



## INTEGRATION GUIDE

### GIFT V1

- <api\_key> This is your developer key
- <secret\_key> This is the merchant's key used to process their transactions
- Content-Type supported
  - application/json
  - application/xml

### SAMPLE JSON REQUEST

#### POST

`https://api.galaxy-pay.com/v1/gift`

#### HEADERS

Authorization: Basic <secret\_key>  
Content-Type: application/json

#### PAYLOAD

```
{  
  "trancode": "sale",  
  "amount": "5.12",  
  "track2": ";242424000000006=3912000492?"  
}
```

### SAMPLE JSON RESPONSE

#### STATUS

200 OK

#### RESPONSE BODY

```
{  
  "status": "Approved",  
  "message": "Approved",  
  "reference": "39",  
  "trancode": "Sale",  
  "account": "242424000000006",  
  "amount": "5.12",  
  "balance": "186.25"  
}
```

## REQUEST

### REQUEST ELEMENT SPEC

Payload Element	Datatype	Range/Length
trancode	string	50
amount	decimal	.01 to 214,748.36
track2	string	50
account	integer	1 to 2 <sup>63</sup>
cvv	integer	100 to 999
identifier	string	30
override_cvv	boolean	
invoice	string	16
new_identifier	string	30
override_duplicate	boolean	
adjust_points	integer	-2 <sup>31</sup> to 2 <sup>31</sup>
promo	boolean	
no_nsf	boolean	
reference	integer	1 to 2 <sup>63</sup>
locked	boolean	

### REQUEST ELEMENT BY TRANCODE

Payload Element	Load	Balance	Sale	Void	Loyalty	Create	Set	Detail
trancode	R	R	R	R	R	R	R	R
amount	R		R			O		
track2	O	O	O		O		O	
account	O	O	O		O		O	
cvv	O	O	O		O		O	
identifier	O	O	O		O	O	O	
override_cvv	O	O	O		O		O	
invoice	O		O		O	O		
new_identifier						O	O	
override_duplicate	O		O		O			
adjust_points	O		O		R	O		
promo	O					O		
no_nsf			O					
reference				R				R
locked						O	O	

R = Required, O = Optional

## RESPONSE

### RESPONSE ELEMENT SPEC

Payload Element	Datatype	Range/Length
status	string	50
message	string	50
reference	integer	1 to 2 <sup>63</sup>
trancode	string	50
merchant_id	integer	1 to 2 <sup>31</sup>
account	integer	1 to 2 <sup>63</sup>
cvv	integer	100 to 999
identifier	string	30
amount	decimal	.01 to 214,748.36
balance	decimal	.01 to 214,748.36
adjust_points	integer	-2 <sup>31</sup> to 2 <sup>31</sup>
points	integer	0 to 2 <sup>31</sup>
invoice	string	16
locked	boolean	
promo	boolean	
voided	boolean	
code	string	10

### RESPONSE ELEMENT BY TRANCODE

Payload Element	Load	Balance	Sale	Void	Loyalty	Create	Set	Detail
status	A	A	A	A	A	A	A	A
message	A	A	A	A	A	A	A	A
reference	C		C	C	C	C		C
trancode	A	A	A	A	A	A	A	A
merchant_id	A	A	A	A	A	A	A	A
account	A	A	A	C	A	C	A	C
cvv						C		
identifier	C	C	C		C	C	C	
amount	A		A	C		C		C
balance	C	C	C	C	C	C		C
adjust_points	C		C	C	A	C		C
points	C	C	C	C	C	C		
invoice	C		C		C	C		C
locked						C	C	
promo	C					C		C
voided								C
code						C		

A = Always, C = Conditional

## STATUS/MESSAGE

### APPROVED

- Approved

### DUPLICATE

- Previously Approved

### DECLINED

- Zero Amount
- Zero Adjust Points
- Account Expired
- Reload Not Allowed
- Loyalty Not Allowed
- Duplicate Transaction
- Exceeds Max Value
- Insufficient Funds
- Insufficient Points
- Pool Expired
- Pool Exhausted
- Account Locked

### ERROR

- Invalid Account/CVV/Identifier
- Invalid Amount
- Invalid Adjust Points Value
- Invalid Trancode
- Transaction Failed
- Transaction Not Found
- Cannot Void a Void
- Not Configured For Create
- Identifier Collision
- Invalid Reference
- No Attribute Specified

## FEATURES

### CVV

Each account has a random 3-digit CVV associated with it. The CVV value will be verified on each transaction unless one of the following conditions are met:

- An alternate identifier is used in place of the account number (this is always the case for imported cards)
- CVV checking is bypassed at the transaction level by using the **override\_cvv** tag

### VOID

**Load, Sale, Loyalty,** and **Create** transactions can be voided using the returned **reference** number.

### CREATE VIRTUAL ACCOUNT

If a merchant has access to a pool\* that is configured for virtual card creation, virtual accounts can be created using the **Create** trancode. The request will return an account and cvv. In addition, the following attributes may be set in the same request:

- balance, using the **amount** tag
- identifier, using the **identifier** or **new\_identifier** tag
- loyalty points, using the **adjust\_points** tag

### IDENTIFIER

An identifier can be used in place of account/cvv to identify an account. This identifier can be set using a **Create** or **Set** transaction.

### LOYALTY

The **adjust\_points** tag can be used to adjust loyalty points (up or down) within valid **Load, Sale,** and **Create** transactions, or on its own in a **Loyalty** transaction.

### DUPLICATE CHECKING

Duplicate transactions are evaluated on the following criteria:

- same account
- same trancode
- same invoice
- in the last 24 hours

They will be ignored unless one of the following conditions are met:

- An **invoice** tag is not sent
- Duplicate checking is bypassed at the transaction level using the **override\_duplicate** tag
- Duplicate checking is disabled at the pool\* level (through administrative configuration)

## EXPIRATION

A pool\* of accounts may be set to expire. Expiration can occur either on a specific date or a number of days from an account's first use.

## NO NFS SALE

Merchants can avoid "Insufficient Funds" declines on Sale transactions by including the **no\_nsf** tag. If there is a non-zero balance on an account, a No NSF Sale transaction will approve for either the amount specified or the remaining balance, whichever is less.

## PROMO

**Load**, and **Create** transactions can be sent with a **promo** tag. It is meant to assist in accounting for dollars that are loaded onto accounts for which no payment was tendered. This does not affect the behavior of the transaction, only the way it is logged.

## LOCK

An account can be **locked** with a **Create** or **Set** transaction. This prevents any activity on the account. An account can be unlocked using **Set**.

\* a **pool** is a logical grouping of accounts or cards