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Display Image

This command will direct the device to render an on-demand full screen image using data sent by POS. The image will be displayed for a specified timeout period. Optionally, up to two buttons, Cancel and Ok (Accept), can be displayed beneath the image.

Rules

The DISPLAY_IMAGE command is intended for non-payment purposes. It can be sent within the open session and also outside the session.

Configuration Parameters

There is no configuration parameter associated wih this command functionality.

DISPLAY_IMAGE (Message Interface)

The following tables provide corresponding device UI interactions, detailed protocol information, including field descriptions and examples.

Device UI Required

Note

Neo device (M450) is being used to capture screenshots for the Device UI Requirement section.

Display	User Action	Terminal Action

No action The device displays the provided image.

Request Packet

Field	Rule	Type	Minimum	Maximum	Value(s)	Description
FUNCTION_TYPE	Required	Static value	N/A	N/A	DEVICE	Type of function.
COMMAND	Required	Static value	N/A	N/A	DISPLAY_IMAGE	Command name
IMAGE_NAME	Optional	Character		40		Displays the image with the given name from the device. The image needs to be pre downloaded either using package or content download on the below device location: '/home/usr1/flash/www If the file does not exist on the device, then POA will throw an error. The image name can be set to any name and the resolution is same as id screen media resolution. This is applicable for VOS3 only.
IMAGE_DATA	Required	Base64 Encoded Data				Base64 encoded string (maximum 32,000) of JPG or PNG format to converted to an image. This is an optional field if IMAGE_NAME is available.

Field	Rule	Type	Minimum	Maximum	Value(s)	Description
IMAGE_TIMEOUT	Required	Numeric	1	299		The duration of time to display image, in seconds. New DISPLAY_IMAGE command would cancel current timer and start new timer as it comes in the new command. **Example:** 30
DISPLAY_BUTTONS	Optional	Boolean	N/A	N/A	• 0 – Displays image only. • 1 – Displays 2 buttons under image: Cancel and Ok (accept)	Type of display buttons to be sent. **NOTE:** This functionality is not applicable on e235 device.
BUTTON_LABEL1	Optional	Character	1	15		Text label to be displayed on the Cancel button. **NOTE:** This functionality is not applicable on e235 device.
BUTTON_LABEL2	Optional	Character	1	15		Text label to be displayed on the OK button. **NOTE:** This functionality is not applicable on e235 device.
HIDE_CANCEL_BUTTON	Optional	Boolean	N/A	N/A	• TRUE – Displays only OK button. • FALSE – Displays Cancel and OK buttons.	This field is applicable when DISPLAY_BUTTONS field is set 1. **NOTE:** This functionality is not applicable on e235 device.

Field	Rule	Type	Minimum	Maximum	Value(s)	Description
RETURN_SCREEN	Optional	List	N/A	N/A	• IDLE_SCREEN - Return to SCA Idle Screen (Default). • SAME_SCREEN - SCA should remain on current image screen and await the next command from POS.	Indicates whether SCA should return to Idle Screen or remain on current Image if POS plans to send additional images.
POS_RECON	Optional	Character	1	30		POS reconciliation. POS Reconciliation field to echoed back in response to POS. **Example:** RetailPOS1
COUNTER	Required	Numeric	1	10		COUNTER is used for given MAC label. Each COUNTER should be higher than the last one. This is used to authenticate the POS. **Example:** 100
MAC	Required	Base64 Encoded Data	N/A	N/A	N/A	Message Authentication Code. This is used to authenticate the POS.
MAC_LABEL	Required	Character	1	50		Associated label that te the device which MAC_KEY to use to decrypt the value of MAC. This is used to authenticate the POS. **Example:** REG1

Example

Following is an example of request packet

```
<TRANSACTION>
        <FUNCTION_TYPE>DEVICE</FUNCTION_TYPE>
        <COMMAND>DISPLAY_IMAGE</COMMAND>
        <IMAGE_DATA>Base64 encoded string</IMAGE_DATA>
        <IMAGE_TIMEOUT>30</IMAGE_TIMEOUT>
        <COUNTER>1</COUNTER>
```

```
        <MAC> … </MAC>
        <MAC_LABEL>REG2</MAC_LABEL>
</TRANSACTION>
```

Response Packet

Field	Type	Value	Description
RESPONSE_TEXT	Character		Processor response text. **Example:** Image Details Captured
RESULT	Character		This indicates the Result details. **Example:** OK
RESULT_CODE	Numeric	Expected result code: -1 , 59001, 59040, 59042, 59043, 59049	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.
TIMEOUT_RESULT	Character	• SUCCESS (if OK selected) • TIMEOUT (if message box times out)	Return the timeout result with value mentioned in Value column. Not included in response for Classic implementation as of this publication.
CUST_BUTTON_DATA	Character	• 1 - Cancel • 2 - OK	Represents button selected information for Cancel and OK.
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>`

Note

By default, the buttons will appear with OK and Cancel labels, and buttons will contain the label on them.

Example

Following is an example of response packet

```
<RESPONSE>
        <RESPONSE_TEXT>Image Details Captured</RESPONSE_TEXT>
        <RESULT>OK</RESULT>
        <RESULT_CODE>-1</RESULT_CODE>
        <TERMINATION_STATUS>SUCCESS</TERMINATION_STATUS>
        <CUST_BUTTON_DATA>2</CUST_BUTTON_DATA>
        <COUNTER>1</COUNTER>
</RESPONSE>
```