

Blackstone 3DS Service Integration Guide

This guide provides detailed instructions for integrating the **3DS** service from **Blackstone** into your website's payment system. In summary, the **3DS** process involves obtaining an object called **SecureData** on the client side (using **JavaScript**), provided that the payment information (such as the amount, card details, etc.) passes the **3DS** challenge. This **SecureData** must be included in the sales requests to the **Blackstone API**. Below, we describe the integration steps.

Step 1: Obtain API Credentials

Make a request to the **Blackstone API** to obtain an **ApiKey** and a **Token**, which are necessary for the following steps. It is recommended to make this request from the server side, rather than from the client (i.e., using **JavaScript**), for increased security. You can find more details in the Authentication Documentation.

Request and Response Sample:

- **POST:** <https://services.bmspay.com/api/auth/tokenthreads>

Sample Body:

```
{
  "mid": 76074,
  "UserName": "nicolas",
  "Password": "password1",
  "AppType": 1,
  "AppKey": "12345",
  "cid": "1"
}
```

Sample Response:

```
{
  "ApiKey": "7763ffac3f08a0eca618a0f9d77c67c5",
  "Token": "eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJpc3MiOiIzZHNpbnRlZ3JhdG9yX0F1dGh1bnRpY2I",
  "ResponseCode": 200,
  "Msg": [
    "Operation Successful"
  ],
  "verbiage": null
}
```

Step 2: Instantiate the ThreeDS Object

Once you have obtained the `ApiKey` and `Token`, import the following **JavaScript** file into your website:

```
<script src="https://cdn.3dsintegrator.com/threeds.2.2.20231219.min.js"></script>
```

Next, instantiate the **ThreeDS** object using the `id` of the payment form, the `ApiKey`, the `Token`, and an options object. Among the options, set the boolean variable `showChallenge` to `true`.

Additionally, include a `callback` function called `resolve` that receives the challenge response. This response contains two key properties:

- **status**: This can be Y (challenge passed) or N, C, U (challenge failed for various reasons).
- **authenticationValue**: Contains the `SecureData` if the challenge was successful.

Step 3: Configure Attributes in Form Fields

Add certain attributes to the form inputs so that the library can automatically identify the information needed for the **3DS** challenge. This helps streamline the authentication process without user intervention. The required attributes are:

- `data-threeds="amount"`
- `data-threeds="pan"`
- `data-threeds="month"`
- `data-threeds="year"`

Form Example

Form without 3DS attributes:

```
<input type="text" name="x_amount" value="00" />
<input type="text" name="x_card_num" value="0000000000000000" />
<input type="text" name="x_exp_month" value="00" />
<input type="text" name="x_exp_year" value="00" />
```

Form with 3DS attributes:

```
<input type="text" name="x_amount" value="00" data-threeds="amount" />
<input type="text" name="x_card_num" value="0000000000000000" data-threeds="pan" />
<input type="text" name="x_exp_month" value="00" data-threeds="month" />
<input type="text" name="x_exp_year" value="00" data-threeds="year" />
```

Additional attributes can be added to provide extra information during the challenge, which may help make the process smoother for the user.

For more details about the library, objects, properties, and attributes, refer to the [3DS Library Documentation](#).

Step 4: Make the Request with SecureData

After obtaining the **SecureData**, make the request to the API by sending this data along with the payment information.

Step 5: Test the Integration

To ensure the integration is working correctly, you can test it using some of the test cards provided in the 3DS Integrator Test Cards Documentation. Use these test cards to simulate different scenarios and verify that the **3DS** service behaves as expected.

This guide covers the essential steps for integrating the **3DS** service from **Blackstone** into your website. Be sure to follow security recommendations and review the official documentation for any additional updates.