



How to use the Flutterwave Plugin for custom payment v2021.2

CONTENT

1. Before you start	2
2. Plugin content	2
3. The Copyright and the ownership	3
4. Compatibility.....	4
5. How to use it?	5
6. How to get a license key?	6
7. How to configure the Flutterwave parameters?	8
8. Credit Card for testing purposes	9
9. How to integrate custom payment into Website?	9
10. How to run payment manually or automatically?	19
11. How to display a progress bar for an automatic payment?	23
12. What happens when an order is OK?	26
13. Message from the Flutterwave payment gateway upon the successful payment	33
14. Message from the Flutterwave payment gateway upon the payment is in error	35
15. How to use the debug mode?	36
16. How to change the currency of the payment system?	38
17. How to generate my evaluation key?	40
18. How to configure the return page after a payment OK or not OK ?	41
19. How to initialize the order_id cookie and amount cookie?	42
20. How to use afs_cookiechecker.php tool?	43
21. More information.....	46



1. Before you start

Prior to use the plugin you will need to have:

- PHP/HTML return pages for successful and error payment
- Merchant ID code provided by Flutterwave
- Secret Key provided by Flutterwave
- Public Key provided by Flutterwave
- Encryption Key provided by Flutterwave
- License file provided by AF Software.
- Your e-Commerce website ready for custom payment integration

You cannot use the plugin without these files!

Sorry but all the screen captures are in French, because it's not possible to change the language on the fly into the WebSite X5 software! I do not want to reinstall the software for each screen capture – and I hope you'll manage to successfully install the plug-in despite the screen-shots not being in English!

This plugin is using technical cookies to run correctly. So the cookies acceptance is mandatory to have a normal running. None cookies catches any personal information, just technical information.

2. Plugin content

You can improve your e-Commerce website with this plugin and offer your customers a payment gateway not currently offered by the WebSite X5 Pro made by Incomedia.

You need to unzip files into a directory within the **root of your WSX5 project** on a local hard drive. If your project is here by example: **C:\Website\Projects\Myweb**

By example to unzip all files into a directory:

C:\Website\Projects\Myweb\afs_payments\afs_flutterwave

After the unzip, you will have the following files:

.env	--> configuration file
afs_alertbox.php	--> AF Software library
afs_config.php	--> Configuration file for customized variables
afs_cookiechecker.php	--> File to check orderid cookie creation
afs_form.html	--> Form to configure your payment
afs_flutterwave.php	--> Main file to establish connection with the bank
afs_functions.js	--> Internal JS functions
afs_functions.php	--> Internal PHP functions
afs_progress_bar.html	--> Example of progress bar coding
afs_payment.php	--> Main file to do the payment
img	--> Image directory (containing Flutterwave payment logo)
vendor	--> PHP Flutterwave library directory
library	--> PHP Flutterwave library directory



Please, do not change any of the filenames! The plugin is using these names and it will not work if you change them!

3. The Copyright and the ownership

This plugin is fully created and customized by AF Software to be connected with the payment gateway from the Incomedia WebSite X5 Pro software which generates your e-Commerce website.

The custom sources of this module for operation with website remain the property of AF Software

This module and its documentation are the property of AF Software. It is prohibited to translate, decompile, modify, adapt and correct it. You may not delete or change your license number and pass it on to the third parties. Rental and loan of the module is prohibited. You cannot dissociate the different elements of the module to use them on several computers. Only the owner of the plug-in is authorized to carry out these operations!

It is forbidden to extract the partial or complete content of the module (copy, re-copy, printing, photos, videos, scan ... etc) to reproduce it in any other format and medium. The entire content is protected by intellectual property French law by article L335-2.

If you do any of the above, your rights of use are automatically terminated and the author can take various legal actions.

You are authorized, for backup purposes only, to make a copy (one copy only!) of the module. You are not authorized to make copies of the paper documentation; if such documentation is provided and / or to print the content.

You are only authorized to install and use the module on one physical station (a single hard drive, screen and keyboard) and this even if during the acquisition of your license, the module was presented on several media (i.e. CD-Rom) and for different operating systems.

This content is protected by intellectual property rights guaranteed by international copyright conventions.

The violation of one of the rights of the author is a crime of counterfeiting sanctioned by article L335-2 into the French law of the code of the intellectual property.



4. Compatibility

This plugin has been developed with:

- **Website PRO v2021.2.8**
- **Payment form Flutterwave v3.0**
- **PHP 7.4.11**

If you are using this plugin in other environment or version of software listed previously (old versions of the Website X5), AF Software will decline any responsibility for its proper-functionality!

In these cases, AF Software could not and would not be held responsible to make it work on outdated software or PHP version nor AF Software could be obligated to fix any of the issues regarding that. In the case of website software update (done by Incomedia) or Flutterwave package update, AF Software will provide various fixes so the plug-in users could use it normally as before.

If some issues appear after a major update of your WebSite X5 software, AF Software will do its best to fix any newly formed issues. But AF Software cannot provide any absolute guarantee, because AF Software is neither the owner nor business partner of the WebSite X5 – so the AF Software's influence on Website X5 development is non-existing!

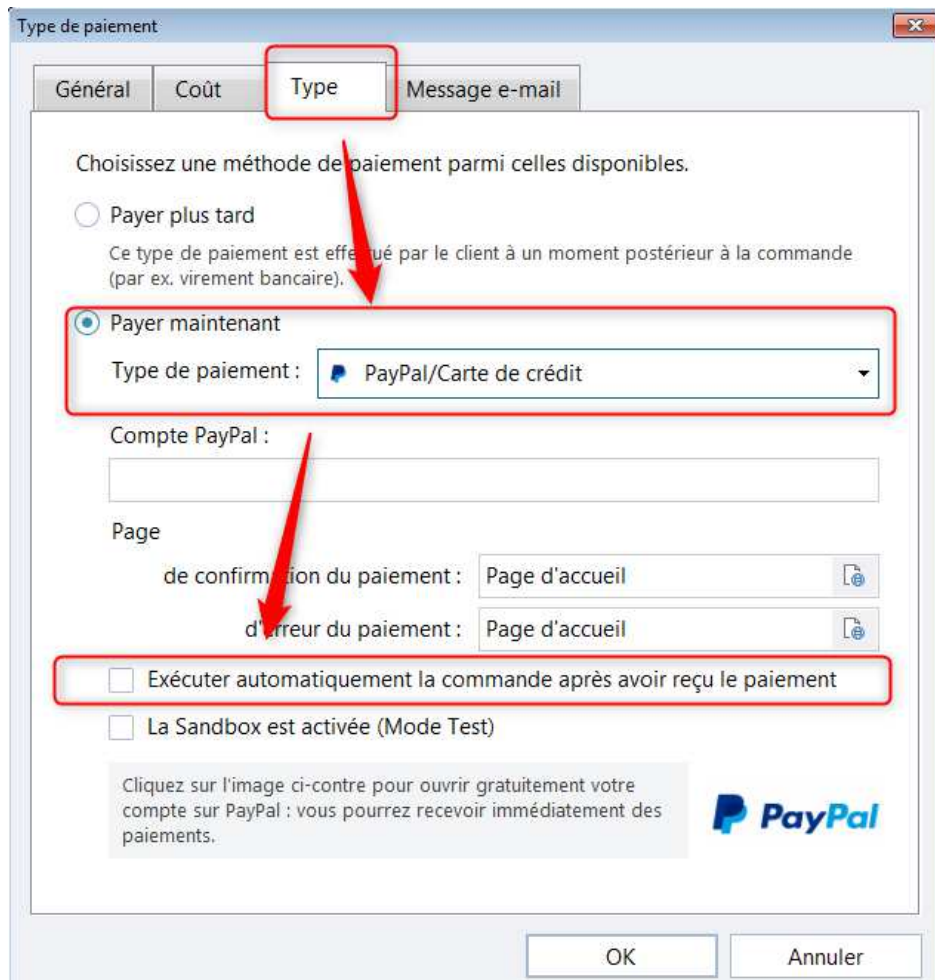
Unfortunately, we cannot read into a crystal bowl for the future and what the development of the Website X5 would bring!

This plugin runs only for onetime payment! (full payment in one time, not splitted)

With this plugin you **cannot receive an email with the internet link to download a digital product – so DIGITAL goods should be sold like any other goods!** But the link into the order confirmation email is not sent by the Website X5 software!

The above mentioned is not an issue with this plugin, but an issue with Website X5 software. This **option (automatic download of digital goods upon the purchase) works ONLY with integrated PayPal payment solution and that's it!**

There is **no API** or **open functions** to **use this one** with external payment solution!



Type de paiement

Général Coût **Type** Message e-mail

Choisissez une méthode de paiement parmi celles disponibles.

☐ Payer plus tard
Ce type de paiement est effectué par le client à un moment postérieur à la commande (par ex. virement bancaire).

