LANE CLOSED

This command closes the active session. It also optionally displays a corresponding text message on the Idle screen.

Device UI Required: Yes

Request Packet

Field	Rule	Type	Min	Max	Value	Comments
FUNCTION_TYPE	Required	Static Value	•	•	ADMIN	Type of function
COMMAND	Required	Static Value	•	•	LANE_CLOSED	Command name
DISPLAY_TEXT	Optional	Character	1	40	Ex: Lane Closed	This field is used to display the text on the terminal.
FONT_COL_VALUE	Optional	Character	6	6	(Red) FF0000 (Green) 00FF00 (Blue) 0000FF (Black) 000000	Text color for lane closed display text (RGB hex color value). NOTE: If this field is sent then the values will be considered and if not sent then LANECLOSEDFONTCOL parameter values will take precedence.

Field	Rule	Type	Min	Max	Value	Comments
FONT_SIZE	Optional	Numeric	1	100	Ex: 72	Font size for display text. Maximum FONT_SIZE is dependent on Terminal used. 100 is the largest value possible assuming a large screen terminal. NOTE: If this field is sent then the values will be considered and if not sent then LANECLOSEDFONTSIZE parameter values will take precedence.
POS_RECON	Optional	Character	1	30	Ex: RetailPOS1	POS reconciliation. NOTE: POS Reconciliation field to be echoed back in response to POS.
COUNTER	Required	Numeric	1	10	Ex: 8	COUNTER is used for a given MAC label. Each COUNTER should be higher than the last one. NOTE: Used to authenticate the POS.

Field	Rule	Type	Min	Max	Value	Comments
MAC	Required	Base64 Encoded Data	•	•		Message Authentication Code. COUNTER value encrypted by 128-AES MAC_KEY. This value is Base64 encoded. NOTE: Used to authenticate the POS.
MAC_LABEL	Required	Character	1	50	Ex: REG1	Associated label that tells the device which MAC_KEY to use to decrypt the value of MAC. NOTE: Used to authenticate the POS.

Example

Following is an example of request packet

```
<TRANSACTION>
<FUNCTION_TYPE>ADMIN</FUNCTION_TYPE>
<COMMAND>LANE_CLOSED</COMMAND>
<DISPLAY_TEXT>Lane Closed</DISPLAY_TEXT>
<COUNTER>1</COUNTER>
<MAC> … </MAC>
<MAC_LABEL>REG2</MAC_LABEL>
</TRANSACTION>
```

Response Packet

Field	Type	Value	Description
RESPONSE_TEXT	Character		Processor response text. **Example:** Operation SUCCESSFUL

Field	Type	Value	Description
RESULT	Character	OK	This indicates the Result details.
RESULT_CODE	Numeric	Expected result code: -1, 59002, 59005, 59045	This indicates the result code. Refer to Result/Error Codes for details.
TERMINATION_STATUS	Character	SUCCESS or FAILURE	This indicates the transaction termination status. This is the overall status of the transaction irrespective of approved or declined. Like, if the output is generated then the status is SUCCESS and if no output is generated then the status will be FAILURE.
POS_RECON	Character		POS reconciliation field echoed back if sent in request. **Example:** RetailPOS1
COUNTER	Numeric		Echoes counter sent in the request. **Example:** 100

Transaction Performance Metric

> Note
>
> These fields are returned, if SCAPERFMETRIC parameter (Application Parameters) is enabled.

Field	Type	Value	Description

UI_TIME	Time		This indicates the time duration, for which the device screen is displayed (like error message, prompt screen, remove card screen) till any user action is performed in the command execution flow. This field is not applicable to capture the time for the Processing, Authorizing and transaction status screen. The format of the returned value would be S.sss, where S is seconds (this can be 0 to any positive integer) and sss is milliseconds. In case of any insignificant time or 0.000 value, will not be returned in the response. **Example:** `<UI_TIME>44.028</UI_TIME>`
HOST_TIME	Time		This indicates the time taken for the Connection to the host, sending request and receives data from the host. This field also take the cumulative time for multiple requests which may sent to the host during the transaction including two legged transactions, timeout requests, Auto Last Tran requests, DCC, Credit app proxy. The format of the returned value would be S.sss, where S is seconds (this can be 0 to any positive integer) and sss is milliseconds. In case of any insignificant time or 0.000 value, will not be returned in the response. **Example:** `<HOST_TIME>1.389</HOST_TIME>`

CMD_TIME	Time		This field indicates the total amount of time for a command, which is executed by the application from request received to the response sent. The format of the returned value would be S.sss, where S is seconds (this can be 0 to any positive integer) and sss is milliseconds. In case of any insignificant time or 0.000 value, will not be returned in the response. **Example:** `<CMD_TIME>70.765</CMD_TIME>`

Example

```
<RESPONSE>
<RESPONSE_TEXT>Operation SUCCESSFUL</RESPONSE_TEXT>
<RESULT>OK</RESULT>
<RESULT_CODE>-1</RESULT_CODE>
<TERMINATION_STATUS>SUCCESS</TERMINATION_STATUS>
<COUNTER>8</COUNTER>
</RESPONSE>
```