

Elavon Payments App



Introduction.

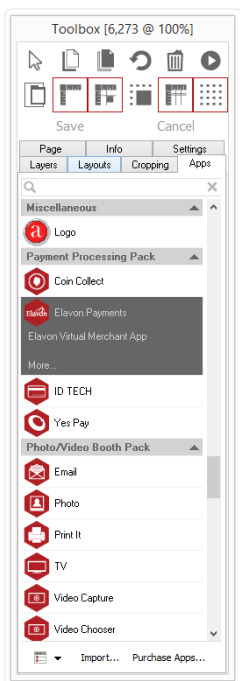
This app enables customers to make payments on line by filling in their card details at the kiosk. The app requests credit card payments through Elavon's Virtual Merchant and sends card data, as provided by the card holder, via the internet to the Virtual Merchant. The Virtual Merchant will then accept or decline the request. The app will also save transaction results which can be viewed on screen or printed by the user.

Requirements.

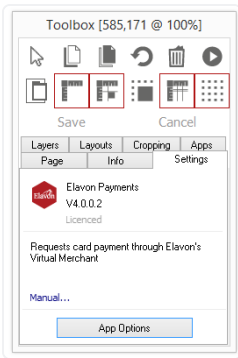
- You must have an Elavon Virtual Merchant account to connect to.
- Card data should be obtained using card reader hardware and an appropriate page app.
- The player must have an active internet connection.

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

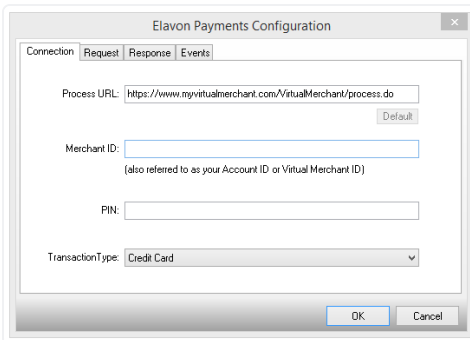
Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.



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 clicking on the **'App Options'** button.



Connection tab.



Use this tab to set up the connection with the Virtual Merchant.

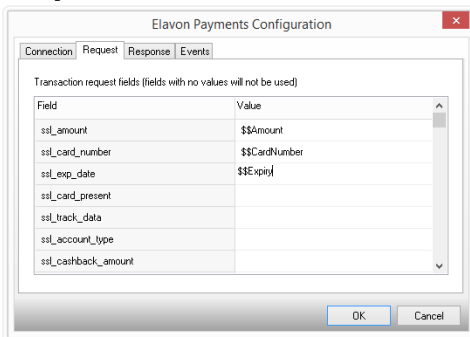
Process URL: Enter the URL as supplied by Elavon.

Merchant ID: Enter the Merchant ID as supplied by Elavon. Also referred to as your Account ID or Virtual Merchant ID.

PIN: Enter your PIN that you set up in your Virtual Merchant Account.

Transaction Type: Select the type of transaction that will occur at the kiosk. i.e. credit card transaction.

Request tab.

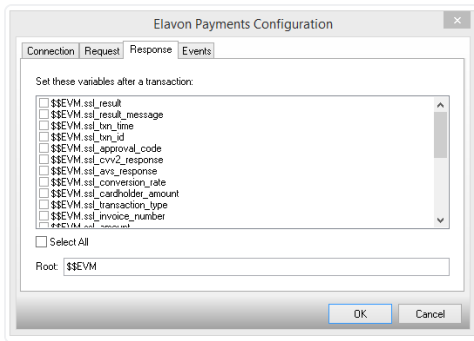


Use this tab to enter the values of the required request fields. These correspond to the Payment Fields that you set up in your Virtual Merchant account. See your Virtual Merchant documentation for more information.

Click a Value cell and enter a fixed value or an Acquire Variable for the field in the Field cell. All Fields with a Value will be used as part of the transaction request.

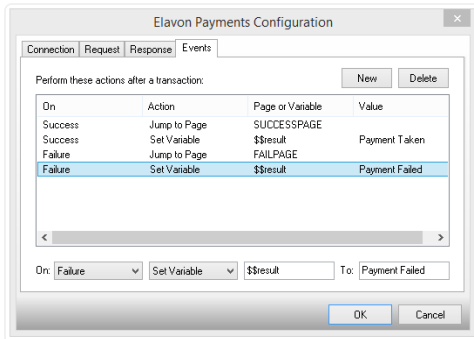
Typically you will use Acquire Variables which will have been set elsewhere in your project with card details obtained using a card reader.

Response tab.



Use this tab to select what transaction result fields you would like to save to Acquire Variables. These variables can then be used to present information to the user e.g. on a results page or to print a receipt. Please refer to your Virtual Merchant documentation for descriptions of each field.

Events tab.



Use this tab to define actions that Acquire will perform on event transactions. This way you can present information to the user on a successful or failed transactions.

To add a new event press '**New**' as shown.

Use the options at the bottom of the page to input action options.

Here are some examples of the actions and events that have been created.

You may wish to create a '**Thank you**' or 'Payment failure' page and then set up the action '**Jump to page**'.