







## SDK Downloads

We recommend upgrading to versions 3.64.6 and 3.65.2 to resolve timeout issues experienced with GPA/AGPA terminals on platforms MacOS, Windows native and Java (MacOS) in releases 3.64.x and 3.65.x respectively.

Click on the downloadable link. The file will be saved in your default download location.

Platform	Minimum Platform Requirements	Libraries
 <b>Linux</b>	GCC 7.3.1	<div> <a href="#">PaymentSdk-3.65.2-linux-x86_32-library.zip</a> </div> <div> <p>This ZIP archive contains the SDK library optimized for Linux X86_32 platforms. It is compatible with all versions of Linux X86_32.</p> </div> <div> <a href="#">PaymentSdk-3.65.2-linux-x86_64-library.zip</a> </div> <div> <p>This ZIP archive contains the SDK library optimized for Linux X86_64 platforms. It is compatible with all versions of Linux X86_64.</p> </div>
 <b>Android</b>	Minimum Android SDK Version 24 (Nougat 7.0)  Target Android SDK Version 28 (Pie 9.0)  Architectures ABI: x86, x86_64, armeabi-v7a, arm64-v8a	<div> <a href="#">PaymentSDK-3.65.2.aar.zip</a> </div> <div> <a href="#">PaymentSDK-3.65.2.pom.zip</a> </div>

Platform	Minimum Platform Requirements	Libraries
 <b>iOS</b>	Minimum iOS version 10.0 Architectures: arm64, arm64e	<div>PaymentSdk-3.65.2-ios-library.zip</div>
 <b>Windows</b>	Windows 10 Architectures: x86_64	<div>PaymentSdk-3.65.2-windows-x64-native-dll-library.zip</div>
 <b>Windows .NET</b>	.NET Framework 4.6+. <a href="#">System requirements are listed by Microsoft</a>	<div>PaymentSdk-3.65.2-windows-x64-net-library.zip</div> <div>PaymentSdk-3.65.2-windows-net-library.zip</div> <div>PaymentSdk-3.65.2-windows-x64-netcore-library.zip</div>
 <b>Java(Windows, Mac, Linux)</b>	JDK 1.8	<div>PaymentSdk-3.65.2-java.jar_.zip</div>
<b>OSX</b>	macOS	<div>PaymentSdk-3.65.2-darwin-library.zip</div>

#### Non-backward compatible changes:

Introduced In	Change
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PSDK\_3.65.0

Block any API's from being executed when in  
TransactionManagerState::SESSION\_OPENING state apart from  
TransactionManager::abort() and TransactionManager::getState()