PsdkDeviceInformation.hpp

struct PsdkDeviceInformation

- User-displayable information about the connected device and the SDK. Some values may not be available depending on the connection type and the messages that have been sent up to this point.

ate_, bool

nal<int32_t> activeConnections_, std::optional<int32_t> allowedConnections_, std::string friendlyName_, std::string port_)

std::string connectionType

CP/IP, Bluetooth or USB.

std::string address

nnection, e.g. IP Address for network connections, MAC address for Bluetooth, or COM port for USB.

std::string macAddress

std::string addressType

e.

std::string serialNumber

hardware device ID associated with the device.

std::string model

std::optional<bool> hasNavigator

- Whether or not Navigator is available on the current device. If Navigator is not available, any related operations will return with the tus code.

std::string paymentProtocol

ayment operations.

std::string paymentAppName

- The name of the payment app, generally specific to the region.

std::string paymentAppVersion

...p, generally specific to the region, and may or may not follow a normal versioning convention.

std::string logicalDeviceId

...terminal management system or some similar system. Useful for support.

PaymentDeviceState state

...recently known state of the payment device

bool isListening

- Set to false if the device connects to us, or true if we connect to it. If this is false, then it is equivalent to setting ...the ENABLED_VALUE, because if this is false, then the PSDK must listen for the device.

std::vector<Merchant> merchantConfig

...erminal

std::string pciRebootTimestamp

std::optional<std::vector<AllowedPendingSAFAmount>> allowedPendingSAFAmount

...rminal reports this

std::optional<int32_t> allowedPendingSAFTransactionCount

...hinal reports this

std::optional<int32_t> activeConnections

...port.

std::optional<int32_t> allowedConnections

...ns on the advertised port.

std::string friendlyName

...bel representing service.

std::string port

- The port number used for the connection.

static std::string const ACCEPT_ANY_DEVICE_VALUE

- When this is the value of the DEVICE_LOGICAL_ID_KEY, any successful connection to a terminal is accepted, regardless of the device's ID.

static std::string const DEVICE_CONNECTION_TYPE_KEY

static std::string const DEVICE_SERIAL_NUMBER_KEY

ice.

static std::string const DEVICE_MODEL_KEY

static std::string const DEVICE_HAS_NAVIGATOR_KEY

d device.

static std::string const DEVICE_LOGICAL_ID_KEY

static std::string const DEVICE_ADDRESS_KEY

ed during initialization to select a specific device at a specific address.

static std::string const DEVICE_MAC_ADDRESS_KEY

evice.

static std::string const UNSOLICITED_PORT_KEY

static std::string const DEVICE_ADDRESS_TYPE_KEY

static std::string const DEVICE_ADDRESS_TYPE_BTPAN

static std::string const HOTSPOT_ADDRESS_KEY

 ip address

static std::string const DEVICE_STATE_KEY

static std::string const PCI_REBOOT_TIMESTAMP

- The key to store the pci reboot datetime