☒ Payer maintenant
Type de paiement : PayPal/Carte de crédit

Compte PayPal :


Page
de confirmation du paiement : Page d'accueil

d'erreur du paiement : Page d'accueil

☒ Exécuter automatiquement la commande après avoir reçu le paiement

☐ La Sandbox est activée (Mode Test)

Cliquez sur l'image ci-contre pour ouvrir gratuitement votre compte sur PayPal : vous pourrez recevoir immédiatement des paiements.



OK Annuler

5. How to use it?

You can use this plugin in two (2) different ways:

- Manual redirection by clicking to go to the payment site;
- Automatic redirection after a customizable timeout to go to the payment site.



Automatic redirection is a feature not provided into the Website X5 software!

Please check the documentation on how to activate these two different modes!

6. How to get a license key?

To run this plugin correctly you need to get a license key provided by AF Software. The trial key is completely free of charge and you can generate it yourself from AF Software website.

This option is handy because you can generate your trial license key when you are ready for testing into your environment. The default trial period is 30 days and it will start when you generate your license key file.

Before generating your trial license key, you **need to ask** AF Software to give you the **private code to unlock** the key generator. Please contact us via e-mail to get the private code!

After reception of your private code you can go to:

https://www.afsoftware.fr/afs_keygen/afs_intro.php

to have an access to the key generator.

Please note - your **access code** will **run one time only**!

The layout of the key generator's welcome page is showed below:



Welcome to AF Software Keygen Generator

Please give your private code to have an access !

www.afsoftware.fr

(c) 2014-2019

Please follow the instructions on the screen to generate your key.

If you need more information - consult the chapter "How to generate my evaluation key?"

After the key generation and the downloaded .zip file, do not forget **to rename the downloaded zipped key** file to **afs_licence.key**. That's all to do.

Do not try to unzip the downloaded file! It is not a real zip file - so the unzipping will not work!

DO NOT UNZIP THE FILE!

JUST RENAME IT LIKE DESCRIBED ABOVE!

When you license key file is ready, you just need to copy it into the installation directory of your WSX5 project (on your PC) like in our example directory:

C:\Website\Projects\Myweb\afs_payments\afs_flutterwave\

This file (and others) will be needed for linking all the necessary files with your webshop page! The explanation will follow in the next pages!



7. How to configure the Flutterwave parameters?

To run correctly, this plugin needs some parameters from Flutterwave. The below information are free for testing purpose.

2 files needs to be changed to run correctly into your environnement.

The **.env file** which contains all API keys used by the plugin to work fine. In this file you need to put your API keys generated on the FlutterWave dashboard, like below:

```
PUBLIC_KEY = FLWPUBK_TEST-16238659c36da6a74cd0a0fc9f326026-X  
SECRET_KEY = FLWSECK_TEST-266b5fc5dd2d80bd68fd947197c09770-X  
ENCRYPTION_KEY = FLWSECK_TEST9dbd450f72a3  
ENV =staging
```

The ENV variable can have the value **staging** (for testing purpose only) or **live** for production.

Into **afs_config.php file** you need also to configure your Merchant ID from the Flatterwave dashboard

You need to configure these parameters into **afs_config.php** file and to **replace the below values by yours given by the FLUTTERWAVE payment system!**

```
// Merchant ID                                /* this merchant ID is provided by the bank */  
$merchantIdentifier = "00808661";           //Get your merchant identifier on your dashboard
```

And also your return URL's pages needs to be changed by yours.

Check the **afs_config.php** file to do this. All the below parameters **are mandatory!**

```
// Variables for return pages                    /* Change this with your PHP/HTML response file */  
$AFS_Return_Page_OK = "https://wsx5demo.afsoftware.fr/paiement-ok.html";  
$AFS_Return_Page_Error = "https://wsx5demo.afsoftware.fr/paiement-error.html";
```

After setting the above - your **afs_config.php** file is ready to be used!



8. Credit Card for testing purposes

This plugin has a very long list of different card testing. So please check the URL at the end of this documentation to get any testing credit card number. You have also into this list some card numbers to generate different errors, for your testing.

Here the URL: <https://developer.flutterwave.com/docs/test-cards>

9. How to integrate custom payment into Website?

Configuration is done in two (2) steps to configure the new payment gateway.

1st STEP > configure the payment gateway interface into the e-Commerce cart

2nd STEP > configure the project to upload all the necessary files to your website from the project during export

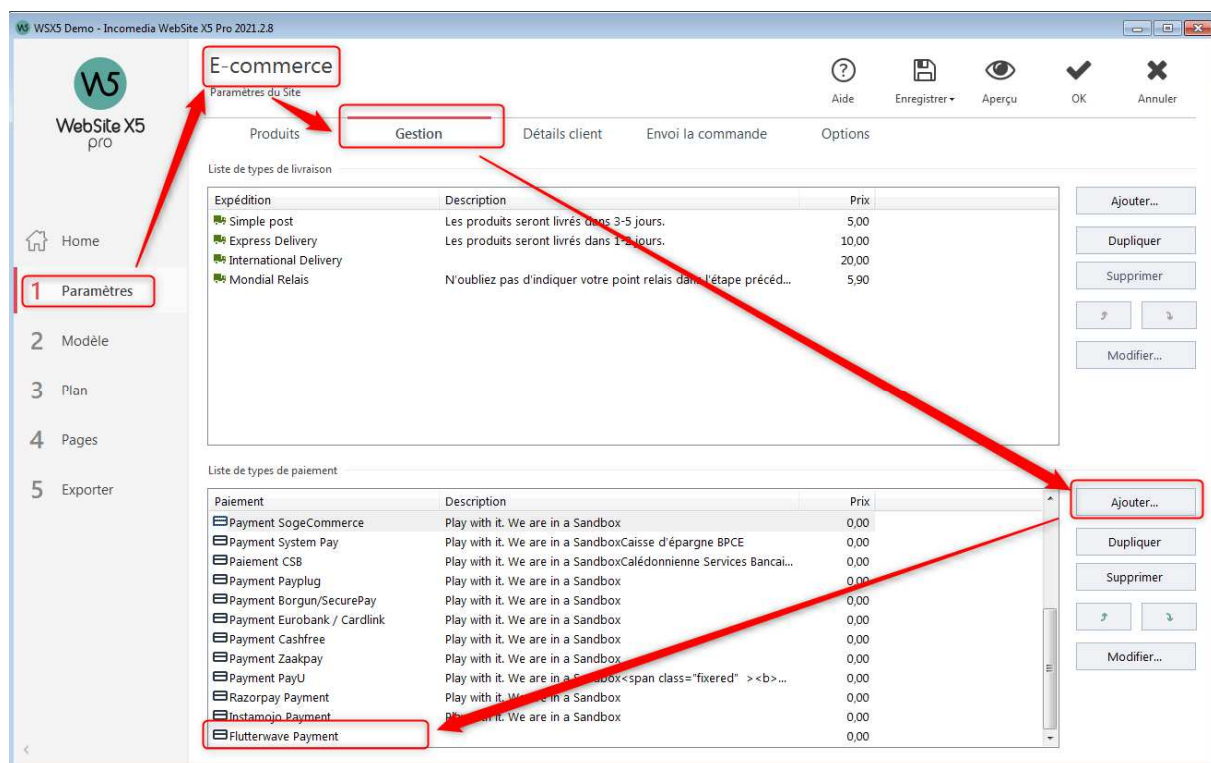
- **Configuration of the payment gateway**

To be able to add a new custom payment gateway - your e-Commerce project needs to be ready before you can do this step!

Follow the steps below **to go to an e-Commerce cart configuration**



And click on '**Add**' to add a new payment gateway



The following window is displayed:

Type de paiement

Général Coût Type Message e-mail

Indiquez le nom, la description et l'image à afficher sur la page du Panier.

Nom :

Flutterwave Payment

Description :

Play with it. We are in a Sandbox

Image :

logo-1-flutterwave.png

OK Annuler



Here you need to put the payment name and also to add a payment-icon (picture). Click **OK** to continue.

Next, you need to click on a 'Type' tab.

