

Using Stripe Payment Processing in RightBooth

Revision: 1.1

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Overview

RightBooth can accept payments using mobile phones and card readers. This is achieved using the Stripe payment processing service <https://stripe.com/>

This feature allows you to design your events so that people are required to pay before they can use it. You can prompt the user for the following payments:

- pay to use the event.
- pay print their photos.
- pay to use email, SMS or WhatsApp to receive their video and photo files.

This document explains the process.

Set up Stripe

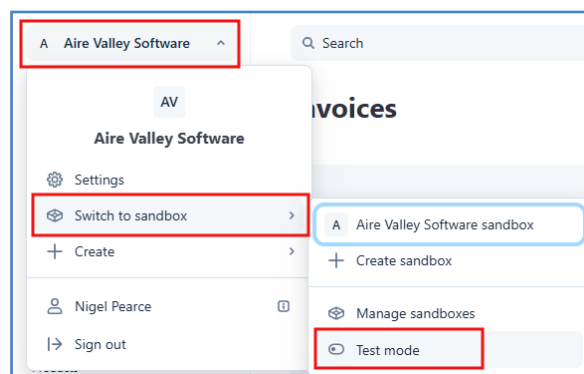
Create a Stripe Account

- Go to Stripe.com and click **Get started**
- Enter all your required Personal and Business details to create your Stripe account.

Set up Stripe Test mode

To begin with, you should set up Stripe in Test mode, so that you do not incur any costs while you use your Stripe account and while you design and test the payment process in your RightBooth events.

Switch your Stripe account to Test mode. To do this, click on your account name in the top left corner of your Dashboard, then select **Switch to sandbox** and choose **Test mode**:



You will now see **Test mode** showing at the top of your Stripe Dashboard:

Test mode

You're using test data. No real transactions will be processed. [Learn more about test mode](#)

Create a Test Restricted API Key

- Click **Developers** → **API keys**
- Click **Create restricted key**
- To the question: **How will you use the API key?** answer: **Building your own integration** and give the API key a **Key name**.

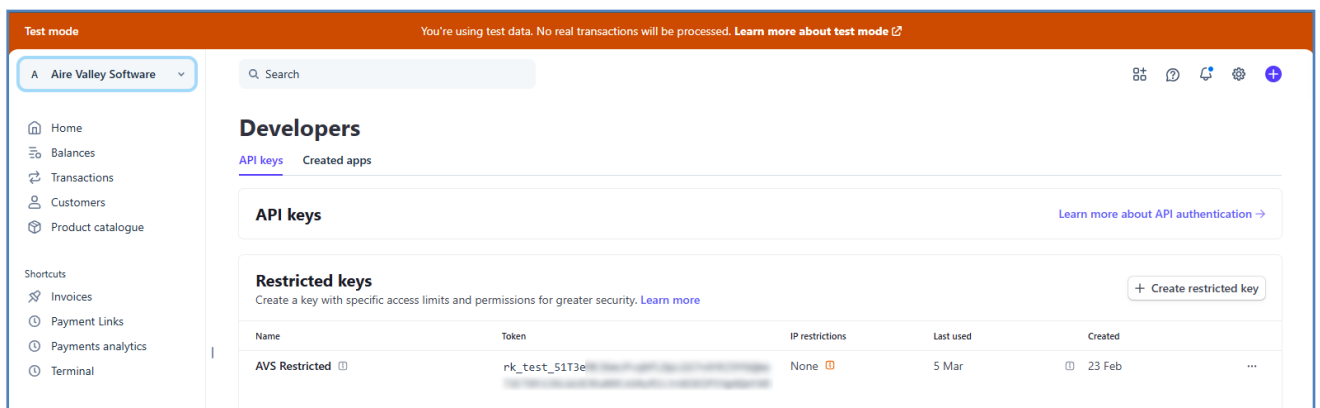
Set Minimum Permissions

On your new API key (for your security), **only** enable the following permissions:

Terminal Readers	Write	Allow the app to connect to your terminal device
Terminal Locations	Read	Allow the app to identify where the booth is
Payment Intents	Write	Allow the app to create and process charges
Checkout Sessions	Write	Allow the app to create checkout sessions

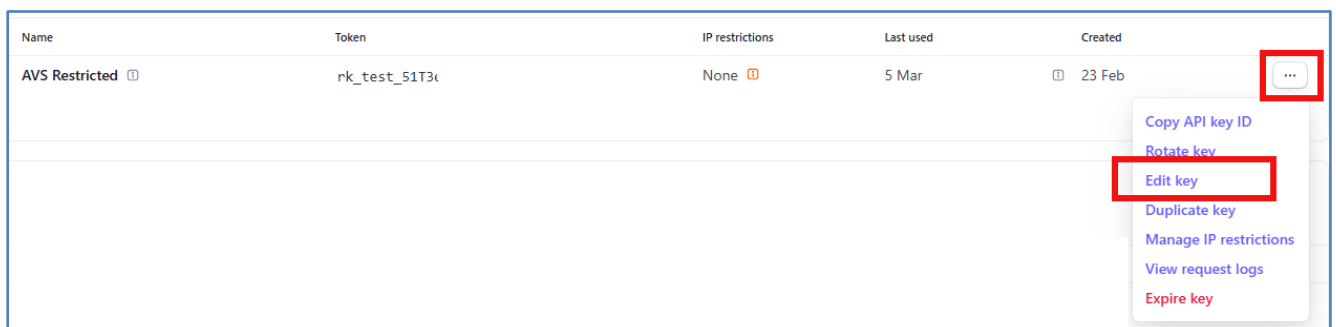
Set ALL other permissions to None.

