

O₂ Litmus

Customer Charging API Developer Guide

1 Document History

1.1 Document Detail

Title:	Customer Charging API Developer Guide
Owner:	O2 Litmus Support Team

1.2 Intended audience

This document is intended for use by O2 Litmus registered Developers to develop an understanding of the O2 Litmus Customer Charging API.

1.3 Document Revision History

Version	Date	Author	Comments
1.0	November 2008	O2 Litmus Support Team	Initial Version

Table of Contents

1	Document History	2
1.1	Document Detail	2
1.2	Intended audience	2
1.3	Document Revision History	2
2	Introduction	4
3	Customer Charging API Overview	5
4	General considerations for developers	6

2 Introduction

This Developer guide is fairly straight forward as no coding is required to call the O2 Litmus Customer Charging API for use within apps published on O2 Litmus.

We have fully integrated the Customer Charging API into the “Sell your app” process found under “Launch an App”. Thanks to this integration you simply have to select the price point you wish to set for you app from a drop down list, and we do the rest.

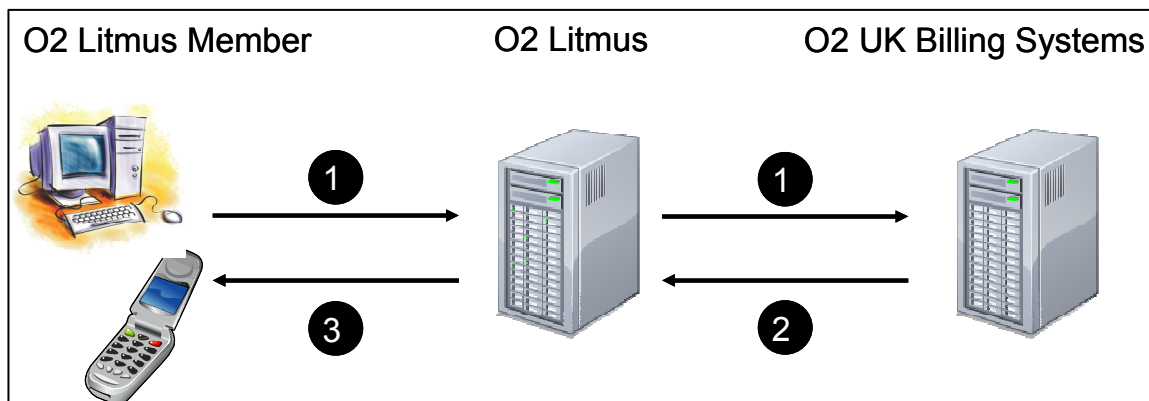
O2 Litmus currently offers a choice of 26 prices points ranging from free through to £5.

Once you have selected the price point, O2 Litmus automatically configures the Customer Charging API to ensure you app is correctly charged to the O2 Customer’s mobile phone bill when they purchase your app.

The process for the payment of any sales revenue due to you is covered in a separate Developer guide.

3 Customer Charging API Overview

Below is a simple high level diagram which explains at a how the Customer Charging API works:



Step 1:

The O2 customer requests to purchase an app from O2 Litmus at the applicable price point. This purchase request is sent over the Customer Charging API into the O2 UK Billing Systems.

Step 2:

Depending on the type of O2 customer making the purchase request, a number of validations are performed, including: Does the customer have any bars in place, and if the customer is a pre pay customer do they have enough credit on their account to make the payment.

Step 3:

Upon successful validation of the checks in Step 2, a payment acceptance is passed to O2 Litmus which then delivers a text message to the customers phone which performs two functions:

- 1) It contains the personalised URL to download the app, and
- 2) It deducts the cost of the app from a pre pay customers account, or adds the cost to a contract customers monthly bill

4 General considerations for developers

If the text message can not be delivered to the customer's handset then they will not receive the app download URL or be charged.

The delivery of the text message may fail due to the handset being switched off, out of network coverage, or a pre pay customer having no credit on their account.

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