In this window you **will copy/paste** the **content** of **afs_form.html** file – but **you MUST replace the following code-parameters with your-own parameters first!**

So, open the content of **afs_form.html** and replace the following:

First, replace **ONLY** the part of code **in bold** with your path:

```
<meta charset="UTF-8">
```

```
<form method="post" name="Flutterwave" id="Flutterwave" target="_top"
action="..afs_payments/afs_flutterwave/afs_flutterwave.php">
```

```
<script type="text/javascript">
```

```
var m = [PRICE];
montant = m.toFixed(2);
reference = "[ORDER_NO]";
email = "[EMAIL]";
```



```
firstname = "[NAME]";

phone = "[PHONE]";

lastname= "[LASTNAME]";
address1 = "[ADDRESS1]";
city = "[CITY]";
country = "[COUNTRY]";
zippostalcode = "[ZIPPOSTALCODE]";


document.getElementById('montant').value = montant;
document.getElementById('reference').value = reference;
document.getElementById('email').value = email;
document.getElementById('firstname').value = firstname;
document.getElementById('lastname').value = lastname;
document.getElementById('address1').value = address1;
document.getElementById('country').value = country;
document.getElementById('city').value = city;
document.getElementById('zippostalcode').value = zippostalcode;
document.getElementById('phone').value = phone;


document.cookie = 'afs_payment='+ reference + '; path=/';
document.cookie = 'afs_amount='+ montant + '; path=/';


</script>

<input type="image" id="image" href="" src="../../cart/images/logo-1-flutterwave.png"
target=_blank name="clikImage"/>

<input type='hidden' id='montant' name='montant' size='10'value=''><br><br>
<input type='hidden' id='reference' name='reference' size='10'value=''><br><br>
<input type='hidden' id='email' name='email' size='10'value=''><br><br>
<input type='hidden' id='firstname' name='firstname' size='10'value=''><br><br>
<input type='hidden' id='lastname' name='lastname' size='10'value=''><br><br>
<input type='hidden' id='address1' name='address1' size='10'value=''><br><br>
<input type='hidden' id='city' name='city' size='10'value=''><br><br>
<input type='hidden' id='country' name='country' size='10'value=''><br><br>
<input type='hidden' id='zippostalcode' name='zippostalcode' size='10'value=''>
<input type='hidden' id='phone' name='phone' size='20'value=''>

</form>
```

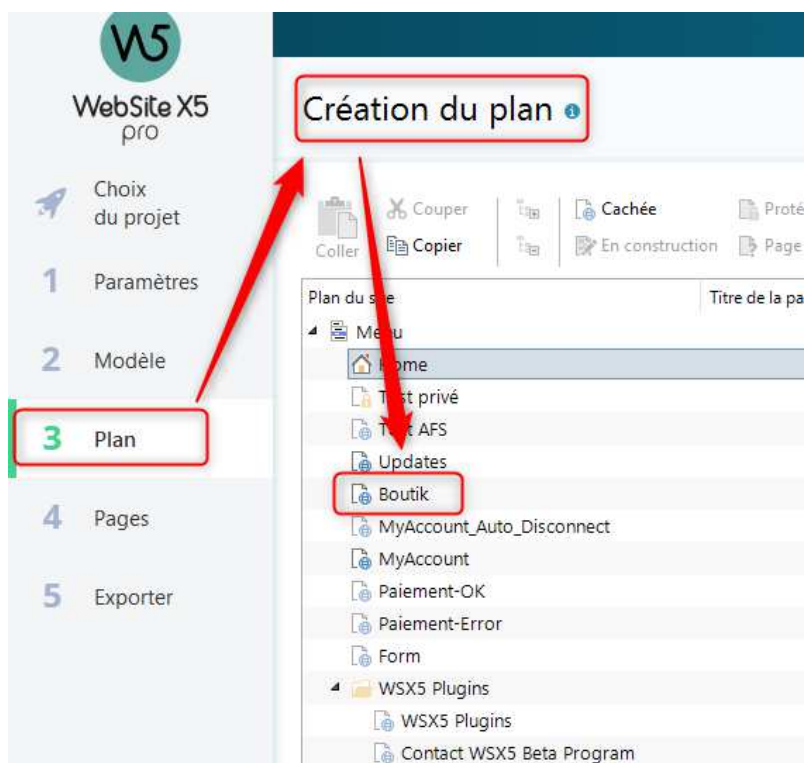
Please do not modify any other part of the code!

NOTE: on the following pages – you will get more information on how to customize the afs_form.html even more – so it will be a good thing to SAVE the code so it could be ready for additional customization. OR, you can do the future customization right in your project webpage as described above (in the custom payment settings options).



- **Configure Website X5 to upload all files on web server during an export**

You need to **add an HTML object** into your e-Commerce page of your project, like below. **You can use any page** of your project (just one page!)– it doesn't matter what would be the page where you will add this HTML object – but it has to be the part of your webshop project!



Open the page of your choice and add the HTML object:



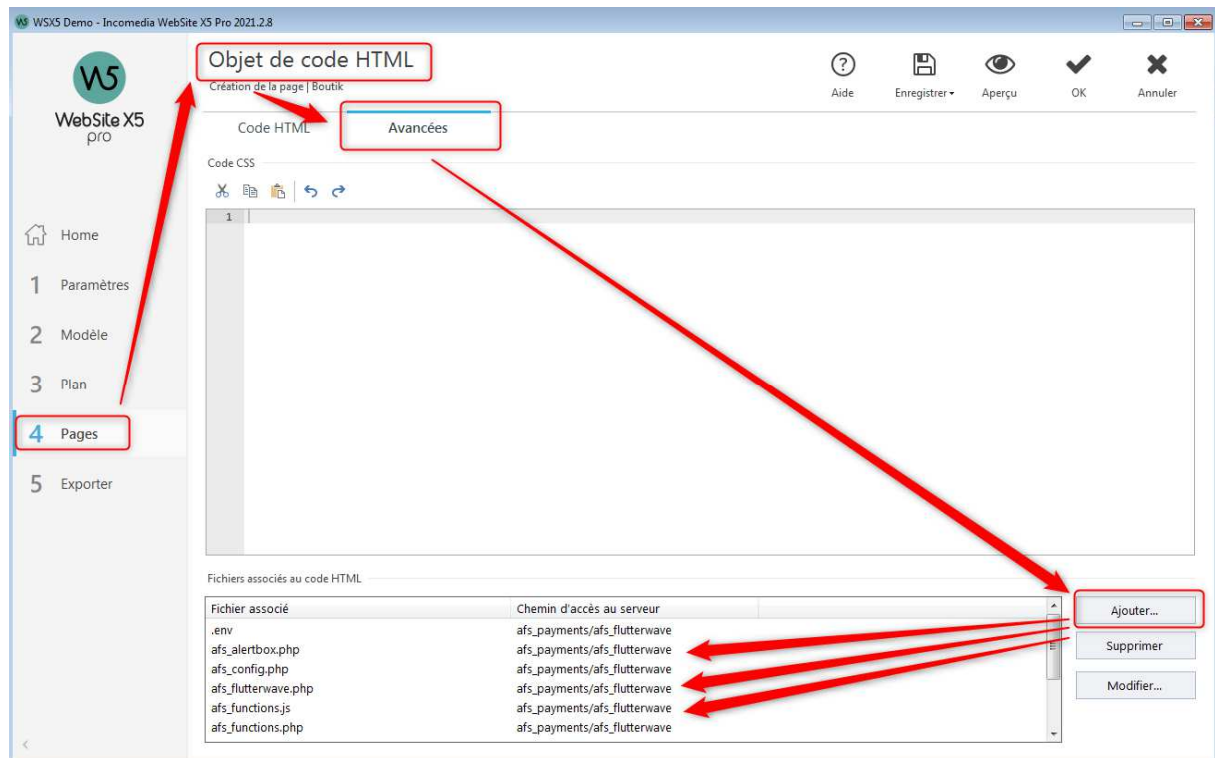
Into the HTML object, click on '**Advanced**' tab and **add all necessary files** which have been unzipped into our example into C:\Website\Projects\Myweb\afs_payments\afs_flutterwave

You should add the files **one by one** – thy system doesn't allows adding more files at once!