After doing this you will have created a Test Restricted API key. The key will start with the text: **rk_test_** In this example we have called the key **AVS Restricted**:



- Make a copy of your Test Restricted API key as you will need this in RightBooth (see later).

Note that if you need to edit the API key's permissions later, you can access them here:



Create a Test Terminal Location

If you are planning to use a Stripe Payment Card Reader in RightBooth, you need to set up one or more Test Terminal locations.

- While staying in Test mode, go to section: **Terminal → Locations**
- Click **Create Location** to create a location for where your Test Terminal Payment Processing device will be located. For example, this can be your business location. In this example we have set up one terminal location for Aire Valley Software:

Name	Readers	Configuration name	Address	Zone name
Aire Valley Software	1	Aire Valley Software	Aire Valley Software	All locations

Note: You can define more than one location if you are using terminals at multiple locations.

Create a Simulated Test Terminal Reader

If you are planning to use a Stripe Payment Card Reader in RightBooth, you can first set up a Simulated Test Terminal Reader. This will allow you to test the Payment Reader workflow in RightBooth without having to purchase a physical Payment Reader device. This can be useful if you are not sure if you want to commit to this payment method. In our example we will create an S710 Simulated Card Reader:

- While staying in Test mode, go to section: **Terminal → Readers**
- Click **Register reader**.
- On the Enter details panel, click **Pairing code**, and enter the following pairing code:
simulated-s710:

Register reader • Step 1 of 2

Enter details

Select a registration method
Selected readers will be registered to the same location. For more information, see related documentation.

Pairing code Serial number Order number

Enter a pairing code
The pairing code will show on the first smart reader startup, or in the admin menu.

simulated-s710

- Click the **Next button**.

- Name your simulated reader and choose its location. Here we have named the reader **Simulated S710** and placed it at the test Location: **Aire Valley Software**:

Register reader • Step 2 of 2

Add location

Reader name (optional)

Location + Add new

- Click the **Register** button.

The simulated reader will then appear in the **Readers** list:

Terminal

Overview Locations **Readers** Hardware orders

Reader name	Status	Serial number	Location name	IP	Last seen	Reader type
Simulated S710	Online	[REDACTED]	Aire Valley Software	0.0.0.0	39 seconds ago	Simulated Stripe S710

- Click on the **Reader name** in the list to view the **Reader info** and make a copy of the Simulated reader's **tmr_code** as you will need this in RightBooth (see later):

Terminal readers

Simulated S710 Online

Serial number: [REDACTED]

Reader info

Reader type: Simulated Stripe S710

Properties

Date registered: 7 Mar, 08:30
 Last seen: 13 seconds ago
 Software version: -
 IP address: 0.0.0.0
 Warranty expiry date: -

Location

Location ID: [REDACTED]
 Name: Aire Valley Software
 Address: [REDACTED]

tmr_code [REDACTED]

Register a Physical Payment Card Reader in Test Mode

If you are planning to use a physical card reader in RightBooth, you can also register your reader in your Stripe Account's Test mode.

You can use any of the Stripe Payment card reader devices which can be purchased from the Shop in your Stripe account. In your account go to **Terminal** → **Hardware orders** → **Shop**. In this example we are using the S710 model:



You might also want to purchase a **Stripe Dock** which allows you to keep your reader fully charged. It can also be used to physically secure your reader in place and prevent it from being stolen:



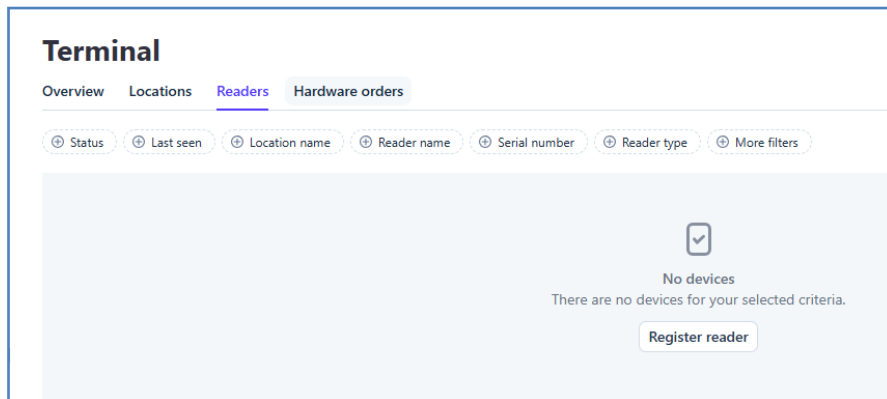
After receiving your Card reader:

- Charge the reader.
- Switch the reader on. On the reader screen:
 - Choose your **language**.
 - Choose your **network**. Make sure your reader connects to the network for Internet connection.
 - Choose **Register the reader**.

The reader will then show a 3 word registration code.

Now go to your Stripe account, make sure your account is in **Test mode**, then:

- Click **Terminal** → **Register reader**:



- Enter the 3 word code (displayed on the card reader screen) into the **Pairing code** text box:

- Click the **Next** button.
- Enter a name for the test reader and a location for the reader. In our example, the reader is named **AVS reader** at the location **Aire Valley Software**:

- Click the **Register button**.

