

Accepting payments via Apple Pay

Apple Pay is a mobile payment system that can be used by owners of Apple devices. Interaction with the Apple Pay system is carried out through [programming interface \(API\)](#) of the payment gateway.

Detailed description

The following scenarios are supported when interacting with Apple Pay.

- Payment from the web page

[REST](#) [WSDL](#)

- Payments in Mobile App

[REST](#) [WSDL](#)

- Payment reversal

[REST](#) [WSDL](#)

- Refunds to the buyer

[REST](#) [WSDL](#)

Devices supporting payment

You can pay with Apple Pay from the following devices:

- iPhone 6 or later;
- iPad mini 3 or later;
- iPad Air 2;
- iPad Pro;
- Apple Watch.

When making a payment from a web page, the buyer must be in the Safari browser.

The steps for preparing to accept payments with Apple Pay differ depending on the method of payment.

- [Payments in Mobile App](#)
- [Payment from the web page](#)

Payments in Mobile App

Below is a sequence of steps that allow you to accept payments using Apple Pay.

1	Review Apple reference documentation .
2	At the Apple Partner Center create merchant ID – Merchant ID.
3	In the personal account of the payment gateway create a key pair and export the Certificate Signing Request (CSR).
4	At the Apple Partner Center, using a certificate signing request previously exported from the payment gateway, create a certificate for Merchant ID.
5	In the personal account of the payment gateway specify Merchant ID . Review the API diagram of the interactions between the merchant and the payment gateway when
6	making payments with Apple Pay. REST WSDL
7	Modify and test your system.

Payment from the web page

Review the API diagram of the interactions between the merchant and the payment gateway when making payments with Apple Pay.

[REST](#) [WSDL](#)

No additional steps are required for payments g from the web page.

Connecting Apple Pay on Web

You can review the connection algorithm [here](#).

Recurrent payments with Apple Pay

To initiate recurring payments, it is necessary to create a corresponding binding. To do so, it is necessary to create a payment processing request and specify in it clientId:

[REST](#) [WSDL](#)

For the subsequent recurring payments, the recurrentPayment request is used:

[REST](#) [WSDL](#)

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