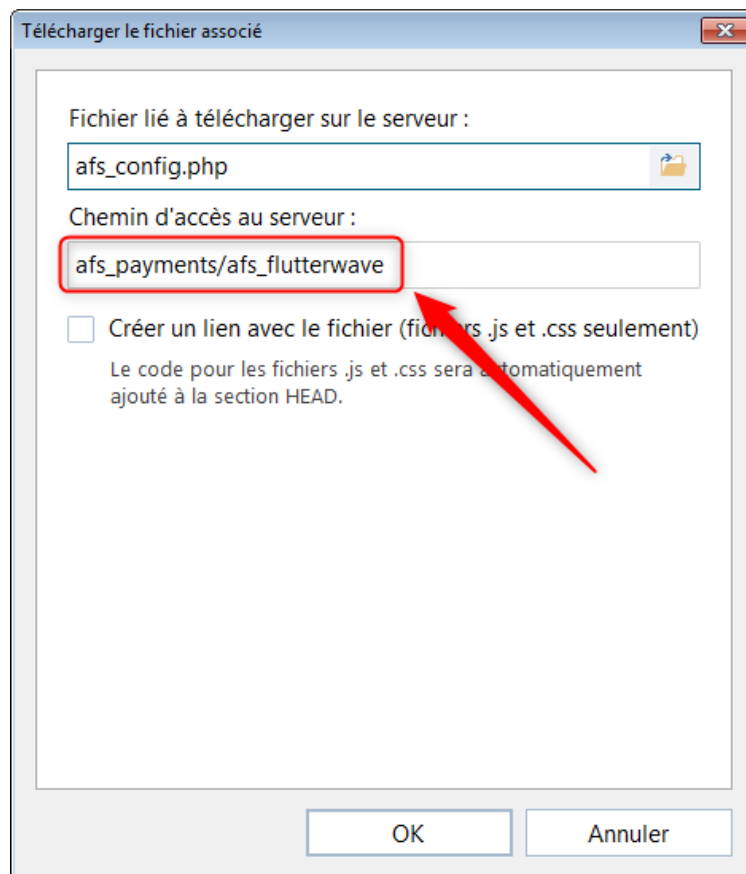
At minimum, you would need to add all the selected files below:

Nom	Modifié le	Type	Taille
img	21/07/2021 14:25	Dossier de fichiers	
library	21/07/2021 14:29	Dossier de fichiers	
vendor	21/07/2021 14:29	Dossier de fichiers	
.env	21/07/2021 10:29	Fichier ENV	1 Ko
afs_alertbox.php	19/06/2021 10:39	Fichier PHP	20 Ko
afs_config.php	21/07/2021 13:33	Fichier PHP	1 Ko
afs_cookiechecker.php	23/06/2021 11:15	Fichier PHP	16 Ko
afs_flutterwave.php	21/07/2021 13:16	Fichier PHP	7 Ko
afs_functions.js	20/11/2019 16:54	Fichier de script ...	3 Ko
afs_functions.php	21/07/2021 13:17	Fichier PHP	9 Ko
afs_licence.key	18/06/2021 19:51	Inscription dans ...	7 Ko
afs_payment.php	21/07/2021 13:14	Fichier PHP	8 Ko

All files added here will be sent to the web server during the next export of your project. (if you are using the built-in WSX5 FTP manager!).



When you add your files, take care to **provide the right directory name** for each file like below. By default the path is 'files'. You need to change it to yours!



After this operation, we recommend that you **refresh your project** by CTRL + Preview (eye icon top right into Website X5 interface)

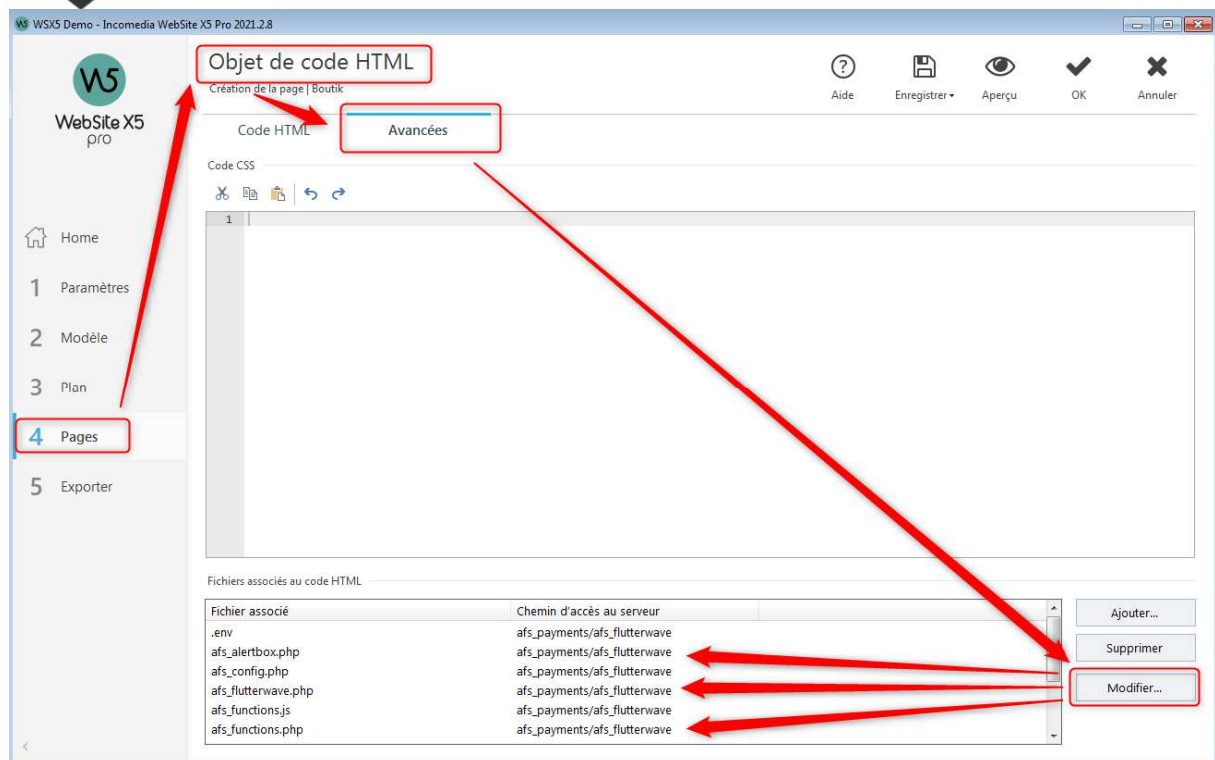
During the next project upload - all the files will be uploaded to the web server into the **chosen** directory.

IMPORTANT:

If you change the content of any of the files after **the first upload** (afs_config.php file or any other file from "the bundle"), you will need to "force" Website X5 to re-send your modified file(s) on the next upload!

This is not an issue of the plugin, but it's known WSX5's "bug"! If an export has been done once, the next one **will probably not send** the files again – so the software will not replace any of the modified file(s) on your server with the updated version!

A **good practice is to check on the web server** (via an independent FTP manager) **if the modified file(s) has been correctly** uploaded to your web server!



Like the **vendor directory** and **library directory** are a little **big**, it should be **more efficiency** to **copy it manually on the website** just one time, after the first export.

Nom	Modifié le	Type	Taille
img	21/07/2021 14:25	Dossier de fichiers	
library	21/07/2021 14:29	Dossier de fichiers	
vendor	21/07/2021 14:29	Dossier de fichiers	
.env	21/07/2021 10:29	Fichier ENV	1 Ko
afs_alertbox.php	19/06/2021 10:39	Fichier PHP	20 Ko
afs_config.php	21/07/2021 13:33	Fichier PHP	1 Ko
afs_cookiechecker.php	23/06/2021 11:15	Fichier PHP	16 Ko
afs_flutterwave.php	21/07/2021 13:16	Fichier PHP	7 Ko
afs_functions.js	20/11/2019 16:54	Fichier de script ...	3 Ko
afs_functions.php	21/07/2021 13:17	Fichier PHP	9 Ko
afs_licence.key	18/06/2021 19:51	Inscription dans ...	7 Ko
afs_payment.php	21/07/2021 13:14	Fichier PHP	8 Ko



10. How to run payment manually or automatically?

Below is an explanation on how to run in one of the two modes.

- **Manual redirection to the payment site**

In this running mode we are exactly like in any default payment gateway provided by website X5. After an order, the customer needs to click on a button to go to the payment site.

In the case the customer does not click on the button to go to the payment site, she/he will be able to do it so by clicking on the button into the order confirmation email.

Below is a sample of code to copy into the **payment gateway form** (check chapter: How to integrate custom payment into Website) to achieve a manual redirection to the payment site.

Do not forget to change paths by yours like explained into chapter: How to integrate custom payment into Website)

```
<meta charset="UTF-8">
```

```
<form method="post" name="Flutterwave" id="Flutterwave" target="_top"
action="../afs_payments/afs_flutterwave/afs_flutterwave.php">
```

```
<script type="text/javascript">
```

```
var m = [PRICE];
montant = m.toFixed(2);
reference = "[ORDER_NO]";
email = "[EMAIL]";
firstname = "[NAME]";

phone = "[PHONE]";

lastname= "[LASTNAME]";
address1 = "[ADDRESS1]";
city = "[CITY]";
country = "[COUNTRY]";
zippostalcode = "[ZIPPOSTALCODE]";
```

```
document.getElementById('montant').value = montant;
document.getElementById('reference').value = reference;
document.getElementById('email').value = email;
document.getElementById('firstname').value = firstname;
document.getElementById('lastname').value = lastname;
document.getElementById('address1').value = address1;
document.getElementById('country').value = country;
document.getElementById('city').value = city;
document.getElementById('zippostalcode').value = zippostalcode;
document.getElementById('phone').value = phone;
```



```
document.cookie = 'afs_payment='+ reference + '; path=/';  
document.cookie = 'afs_amount='+ montant + '; path=/';
```

```
</script>
```

```
<input type="image" id="image" href=" src="../../cart/images/logo-1-flutterwave.png"  
target=_blank name="clikImage"/>
```

```
<input type='hidden' id='montant' name='montant' size='10'value=''><br><br>  
<input type='hidden' id='reference' name='reference' size='10'value=''><br><br>  
<input type='hidden' id='email' name='email' size='10'value=''><br><br>  
<input type='hidden' id='firstname' name='firstname' size='10'value=''><br><br>  
<input type='hidden' id='lastname' name='lastname' size='10'value=''><br><br>  
<input type='hidden' id='address1' name='address1' size='10'value=''><br><br>  
<input type='hidden' id='city' name='city' size='10'value=''><br><br>  
<input type='hidden' id='country' name='country' size='10'value=''><br><br>  
<input type='hidden' id='zippostalcode' name='zippostalcode' size='10'value=''>  
<input type='hidden' id='phone' name='phone' size='20'value=''>
```

```
</form>
```

- **Automatic redirection to the payment site (no click on the link needed!)**

In this running mode we change the default Website X5 procedure by adding a javascript code.