The reader will then connect to your Stripe account. The reader might download updates and restart during this process. Your physical reader will then appear together with your simulated reader in the **Test Terminal Readers list**:

Reader name	Status	Serial number	Location name	IP	Last seen	Reader type
AVS Reader	Offline	[REDACTED]	Aire Valley Software	192.168.0.24	11 hours ago	Stripe Reader S710
Simulated S710	Online	[REDACTED]	Aire Valley Software	0.0.0.0	4 days ago	Simulated Stripe S710

Once the reader is fully updated, it will show the default Stripe screen, waiting to accept payments (see later).

- Click on the **Reader name** in the list to view the **Reader info** and then make a copy of the reader's Test **tmr_ code** as you will need this in RightBooth (see later):

Terminal readers

AVS Reader Offline

Serial number: [REDACTED] Copy

Reader info

Reader type: Stripe Reader S710

Properties

Date registered: 10 Mar, 21:02
 Point-to-point encryption status: Disabled
 Last seen: 11 hours ago
 Software version: 2.39.3.0
 IP address: 192.168.0.24
 Warranty expiry date: -

Battery

Battery life: 100%

Location

Location ID: [REDACTED] Copy
 Name: Aire Valley Software
 Address: [REDACTED]

tmr_ code: [REDACTED]

Purchase a Stripe Terminal Test Card

In addition to purchasing a Payment Reader, you can also purchase a **Terminal Test Card** from your Stripe Account Shop:

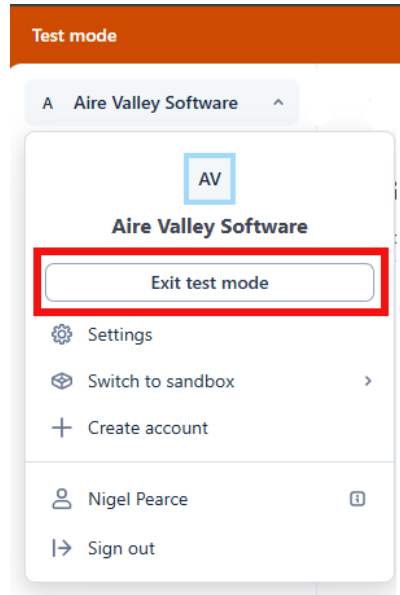


The Test Card will allow you to make test payments using your physical reader without incurring any transactions costs. This will be useful while you set up and test your RightBooth payment workflow using your payment reader.

Set up Stripe Live mode

You also need to set up your Stripe Live mode. This is required to allow you to process real payments in RightBooth.

- Exit Test mode by clicking on your Account name and clicking **Exit test mode**:



Create a Live Restricted API Key

- Click **Developers** → **API keys**
- Click **Create restricted key**
- To the question: **How will you use the API key?** answer: **Building your own integration** and give the API key a **Key name**.

Set Minimum Permissions

On your new API key (for your security), **only** enable the following permissions:

Terminal Readers	Write	Allow the app to connect to your terminal device
Terminal Locations	Read	Allow the app to identify where the booth is
Payment Intents	Write	Allow the app to create and process charges
Checkout Sessions	Write	Allow the app to create checkout sessions

Set ALL other permissions to None.

After doing all this you will have created a **Live Restricted API key** for use in Live mode only. The key will start with the text: **rk_live_** In this example we have called the key **AVS Restricted**:

The screenshot shows the 'Developers' section with 'API keys' selected. It features a 'Restricted keys' section with a '+ Create restricted key' button. Below is a table of API keys:

Name	Token	IP restrictions	Last used	Created
AVS Restricted ⓘ	rk_live_...sYpj	None ⓘ	-	23 Feb

- Make a copy of your Live Restricted API key as you will need this in RightBooth (see later).

Create a Live Terminal Location

If you are planning to use a Stripe Payment Card Reader in RightBooth, you will need to set up one or more Live Terminal locations.

- While staying in Live mode, go to section: **Terminal** → **Locations**
- Click **Create Location** to create a location where your Live Terminal Payment Processing device will be located. For example, this can be your business location. In this example we have set up one Live Terminal Location for Aire Valley Software:

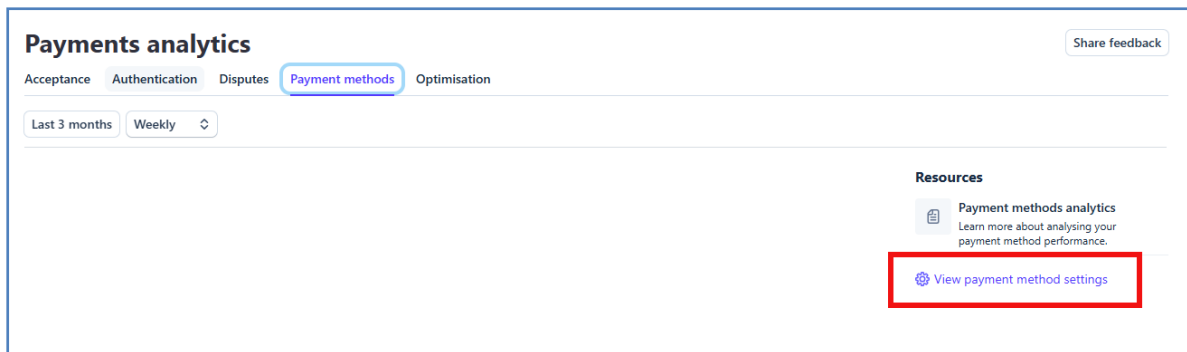
The screenshot shows the 'Terminal' section with 'Locations' selected. It features three buttons: '+ Name', '+ Configuration name', and '+ Zone name'. Below is a table of terminal locations:

Name	Readers	Configuration name	Address	Zone name
Aire Valley Software	1			All locations

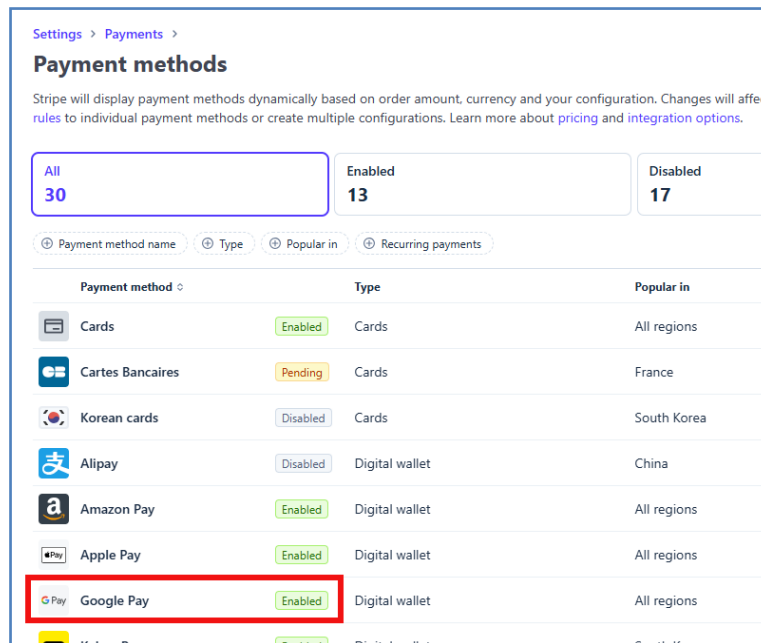
Note: You can define more than one location if you are using terminals at multiple locations.

Enable Payment methods

- Go to **Payment analytics** → **Payment methods** → **View payment method settings**

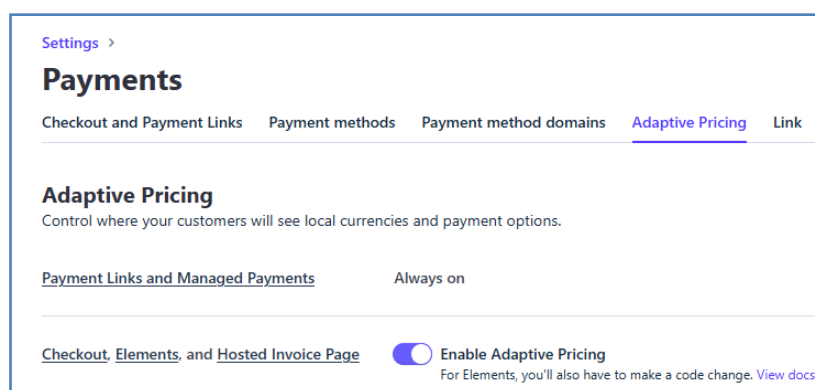


- Enable all the Payment methods you want to be able to process. For example, here we have enabled **Google Pay**:



Adaptive pricing

- Go to **Settings** → **Payments** → **Adaptive pricing**. Ensure that **Enable Adaptive Pricing** is **On**:



Register a Physical Payment Card Reader in Live Mode

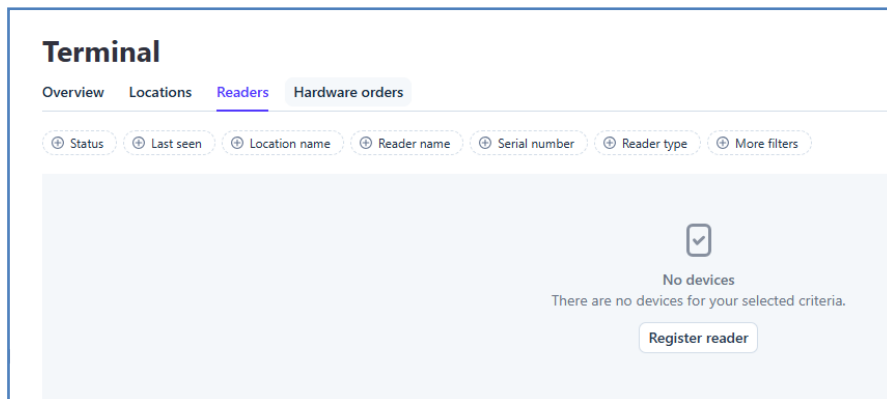
If you are planning to use a physical card reader in RightBooth, you will need to register your Card reader in your Stripe Account's Live mode.

- Switch the reader on. On the reader main screen:
 - Swipe your finger in from the left edge of the screen to access the reader's menu.
 - Tap **Settings**
 - Enter the **Admin PIN**: The default PIN is: **07139**
 - Tap **Generate Pairing code**

The reader will then show a 3 word registration code.

Now go to your Stripe account, make sure it is in **Live mode**, then:

- Click **Terminal** → **Register reader**:



- Enter the 3 word code (displayed on the card reader screen) into the **Pairing code** text box:

- Click the **Next** button.

- Enter a name for the live reader and a location for the reader. In our example, the reader is named **AVS reader** at the location **Aire Valley Software**:

Register reader • Step 2 of 2

Add location

Reader name (optional)

Location + Add new

- Click the **Register button**.

