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INTEGRATION TOOLS



CommerceDriver™ Are You Ready for EMV®



Easily Add Secure EMV global transaction processing to your Android™, iOS, and Windows®-based Point-of-Sale (POS) applications.

How it Works

Implement EMV® Technology Faster & Easier

Like a printer driver, the pre-certified Commerce Driver SDK installs alongside your software application - adding EMV transaction processing to your POS system. Once implemented, you'll meet all EMV Level 3 compliance requirements and instantly enable PCIcompliant transactions with point-to-point encryption.



PCI Compliance

Meet all EMV Level 3 compliance requirements and instantly enable PCI-compliant transactions with end-to-end encryption using the EMV Commerce Driver from EVO Snap*



Multi Platform Capabilities

Create EMV approved Android, iOS, and Windowsbased Point of Sale (POS) applications in a snap with the Commerce Driver from EVO Snap*



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|---------------------------|----------|--------|-------------|--------|----------|
| PRE-CERTIFIED HARDWARE | iPP320 | ipp350 | iCMP | ITm-50 | IT m-100 |
| Payment Support | | | | | |
| Smart Chip Capable (EMV) | ~ | • | < | | ~ |
| MagStripe Capable | ~ | ~ | < | > | ~ |
| NFC Capable | ~ | ~ | > | | ~ |
| PIN Capable | ~ | ~ | > | | ~ |
| Security and Compliance | | | | | |
| P2PE | ~ | ~ | < | ~ | ~ |
| Tokenization | ~ | ~ | > | < | ~ |
| Device Connectivity | | | | | |
| USB | ~ | ~ | | | ~ |
| BlueTooth | | | > | | |
| Audio Jack | | | | > | ~ |
| Platform Support | | | | | |
| Apple Support | | | < | ~ | ~ |
| Android Support | | | ~ | ~ | ~ |
| Windows Mobile Support | ~ | ~ | ~ | ~ | ~ |
| Universal SDK | | | | | |
| Global Support | ~ | ~ | • | | |

CommerceDriver[™]

EMV Compliance Simplified

The cost and complexity of managing EMV certification can quickly become overwhelming, but there's a better way. Now you can create EMV-approved Android, iOS, and Windows-based Pointof-Sale (POS) applications in a snap with the Commerce Driver from EVO Snap*.

The Commerce Driver facilitates all transactional communication with the EVO Payments global processing platforms and approved hardware devices to isolate payment data and keep it separate from the software application.

Authentication Methods

- Chip & PIN
- Chip & Signature

System Requirements

(Application must be hosted locally)

- iOS v7+
- Android v4.2+
- Windows v7+

Networks

- Bluetooth
- USB
- Ethernet
- Wireless

Managed API Calls

- Login
- Authorize
- Capture
- Authorize & Capture w/Duplicate Transaction Override
- Resubmit
- Transaction Lookup
- Void w/Forced Void
- Batch Capture w/Forced Void
- Local Settings File w/Authentication
 Parameters