This option is very useful because - after the order confirmation page gets displayed to the user - the redirection to the payment site will be done automatically after a customizable timeout-period with no action needed from the user!

With automatic redirection, the customer will continue to receive the order confirmation email with payment information (button to go the payment site).

So, if the customer goes directly to the payment website after his order and execute this payment, payment information (button to go the payment site) into the email will be not useful.

If there is an error with the payment or it got canceled - the button-link which the buyer would receive in the email will not be useful because the payment will be generating an error and so the user would need to re-order the chosen items again from the webshop!

Below is a sample of code to copy into the **payment gateway form** (check chapter: How to integrate custom payment into Website) to have an automatic redirection to the payment site.

Do not forget to change paths by yours like explained in the chapter: How to integrate custom payment into Website)

```
<meta charset="UTF-8">
```



```
<form method="post" name="Flutterwave" id="Flutterwave" target="_top"
action=" ../afs_payments/afs_flutterwave/afs_flutterwave.php">
```

```
<script type="text/javascript">
```

```
var m = [PRICE];
montant = m.toFixed(2);
reference = "[ORDER_NO]";
email = "[EMAIL]";
firstname = "[NAME]";
```

```
phone = "[PHONE]";
```

```
lastname= "[LASTNAME]";
address1 = "[ADDRESS1]";
city = "[CITY]";
country = "[COUNTRY]";
zippostalcode = "[ZIPPOSTALCODE]";
```

```
document.getElementById('montant').value = montant;
document.getElementById('reference').value = reference;
document.getElementById('email').value = email;
document.getElementById('firstname').value = firstname;
document.getElementById('lastname').value = lastname;
document.getElementById('address1').value = address1;
document.getElementById('country').value = country;
document.getElementById('city').value = city;
document.getElementById('zippostalcode').value = zippostalcode;
document.getElementById('phone').value = phone;
```

```
document.cookie = 'afs_payment='+ reference + '; path=/';
document.cookie = 'afs_amount='+ montant + '; path=/';
```

```
</script>
```

```
<input type="image" id="image" href=" src=" ../cart/images/logo-1-flutterwave.png"
target=_blank name="clicImage"/>
```

```
<input type='hidden' id='montant' name='montant' size='10'value=''><br><br>
<input type='hidden' id='reference' name='reference' size='10'value=''><br><br>
<input type='hidden' id='email' name='email' size='10'value=''><br><br>
<input type='hidden' id='firstname' name='firstname' size='10'value=''><br><br>
<input type='hidden' id='lastname' name='lastname' size='10'value=''><br><br>
<input type='hidden' id='address1' name='address1' size='10'value=''><br><br>
<input type='hidden' id='city' name='city' size='10'value=''><br><br>
<input type='hidden' id='country' name='country' size='10'value=''><br><br>
<input type='hidden' id='zippostalcode' name='zippostalcode' size='10'value=''>
<input type='hidden' id='phone' name='phone' size='20'value=''>
```

```
</form>
```

```
<script language="javascript">
    setTimeout(confirmation, 15000);
```

```
function confirmation() {
    document.getElementById('Flutterwave').submit();
}
```

```
</script>
```



Redirection will be automatic with the above javascript code.

- **Automatic redirection to the payment site with the optional 'click'**

With the previous script you have the possibility to put a picture into the mode type = "**image**" to display it and this will also give you the possibility to 'click' on it before the timeout-period runs-out to go to the payment site.

```
<input type="image" id="image" href="" src="../../cart/images/logo-1-Flutterwave.png"
target=_blank name="clicImage"/>
```

Do not forget to change path by yours like explained into chapter: How to integrate custom payment into Website)

The full script will be:

```
<meta charset="UTF-8">
```

```
<form method="post" name="Flutterwave" id="Flutterwave" target="_top"
action="../../afs_payments/afs_flutterwave/afs_flutterwave.php">
```

```
<script type="text/javascript">
```

```
var m = [PRICE];
montant = m.toFixed(2);
reference = "[ORDER_NO]";
email = "[EMAIL]";
firstname = "[NAME]";

phone = "[PHONE]";

lastname= "[LASTNAME]";
address1 = "[ADDRESS1]";
city = "[CITY]";
country = "[COUNTRY]";
zippostalcode = "[ZIPPOSTALCODE]";
```

```
document.getElementById('montant').value = montant;
document.getElementById('reference').value = reference;
document.getElementById('email').value = email;
document.getElementById('firstname').value = firstname;
document.getElementById('lastname').value = lastname;
document.getElementById('address1').value = address1;
document.getElementById('country').value = country;
```



```
document.getElementById('city').value = city;
document.getElementById('zippostalcode').value = zippostalcode;
document.getElementById('phone').value = phone;

document.cookie = 'afs_payment='+ reference + '; path=/';
document.cookie = 'afs_amount='+ montant + '; path=/';

</script>

<input type="image" id="image" href=" src="../../cart/images/logo-1-flutterwave.png"
target=_blank name="clicImage"/>

<input type='hidden' id='montant' name='montant' size='10'value=''><br><br>
<input type='hidden' id='reference' name='reference' size='10'value=''><br><br>
<input type='hidden' id='email' name='email' size='10'value=''><br><br>
<input type='hidden' id='firstname' name= 'firstname' size='10'value=''><br><br>
<input type='hidden' id='lastname' name='lastname' size='10'value=''><br><br>
<input type='hidden' id='address1' name='address1' size='10'value=''><br><br>
<input type='hidden' id='city' name='city' size='10'value=''><br><br>
<input type='hidden' id='country' name='country' size='10'value=''><br><br>
<input type='hidden' id='zippostalcode' name='zippostalcode' size='10'value=''>
<input type='hidden' id='phone' name='phone' size='20'value=''>

</form>

<script language="javascript">
    setTimeout(confirmation, 15000);

function confirmation() {
    document.getElementById('Flutterwave').submit();
}

</script>
```

In this situation, after presenting with the order confirmation page, the user/buyer could see the message with the explanation of the automatic redirection to the payment gateway (with the progress bar displayed). The buyer/user has the possibility to go to the payment site right away by clicking on the image - without needing to wait for the automatic-redirection!

11. How to display a progress bar for an automatic payment?

A nice feature during an automatic payment is to display a progress bar before to be redirected to the payment site.

Below is an example on how to integrate this option in the **payment gateway form** (check chapter: How to integrate custom payment into Website) .

In this case, the progress bar is configured for 15 seconds time-delay.



NOTE: AF Software **does not support** the changing or further customization of the below script!
You need to have the knowledge to change anything.
AF Software could customize the script to your liking for additional fee!