The reader will then connect to your Stripe account and the physical reader will then appear in the Live Terminal Readers list:

Terminal

Overview Locations **Readers** Hardware orders

⊕ Status ⊕ Last seen ⊕ Location name ⊕ Reader name ⊕ Serial number ⊕ Reader type ⊕ More filters

Reader name	Status	Serial number	Location name	IP	Last seen	Reader type	Hardware order ID
AVS Reader	Online	STR71Z1G543006038	Aire Valley Software	192.168.0.24	44 seconds ago	Stripe Reader S710	[REDACTED]

1 item

- Click on the **Reader name** in the list to view the **Reader info** and then make a copy of the reader's Live **tmr_** code as you will need this in RightBooth (see later):

Terminal readers

AVS Reader Online tmr_ [REDACTED]

Serial number: STR71Z1G543006038 Copy

Reader info

Reader type: Stripe Reader S710

Properties

Date registered: 11 Mar, 11:53
 Point-to-point encryption status: Disabled
 Last seen: 22 seconds ago
 Software version: 2.39.3.0
 IP address: 192.168.0.24
 Warranty expiry date: 8 March 2027

Hardware order

Order ID: [REDACTED]

Battery

Battery life: 100%

Location

Location ID: [REDACTED] Copy
 Name: Aire Valley Software
 Address: [REDACTED]

IMPORTANT: If you have previously registered your physical reader in your Stripe Account's Test mode, registering it again in Live mode will remove the reader from your account's Test mode (and

vice versa). In other words, a physical Payment reader may only be registered in either Test mode or Live mode, but not in both at the same time. You are free to switch the reader registration between the two Account modes at any time, but note that each time you re-register your Reader it will be given a new Reader ID that must then be entered into RightBooth (see next).

Configuring Payment Settings in RightBooth

- Run RightBooth.
- Go to **Settings** → **Payments** and enter the following details:
 - **Live Restricted API key** – This is the Live API key from your Live mode Stripe account, starting **rk_live_...** (see earlier section in this document).
 - **Test Restricted API key** – This is the Test API key from your Test mode Stripe account, starting **rk_test_...** (see earlier section in this document).
 - Choose your Payment device:
 - **Mobile** – This will allow users to pay using their mobile phone.
 - **Card reader** – This will allow users to pay by tapping or inserting a credit/debit card on your physical Payment Card Reader.
 - **Use Simulated reader** – Tick this option to allow you to test RightBooth with your Simulated Card reader i.e. no physical reader is required.
 - **Live Reader ID** – This is the ID of the Live Terminal reader from your Live mode Stripe account, starting **tmr_...**
 - **Test Reader ID** – This is the ID of the Test Terminal reader from your Test mode Stripe account, starting **tmr_...**
 - **Success URL** – This is a webpage that Stripe will be redirected to when a successful payment has been made using a mobile phone. Leave this blank to cause a default success webpage to be shown.
 - **Cancel URL** – This is a webpage that Stripe will be redirected to when a payment is cancelled using a mobile phone. Leave this blank to cause a default cancel webpage to be shown.
 - **Default currency**- Enter the default currency that will be used by Stripe's payment processing system. This is a 3 letter code representing your chosen currency. A list of valid currency codes are available here: <https://docs.stripe.com/currencies>. For example the code **usd** is for the United States Dollar.
 - **Test amount** – Enter a value that you can use to test the payment process. This amount is in the default currency, for example, if the default currency is **usd**, 2.50 is dollars and 50 cents.
 - **Wait time** – Enter the number of seconds that RightBooth will wait for each payment transaction be processed.
 - **Pay** – Click this button to perform a test payment using your chosen Payment device.
 - **Test mode** – Tick this cause all payments to be made using the Stripe Test Mode setup, where no actual money will be transacted. Untick this to cause all payments to be made using the Stripe Live Mode setup, where actual money will be transacted.

Testing the Payment Options

For all these tests make sure your computer is connected to the Internet.

Make a Test Payment using a Mobile Phone

In RightBooth Settings → **Payments**:

- Enter your **Test restricted API key**
- Choose Payment device: **Mobile**
- Set **Default currency** and **Wait time**
- Tick the **Test mode** checkbox.
- Click the **Pay** button.

RightBooth will display a QR code. Scan the code with your mobile and follow the payment instructions on your mobile to pay. Use the following Stripe test card numbers with any future expiration date and any CVC number (e.g. 123)

- 4242 4242 4242 4242 – Payment success
- 4000 0000 0000 0002 – Payment declined
- 4000 0000 0000 9995 – No funds

See this video for a demonstration of the test process:

<https://www.youtube.com/watch?v=b4R9lXzls>

Note: In Test mode, no money will be transacted.

Make a Real Payment using a Mobile Phone

In RightBooth Settings → **Payments**:

- Enter your **Live restricted API key**
- Choose Payment device **Mobile**
- Set **Default currency** and **Wait time**
- Untick the **Test mode** checkbox.
- Click the **Pay** button.

RightBooth will display a QR code. Scan the code with your mobile and follow the payment instructions on your mobile to pay. You must enter valid credit/debit card details on your phone to complete the transaction.

Note: In Live mode, money will be transacted through your Stripe account.

