



What is Sofylink?

Sofylink is a middleware that connects your application with Cashlogy drawers and implements the entire payment process, allowing your application to request payment using a Cashlogy drawer with a simple function call.

How does Sofylink work?

Sofylink consists of two parts: An APK provided by us that you must install in your customer's machine, and a Gradle module (a folder with Java source code) that you must add to your project. The code in the module only performs the communication with the APK (which is done via Activity or Service intents depending on arguments) and is provided for ease of use. The APK implements all of Sofylink's functionality and is required for using Sofylink.

Once the APK is installed and the code added, you simply construct our class and call methods on it to request payments or perform other drawer commands, providing a callback in the arguments to get updated on the progress of the operation.

What does Sofylink provide?

- Complete payment process implementation, including edge cases:
 - Handle basic payment flow: Cashlogy drawer admission mode activation, polling it until the requested amount is inserted, deactivating it and returning change, aborting the process and returning everything if the user presses the cancel button, etc., **steps which have to all be implemented manually if directly using Cashlogy API.**
 - Handle what happens if there is no money in the Cashlogy drawer to return change. Sofylink will ask the cashier to either:
 - Abort the payment, returning all money to the customer whenever technically possible.
 - Complete the payment with the missing change (this is optional and disabled by default: Sofylink would tell the cashier how much change needs to be given to the customer and the cashier would need to give it to the customer from elsewhere).
 - Add change to the machine (temporarily interrupting the payment so that the cashier can add money to the machine and then going back to the payment once that's done). Again, all the steps required for this need to be implemented manually if directly using Cashlogy API.
 - In case of any unexpected errors that require that the payment be aborted, Sofylink will always tell the cashier how much money the customer has inserted, and how much money needs to be given back to the customer if any.

- All machine errors (jams, etc) reported by Cashlogy are displayed to the cashier, including links to informative videos (whenever provided by the drawer).
- Allows your software to dispense money using the drawer, for example for payments to providers, refunds, etc. You can dispense an amount directly or you can select specific denominations (coins/bills) to dispense.
- Allows your software to retrieve the drawer's storage contents, i.e. what bills/coins and how many are inside the machine.
- Allows your software to move money from the drawer's change section into the drawer's stacker section.
- Provides a back-office menu that can be opened by the user (from the Android launch screen) or by your software using a simple intent, including the following options:
 - Check the drawer status and contents.
 - Add and remove funds from the drawer, and move funds into the stacker section of the drawer.
 - Perform a change operation (i.e. inserting a 5 euro bill into the drawer and getting five 1 euro coins)
 - Reset the drawer if it's not behaving correctly.
 - Check a report with all operations performed by Sofylink on the drawer.
 - Completely empty the drawer's change section.
 - Completely pour the drawer's change section into the drawer's stacker section.