Please do not forget to change paths by yours (bold parts of the script) - like explained into chapter: How to integrate custom payment into Website)

```
<meta charset="UTF-8">

<form method="post" name="Flutterwave" id="Flutterwave" target="_top"
action="../afs_payments/afs_flutterwave/afs_flutterwave.php">

<script type="text/javascript">

var m = [PRICE];
montant = m.toFixed(2);
reference = "[ORDER_NO]";
email = "[EMAIL]";
firstname = "[NAME]";

phone = "[PHONE]";

lastname= "[LASTNAME]";
address1 = "[ADDRESS1]";
city = "[CITY]";
country = "[COUNTRY]";
zippostalcode = "[ZIPPOSTALCODE]";

document.getElementById('montant').value = montant;
document.getElementById('reference').value = reference;
document.getElementById('email').value = email;
document.getElementById('firstname').value = firstname;
document.getElementById('lastname').value = lastname;
document.getElementById('address1').value = address1;
document.getElementById('country').value = country;
document.getElementById('city').value = city;
document.getElementById('zippostalcode').value = zippostalcode;
document.getElementById('phone').value = phone;

document.cookie = 'afs_payment='+ reference + '; path=/';
document.cookie = 'afs_amount='+ montant + '; path=/';

</script>

<input type="image" id="image" href="" src="../cart/images/logo-1-flutterwave.png"
target=_blank name="clicImage"/>

<!-- BEGIN for progress bar for 10s -->

<!--
You change the number of second of the progress bar by changing the ratio variable only

<script>
var ratio = 1; /* 10 s by default
var ratio = 3; /* for 30 s
```




```
var ratio = 0.5; /* for 5 s  
-->
```

```
<style>
```

```
#progressbar  
{  
  width:100px;  
  padding:1px;  
  background-color:white;  
  border:1px solid grey;  
  height:10px;  
  text-align: center;  
  margin-left:auto;  
  margin-right:auto;  
}  
#indicator  
{  
  width:0px;  
  background-color:#cc0000;  
  height:10px;  
  margin:0;  
}
```

```
</style>
```

```
<script>  
// To change the number of seconds change ratio value  
var ratio = 1; // 10 s by default
```

```
var maxprogress = 100 * ratio;  
var actualprogress = 0;  
var itv = 0;
```

```
function prog()  
{  
  if(actualprogress >= maxprogress / ratio )  
  {  
    clearInterval(itv);  
    return;  
  }  
  
  actualprogress += 1 / ratio;  
  indicator.style.width=actualprogress + "px";  
  if(actualprogress == maxprogress) clearInterval(itv);  
}
```

```
</script>
```

```
<div id="pwidget">  
  <div id="progressbar">  
    <div id="indicator">  
      </div>  
    </div>  
  </div>
```



```
<script>
setInterval(prog, 100);
</script>
```

```
<!-- END of progress bar code for 10s -->
```

```
<input type='hidden' id='montant' name='montant' size='10'value=''><br><br>
<input type='hidden' id='reference' name='reference' size='10'value=''><br><br>
<input type='hidden' id='email' name='email' size='10'value=''><br><br>
<input type='hidden' id='firstname' name='firstname' size='10'value=''><br><br>
<input type='hidden' id='lastname' name='lastname' size='10'value=''><br><br>
<input type='hidden' id='address1' name='address1' size='10'value=''><br><br>
<input type='hidden' id='city' name='city' size='10'value=''><br><br>
<input type='hidden' id='country' name='country' size='10'value=''><br><br>
<input type='hidden' id='zippostalcode' name='zippostalcode' size='10'value=''>
<input type='hidden' id='phone' name='phone' size='20'value=''>
```

```
</form>
```

```
<script language="javascript">
    setTimeout(confirmation, 15000);
```





```
function confirmation() {
    document.getElementById('Flutterwave').submit();
}
```

```
</script>
```

12. What happens when an order is OK?

If you have properly configured your payment gateway, the next explains the events upon the successful payment via Flutterwave:



<input type="radio"/>  Payment PayU Play with it. We are in a Sandbox Not OK, bug confirmed by bank !!!	0.00 €
<input type="radio"/>  Razorpay Payment Play with it. We are in a Sandbox	0.00 €
<input type="radio"/>  Instamojo Payment Play with it. We are in a Sandbox	0.00 €
<input checked="" type="radio"/>  Flutterwave Payment Play with it. We are in a Sandbox	0.00 €

Précédent

Suivant


And when this order is finished:


Numéro de commande:
210721-IQ88

Date de la commande:
Mer 21 Jul 2021

Total:
60.00 €



Flutterwave Payment



 Bonjour,
Nous vous remercions de votre commande.
Rester sur cette page car vous allez être **redirigé automatiquement vers le site du paiement** dans 15 secondes.
Ou cliquez sur l'image ci dessous !

Dès réception de votre paiement, votre commande sera traitée.
Vous pouvez nous contacter sur info@afsoftware.fr

Cordialement
Toute l'équipe



By clicking on the image you'll go directly to the payment page to finalize your payment and order. You can see on the image below that the customer name, his phone number and the price are retrieved by the Flutterwave payment system.

A screenshot of a Flutterwave payment interface. At the top left is the AF Software logo, and at the top right is the text 'AF Software'. Below this, the amount 'EUR 60.00' is displayed, followed by the email 'axel@afsoftware.fr'. The main section contains a card payment form with fields for 'CARD NUMBER' (showing '0000 0000 0000 0000'), 'VALID TILL' (showing 'MM / YY'), and 'CVV' (showing '123'). There is a link 'What is this?' next to the CVV field. Below the form is a checkbox labeled 'Remember this card next time'. A large orange button labeled 'Pay EUR60.00' with a right arrow is positioned below the checkbox. At the bottom of the form, there are two options: 'Pay with Bank' and 'Pay with Barter'. A black banner at the very bottom of the interface reads 'SECURED BY FLUTTERWAVE'.

You can put your **real credit card** information to check the system if you are into **production mode only**. In testing mode, you need to use the credit cards documented at the beginning of this manual.


A screenshot of the AF Software payment interface. At the top left is the AF Software logo, and at the top right is the text 'AF Software'. Below this, the amount 'EUR 60.00' is displayed, followed by the email 'axel@afsoftware.fr'. The main section contains a credit card form with fields for 'CARD NUMBER' (5531 8866 5214 2950), 'VALID TILL' (09 / 32), and 'CVV' (***). A small Mastercard logo is visible next to the card number. Below the CVV field is a checkbox labeled 'Remember this card next time'. A large orange button labeled 'Pay EUR60.00' with a right arrow is positioned below the form. At the bottom, there are two options: 'Pay with Bank' and 'Pay with Barter'. A black banner at the very bottom states 'SECURED BY FLUTTERWAVE'.

And upon the credit card validation – your payment is done if you choose the success button (here we are into demo mode !)

You need to simulate the 3D Secure password into this window after your validation to pay.

Nota: Logos are not displayed correctly... It is a bank issue .





AF Software


EUR 60.00
axel@afsoftware.fr

You will be redirected to your card issuer's verification page to complete this payment.

Proceed >

 Pay with Bank

 Pay with Barter

 SECURED BY FLUTTERWAVE

To Complete transaction with reference
[FLW-MOCK-ac9630e8ed859064521e42ca7c55d4b1](#)
please enter the OTP sent to your mobile
device below

1

2

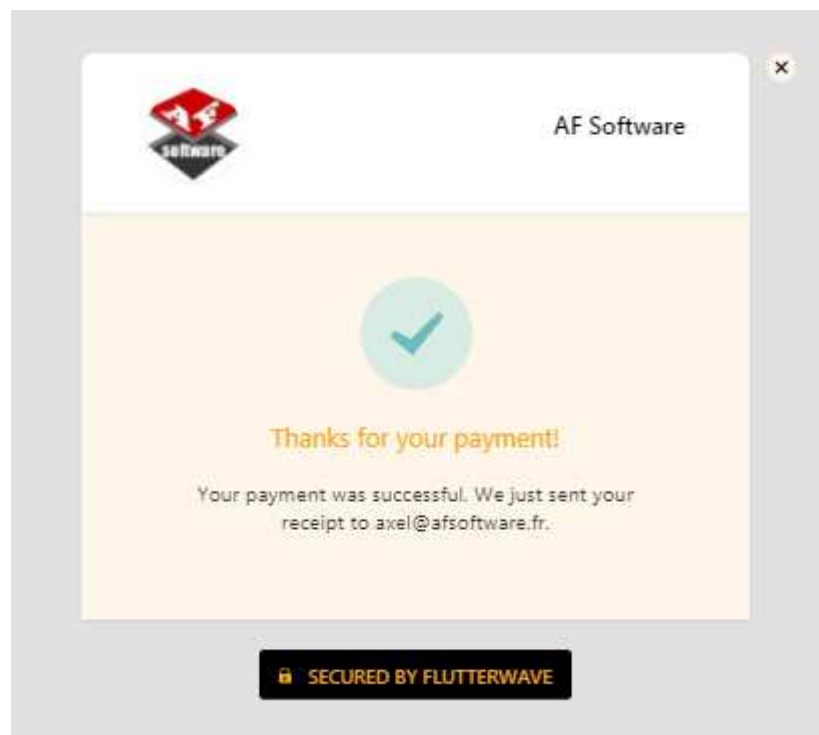
3

4

5

Submit


And click submit button to validate your payment



And you go to your return page automatically !