Make a Test Payment using a Simulated Card Reader

In RightBooth Settings → **Payments**:

- Enter your **Test restricted API key**
- Choose Payment device **Card reader**
- In the Test Reader ID text box, enter your **Simulated Reader ID** taken from your Stripe Account Test mode Terminal list.
- Tick: **Use Simulated reader**
- Set **Default currency** and **Wait time**
- Tick the **Test mode** checkbox.
- Click the **Pay** button.

RightBooth will now show you a simulated reader in a panel where you can choose to click the **Pay**, **Decline** or **Cancel** buttons to simulate a transaction:



Note: In Test mode, no money will be transacted.

Make a Test Payment using a Physical Card Reader

Make sure your physical card reader is registered in Test mode in your Stripe account. See section: **Register a Physical Payment Card Reader in Test Mode** in this document.

Make sure your physical card reader is switched on and is connected to the Internet. Then in RightBooth Settings → **Payments**:

- Enter your **Test restricted API key**
- Choose Payment device **Card reader**
- In the Test Reader ID text box, enter your physical **Reader ID** taken from your Stripe Account Test mode Terminal list.
- Untick: **Use Simulated reader**
- Set **Default currency** and **Wait time**
- Tick the **Test mode** checkbox.
- Click the **Pay** button

RightBooth will now activate your physical payment reader device and prompt you to pay on the reader. Here you can use your Stripe Test card to pay.

Note: In Test mode, no money will be transacted.

Make a Real Payment using a Physical Card Reader

Make sure your physical card reader is registered in Live mode in your Stripe account. See section: **Register a Physical Payment Card Reader in Live Mode** in this document.

Make sure your physical card reader is switched on and is connected to the Internet. Then in RightBooth Settings → **Payments**:

- Enter your **Live restricted API key**
- Choose Payment device **Card reader**
- In the Live Reader ID text box, enter your physical **Reader ID** taken from your Stripe Account Live mode Terminal list.
- Set **Default currency** and **Wait time**
- Untick the **Test mode** checkbox.
- Click the **Pay** button

RightBooth will now activate your physical payment reader device and prompt you to pay on the reader. Use an actual debit or credit card to pay on the reader.

Note: In Live mode, money will be transacted in your Stripe account.

Accepting Payments in your RightBooth Events

Payments in your RightBooth events will be taken using the current RightBooth Payment Settings (see previous sections).

If you want to accept payments during your RightBooth event workflow:

- Open the event in RightBooth.
- Go to the **Event Designer**.
- Select the **Payments** Tab and choose any of the following options:

Pay to use event – Tick this to force a payment to be made before the event can be used. When selected, each time a user interacts with the Start screen, the Payment event screen will be shown. A valid payment must then be entered by the user before the event will continue.

Price – Enter the price to use the event. The price is specified in the default currency.

Description – Enter the description of the payment. This will appear on the RightBooth Payments event screen, on the Stripe payments form and in the Stripe account.

Start with Payments screen – Tick this option if you want users to Pay to use the event AND you want the Payments event screen to be the first screen that is shown when the event session starts. This will cause a permanent Payment request to be automatically created with Stripe and it will be shown on screen, allowing the user to pay without requiring them to interact with your event on the computer. This can be useful in situations where you are providing a non interactive event experience. When this option is ticked and you play the event, the Payment event screen will be shown constantly until someone pays, overriding the Wait time in Payment Settings, see earlier. Note: In this situation, if no-one pays after 23 hours, the Stripe Payment request will be re-created to prevent the Stripe payment session from timing out.

Pay to print – Tick this to force a payment to be made before photo printing can occur. When selected, each time a user attempts to print their photos, the Payment screen will be shown. A valid payment must then be entered by the user before printing will occur.

Price – Enter the price to print. The price is specified in the default currency.

Description – Enter the description of the payment. This will appear on the RightBooth Payments event screen, on the Stripe payments form and in the Stripe account.

Every time – Tick this option to force a payment to be made each time a user chooses to print photos during their session. If unticked, the user will only be required to pay once for printing during their session and repeated print requests will not incur further payments during the session.

Multiply print copies – Tick this to cause the specified Print Price to be multiplied by the number of print copies requested by the user.

Pay to Email/SMS/WhatsApp – Tick this to force a payment to be made before the specific event function can occur. When selected, each time a user attempts to perform the function, the Payment

screen will be shown. A valid payment must then be entered by the user before the function will occur.

Price – Enter the price to pay for the function. The price is specified in the default currency.

Description – Enter the description of the payment. This will appear on the RightBooth Payments event screen, on the Stripe payments form and in the Stripe account.

Every time – Tick this option to force a payment to be made each time a user chooses to perform the function. If unticked, the user will only be required to pay only once to perform the function during their session and repeated use of the function will not incur further payments during the session.

Make a Test Payment using a Mobile Phone

In RightBooth Settings → **Payments**:

- Enter your **Test restricted API key**
- Choose Payment device **Mobile**
- Set **Default currency** and **Wait time**
- Tick **Test mode**

In RightBooth Event Designer → Event structure → **Start**:

- Tick **Include the Start Screen**

In RightBooth Event Designer → **Payments**:

- Tick **Pay to use event**
- Add a **Price**

Now:

- Make sure your computer is connected to the Internet.
- Play the event.
- Interact with the Start screen.
- The **Payment event screen** will appear and will show a **QR code** to scan with your **mobile phone**.
- Scan the **QR code** with your **mobile phone**.
- On your mobile phone, choose your payment method and enter test payment details (see below).
- If payment is successful, RightBooth will show the **Payment OK event screen**, and will then proceed with the event workflow.
- If payment fails, RightBooth will show the **Payment Fail event screen** and will then return to the Start screen.

