device Type which can be found in your [Authorize.Net Account](#).
2. Under the Payment Transaction section select at which you wish to take the payment. I.e. when the page is entered or exited.
3. Use the API section to select to use the Live or Test payment system. In test mode you can use the test card details supplied by [Authorize.Net](#).
4. Use the Duplicate Window to enter the amount (in seconds) between duplicate Payment Transactions.

Please refer to Authorize.Net documentation for more information.

Request tab.



Use this screen to configure the Payment Transaction Request Fields.

These fields contain the information regarding the payment i.e. amount and card details.

These should ideally be Acquire variables set elsewhere in you Acquire project.

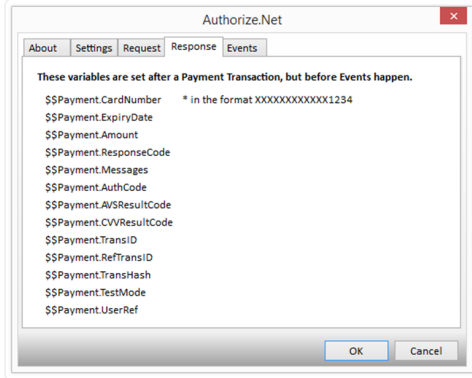
These variables can be set using Text Edit apps and/or one of our car reader apps.

The Required fields contain the minimum information for a payment transaction.

Optional fields are only used if your [Authorize.Net](#) account is configured to process them. Leave these blank if not required.

Response tab.

This tab details the special variables that are set after a payment transaction.

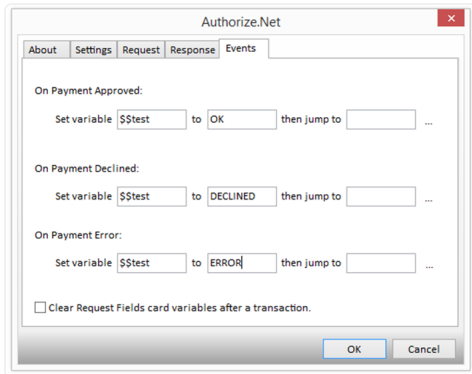


These are set *before* the events are performed (see Events tab section).

You can use these to display transaction result to the user, print a receipt (using our printer app).

Events tab.

Use these settings to trigger events after a payment transaction.



A payment transaction will return an Approved, Declined or Error result.

You can set an Acquire variable and/or jump to an Acquire page on each of these results. Or you may want to show an error message on Error, print a receipt approved.

You can also select to clear all the Acquire variables in the Request fields that contain card details. This will prevent those details remaining in memory.