June 2021
(c)





www.afsoftware.fr

WSX5 Demo

(Not responsive) - Created with **Pro v2021.2.8**

Home Updates Boutik MyAccount

 Drop me an email


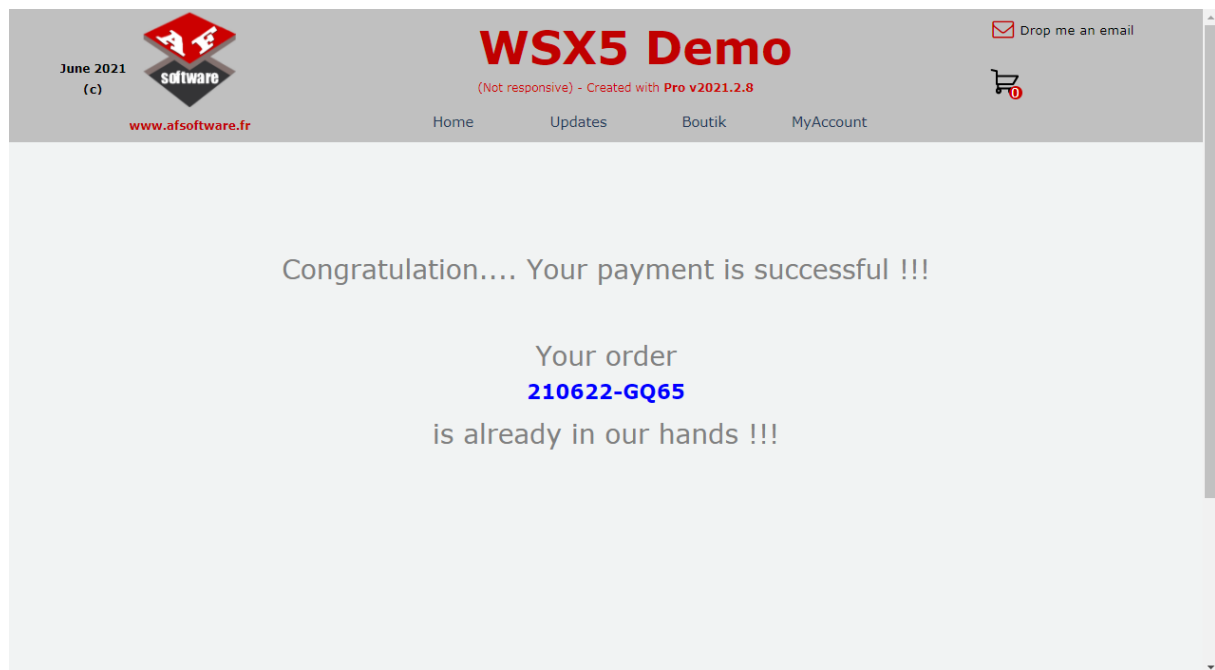
Congratulation.... Your payment is successful !!!

Your order
210622-GQ65
is already in our hands !!!



13. Message from the Flutterwave payment gateway upon the successful payment

If the payment was successful - you will go to the configured return page like below:



And also you will receive into your email one message file to confirm your order and payment. Into your email the message will be like:



AF SOFTWARE

Receipt from AF Software

Your payment was successful and has been received by AF Software.

USD 27.00

PAYMENT DETAILS

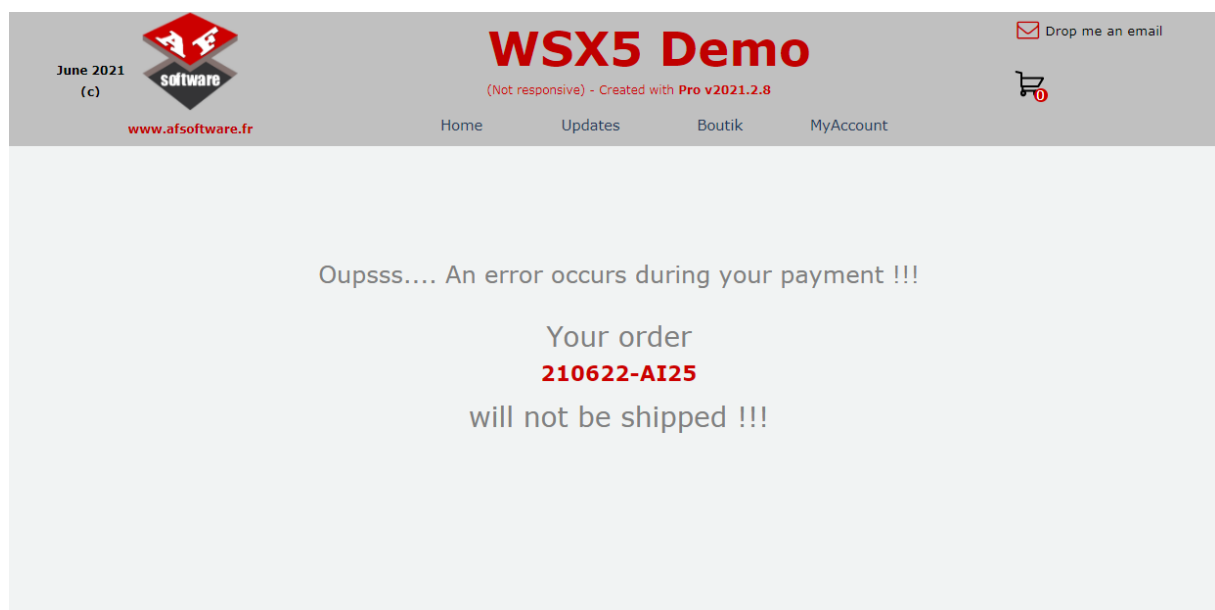
Amount Paid	USD 27.00
Applicable Fees	USD 0.00
Payment Method	CARD
Transaction Reference	FLW-MOCK- 513f1c35bdfb0b033be2d6c235219731 WED JUL 21 2021

If you have questions or issues with this payment, contact AF Software at ravesb_7de02ae1cfc8dfa8bf9d_axel@afsoftware.fr or simply reply to this email.



14. Message from the Flutterwave payment gateway upon the payment is in error

If the payment is not successful - you will go to the configured return page like below:



When your payment will failed you will receive on your screen the next displaying during the payment.



The screenshot displays the AF Software payment interface. At the top, the AF Software logo and name are visible. Below this, the amount 'EUR 28.00' and the email 'axel@afsoftware.fr' are shown. A red arrow points to a red-bordered box containing the error message: 'We could not charge this card. Reason: Invalid_Transaction'. Below the error message, there is a section for card details, including a 'CARD NUMBER' field with the value '0000 0000 0000 0000', a 'VALID TILL' field with 'MM / YY', a 'CVV' field with '123', and a 'What is this?' link. A checkbox labeled 'Remember this card next time' is also present. At the bottom of the card details section, there is an orange button labeled 'Pay EUR28.00' with a right arrow. Below the card details section, there are two options: 'Pay with Bank' and 'Pay with Barter'. At the very bottom, there is a black button labeled 'SECURED BY FLUTTERWAVE'.

15. How to use the debug mode?

You can use the Debug mode for technical purposes and issues. AF Software will help you on this in the case of any problem with the plugin.



To activate the debug mode you need to change the **\$AFS_Debug** variable into **afs_config.php** file

/* For testing/Debug purpose ONLY */

\$AFS_Debug = '1'; /* = 1 for debug or = 2 for return_page debugging or = 0 for production */

By using this mode some new information will be displayed on the page. And to continue it is mandatory to click on the button at the bottom of the page to go to the payment site.

All parameters necessary to do the payment will be here, for checking and debugging level 2 (see below):

Flutterwave Plugin Payment

by AF Software (c) Debug Level 1 = ON

v2021.1

Public Key:	<input type="text" value="FLWPUBK_TEST-16238659c36da6a74cd0a0fc9f326026-X"/>
Secret Key:	<input type="text" value="FLWSECK_TEST-266b5fc5dd2d80bd68fd947197c09770-X"/>
Encryption Key:	<input type="text" value="FLWSECK_TEST9dbd450f72a3"/>
Environnement (staging or live):	<input type="text" value="staging"/>
Amount:	<input type="text" value="18.15"/>
Your logo:	<input type="text" value="https://www.afsoftware.fr/images/afs-petit.png"/>
Shop Title:	<input type="text" value="AF Software"/>
Currency:	<input type="text" value="EUR"/>
Email:	<input type="text" value="axel@afsoftware.fr"/>
Firstname:	<input type="text"/>
Lastname:	<input type="text"/>
Phone Number:	<input type="text"/>
Order number:	<input type="text" value="210721-DX63"/>
Success Return URL:	<input type="text" value="http://localhost/wsx5demo/paiement-ok.html"/>
Error Return URL:	<input type="text" value="http://localhost/wsx5demo/paiement-error.html"/>
<input type="button" value="Pay Now"/>	



You can add more information into the debugging mode with a local debugging file to trace the activity by changing the parameter **\$AFS_Traces = '1'**.

A debugging file will be generated into the directory where is installed your package.

When the debugging process is over, do not forget to change the settings of the debugging mode into **afs_config.php** file!

16. How to change the currency of the payment system?

You can change the currency of the payment system interface. To do that, you need to change the parameter **\$AFS_Currency** into **afs_config.php** file.