Note: you can use the following Stripe test card numbers with any future expiration date and any CVC number (e.g. 123)

- 4242 4242 4242 4242 – Payment success
- 4000 0000 0000 0002 – Payment declined
- 4000 0000 0000 9995 – No funds

See this video for a demonstration of a test payment using a mobile phone:

<https://youtu.be/b4R9IxiXzls>

Note: In Test mode, no money will be transacted.

Make a Real Payment using a Mobile Phone

In RightBooth Settings → **Payments:**

- Enter your **Live restricted API key**
- Choose Payment device **Mobile**
- Set **Default currency** and **Wait time**
- Untick **Test mode**

In RightBooth Event Designer → Event structure → **Start:**

- Tick **Include the Start Screen**

In RightBooth Event Designer → **Payments:**

- Tick **Pay to use event**
- Add a **Price**

Now:

- Make sure your computer is connected to the Internet.
- Play the event.
- Interact with the Start screen.
- The **Payment event screen** will appear and will show a **QR code** to scan with your **mobile phone**.
- Scan the QR code with your mobile phone.
- On your mobile phone, choose your payment method and enter your real payment details.
- If payment is successful, RightBooth will show the **Payment OK event screen**, and will then proceed with the event workflow.
- If payment fails, RightBooth will show the **Payment Fail event screen** and will then return to the Start screen.

Note: When not in Test mode, money will be transacted in your Stripe account.

Make a Test Payment using a Simulated Card Reader

In RightBooth Settings → **Payments:**

- Enter your **Test restricted API key**
- Choose Payment device: **Card reader**
- Tick **Simulated Card Reader**
- Enter your **Simulated Test reader ID**
- Set **Default currency** and **Wait time**
- Tick **Test mode**

In RightBooth Event Designer → Event structure → **Start:**

- Tick **Include the Start Screen**

In RightBooth Event Designer → **Payments:**

- Tick **Pay to use event**
- Add a **Price**

Now:

- Make sure your computer is connected to the Internet.
- Play the event.
- Interact with the Start screen.
- The **Payment event screen** will appear together with the **Simulated Card Reader** panel.
- Choose **Pay**, **Cancel** or **Decline** button on the Simulated Card Reader panel.
- If you chose **Pay**, RightBooth will show the **Payment OK event screen** and will then proceed with the event workflow.
- If you chose **Cancel** or **Decline**, RightBooth will show the **Payment Fail event screen** and will then return to the Start screen.

Note: In Test mode, no money will be transacted.

Make a Test Payment using a Physical Card Reader

In RightBooth Settings → **Payments:**

- Enter your **Test restricted API key**
- Choose Payment device: **Card reader**
- Untick **Simulated Card Reader**
- Enter your **Physical Test reader ID**
- Set **Default currency** and **Wait time**
- Tick **Test mode**

In RightBooth Event Designer → Event structure → **Start:**

- Tick **Include the Start Screen**

In RightBooth Event Designer → **Payments:**

- Tick **Pay to use event**
- Add a **Price**

Now:

- Make sure your computer is connected to the Internet.
- Play the event.
- Interact with the Start screen.
- The **Payment event screen** will appear.
- The Payment reader will show Tap to Pay.
- Use your Stripe Terminal Test card to pay on the reader.
- If successful, RightBooth will show the **Payment OK screen** and will then proceed with the event workflow.
- If there is a failure, RightBooth will show the **Payment Fail screen**, then return to the Start screen.

See this video for a demonstration of a test payment using a Stripe S710 Payment Reader:

<https://youtu.be/n7-OQZjFrfQ>

Note: In Test mode, no money will be transacted.

Make a Real Payment using a Physical Card Reader

In RightBooth Settings → **Payments**:

- Enter your **Live restricted API key**
- Choose Payment device: **Card reader**
- Untick **Simulated Card Reader**
- Enter your **Physical Test reader ID**
- Set **Default currency** and **Wait time**
- Untick **Test mode**

In RightBooth Event Designer → Event structure → **Start**:

- Tick **Include the Start Screen**

In RightBooth Event Designer → **Payments**:

- Tick **Pay to use event**
- Add a **Price**

Now:

- Make sure your computer is connected to the Internet.
- Play the event.
- Interact with the Start screen.
- The **Payment event screen** will appear.
- The Payment reader will show Tap to Pay.
- Use a real debit/credit card to pay on the reader.
- If successful, RightBooth will show the **Payment OK screen** and will then proceed with the event workflow.
- If there is a failure, RightBooth will show the **Payment Fail screen**, then return to the Start screen.

Note: When not in Test mode, money will be transacted in your Stripe account.