Into the demo mode the default currency supported is EUR. Below the latest table with all supported currencies.

Please check with the link provided at the end of this document about supported currencies updating.

This solution is very interesting, because it is working into Africa, and also into Canada, Europe, USA, UK ...



S/N	Currency Name	Currency Code
1	Burundi Franc	BIF
2	Canadian Dollar	CAD
3	Congolese Franc	CDF
4	Cape Verdean Escudo	CVE
5	Euro	EUR
6	British Pound Sterling	GBP
7	Ghanaian Cedi	GHS
8	Gambian Dalasi	GMD
9	Guinean Franc	GNF
10	Kenyan Shilling	KES
11	Liberian Dollar	LRD
12	Malawian Kwacha	MWK
13	Mozambican Metical	MZN
14	Nigerian Naira	NGN
15	Rwandan Franc	RWF
16	Sierra Leonean Leone	SLL
17	São Tomé and Príncipe Dobra	STD
18	Tanzanian Shilling	TZS
19	Ugandan Shilling	UGX
20	United States Dollar	USD
21	CFA Franc BEAC	XAF
22	CFA Franc BCEAO	XOF
23	Zambian Kwacha (pre-2013)	ZMK
24	Zambian Kwacha	ZMW
25	Zimbabwean Dollar	ZWD



17. How to generate my evaluation key?

After the reception of your private code - you can unlock the key generator to create your evaluation key file. Useful parameters are below.



Welcome to AF Software Keygen Generator

You are in User mode

All fields are mandatory !

Expiration Date (Default 30 days):

Website Name:

Company code (delivered by the bank):

Company code - (to check it) :

Company Name:

Email Contact:

- 1 - Your website name (www.mywebname.com) where the plug-in will be installed
- 2 - **Merchant ID** or **company code** provided by the Flutterwave (The secret key received by Flutterwave is not used here)
- 3 - Insert it again for the verification purposes (Merchant ID or company code provided by the Flutterwave).
- 4 - Company name
- 5 - Contact email

All fields are mandatory to generate your license key file!

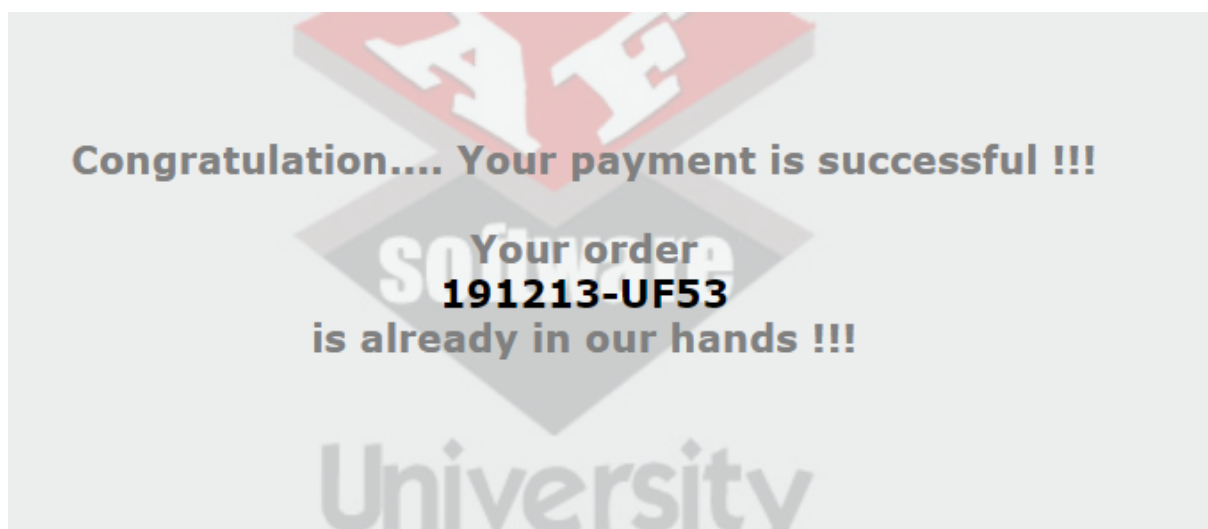


18. How to configure the return page after a payment OK or not OK ?

By default into Website X5 software it is not possible to get the order ID upon the payment.

Here we offer you a solution to configure the return OK page (within the HTML object) and to retrieve the order ID to display it on the page by using a cookie initialized during a payment

By example our return OK page is displayed as below:



By default AF Software provides to you a ready **afs_returnpage.php** file. In fact this file is the same for a good payment or an error payment. we will use in this case just only this one for the kind of result (payment OK or payment in error).

For you just the text can be customized into **afs_config.php** file for a good or error of payment. Please check the afs_config.php file to change text by yours.

Take care. Into the **afs_config.php** file you need to configure the complete name of your return php filename created into Website.

But also you need to configure the path to raise this page after a payment (OK or error).

Parameters are the following.

```
// Variables for return pages
$AFS_Return_Page_OK = "http://localhost/wsx5demo/paiement-ok.html";
$AFS_Return_Page_Error = "http://localhost/wsx5demo/paiement-error.html";
```



19. How to initialize the order_id cookie and amount cookie?

For your information the cookie initialization is done directly into the code in your custom payment window.

The line is normally already in place for the order ID:

document.cookie = 'afs_payment='+ reference + '; path=/';

And this one for the amount:

document.cookie = 'afs_amount='+ montant + '; path=/';

Type de paiement

Général Coût **Type** Message e-mail

Choisissez une méthode de paiement parmi celles disponibles.

☐ Payer plus tard
Ce type de paiement est effectué par le client à un moment postérieur à la commande (par ex. virement bancaire).

☒ Payer maintenant

Type de paiement :

Code HTML pour le bouton 'Payer maintenant' :

```
27 document.getElementById('address1').value = address1;
28 document.getElementById('country').value = country;
29 document.getElementById('city').value = city;
30 document.getElementById('zippostalcode').value = zippostalcode;
31 document.getElementById('phone').value = phone;
32
33 document.cookie = 'afs_payment='+ reference + '; path=/';
34 document.cookie = 'afs_amount='+ montant + '; path=/';
35 </script>
36
37 <input type="image" id="image" href="" src="../../cart/images/logo-1-razorpay.png" target="_blank" name="clikImage"/>
38
39 <!-- BEGIN for progress bar for 10s -->
40
41 <!--
42 You change the number of second of the progress bar by
```

OK Annuler



In any case **do not change** the cookie names into this code.

20. How to use afs_cookiechecker.php tool?

In your unzipped directory you will find the **afs_cookiechecker.php** which is useful to check if the order-cookie is correctly initialized during an order. This cookie will be used in your return pages if you follow our recommendations to get it.

This cookie is initialized into custom payment form by the following line:

```
document.cookie = 'afs_payment='+ reference + '; path=/';
```

With this line we can create a cookie during the payment process with the order ID.
This cookie will be annulled by the end of the session.

If you use our return page option descriptions in HTML, you can have some HTML errors in your code and not be able to read the cookie right.

To check if the cookie is readable - you can use this AF Software tool to help you read it and to display its content or to display an error if the cookie has not been created correctly during the payment process.

To check if the cookie exists, we recommend to copy the **afs_cookiechecker.php** file into the **afs_payments** directory by example and to continue to load the file manually directly with its URL.

You need to make an order, go through the payment process and then test if you will be redirected to the return URL (OK or not OK return page). From this point you need to use the URL manually to check your cookie.

For example, use the URL with the following syntax in your browser's address bar (of course, use your own URL which contains your domain name in the code).

https://www.monsite.com/afs_payments/afs_cookiechecker.php?cookieName=afs_payment

IMPORTANT:

Use this URL from the return URL window upon the payment! Remember, the cookie is created during the payment - so the usage of this URL in other windows will not work!



- **Cookie is correctly detected by afs_cookiechecker.php**

If the cookie is correctly detected by the tool - the next window will be displayed:



Waouuuuu !!!!

**Votre cookie est détecté !!!
You cookie is detected !!!**

**Son contenu est:
his content is :**

191213-HP51

www.afsoftware.fr

(c) 2019 - Cookiechecker v 1.1

- **Cookie is not correctly detected by afs_cookiechecker.php**

If the cookie is not correctly detected by the tool - the next window will be displayed:



Hooooooo !!!!

**Votre cookie n'est pas détecté !!!
Your cookie is not detected !!!**

www.afsoftware.fr

(c) 2019 - Cookiechecker v 1.1



21. More information

You can get more information directly from the payment-provider site on the URL's below:

<https://support.flutterwave.com/en/articles/3632719-accepted-currencies>

<https://developer.flutterwave.com/docs/flutterwave-inline>

<https://developer.flutterwave.com/docs/test-cards>

<https://developer.flutterwave.com/docs/flutterwave-standard>