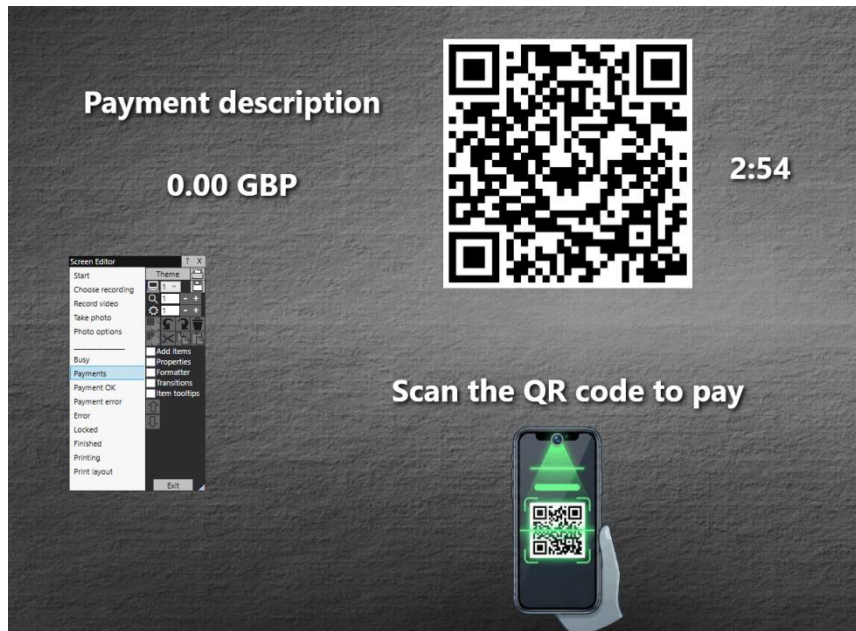
Payment Event Screens

If you enable any of the event payment options (described above), you will then find the following additional event screens in the Screen Designer's screen list:

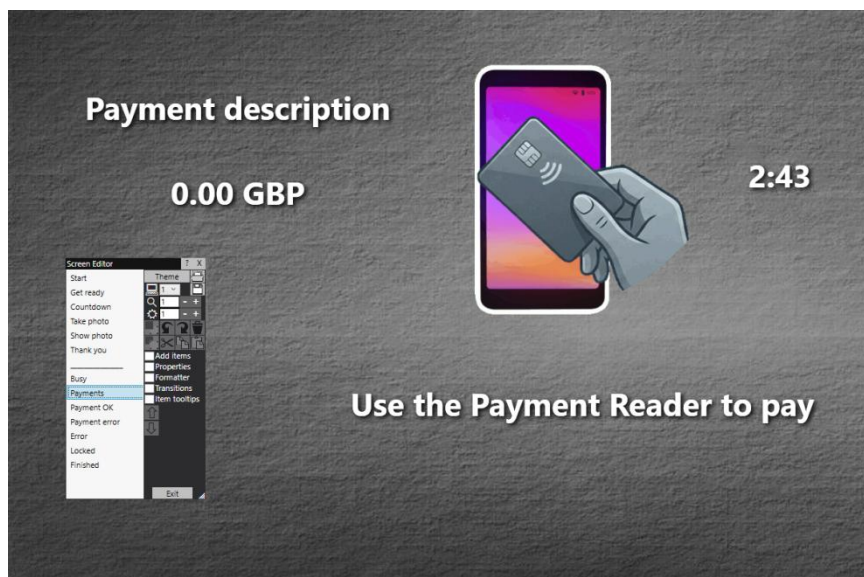
Payments screen

This screen shows either a QR code for scanning with a mobile phone for payment or prompts the user to pay with a connected card reader.

Here is the default **Payments** screen that appears when you have set up to pay by mobile phone:

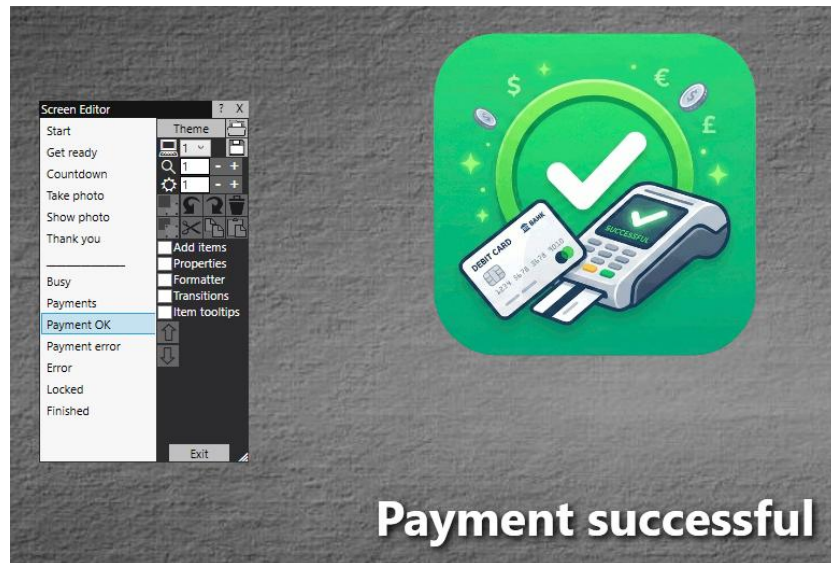


Here is the default **Payments** screen that appears when you have set up to pay by mobile phone:



Payment OK screen

Shows the Payment successful message after a payment has been completed.



Payment Fail screen

Show the Payment failure message after a payment has been declined or cancelled.



Note: All the Payments screens can be fully customised to suit your design requirements.

Security Agreement

RightBooth includes the Stripe Payments API to allow payments to be transacted during the event workflow.

You agree to the following:

Credential Ownership: You are responsible for the security of your API keys.

Restricted Access: We strongly advise you to use Stripe Restricted Keys as explained in this documentation. Using a "Secret Key" (rk_live and or rk_test) is done at your own risk.

Data Storage: Your keys are encrypted and stored locally on the computer. They are never transmitted to any other location (remote or otherwise).

No Liability: Aire Valley Software is not liable for any unauthorized transactions or account compromises resulting from the use of your provided Stripe credentials.