

# CheckoutX SoftPOS

Accept payments everywhere - on any NFC enabled device

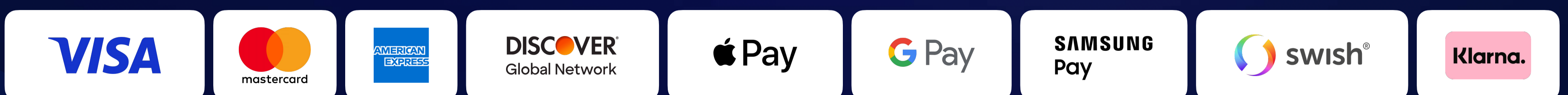
## What is CheckoutX?

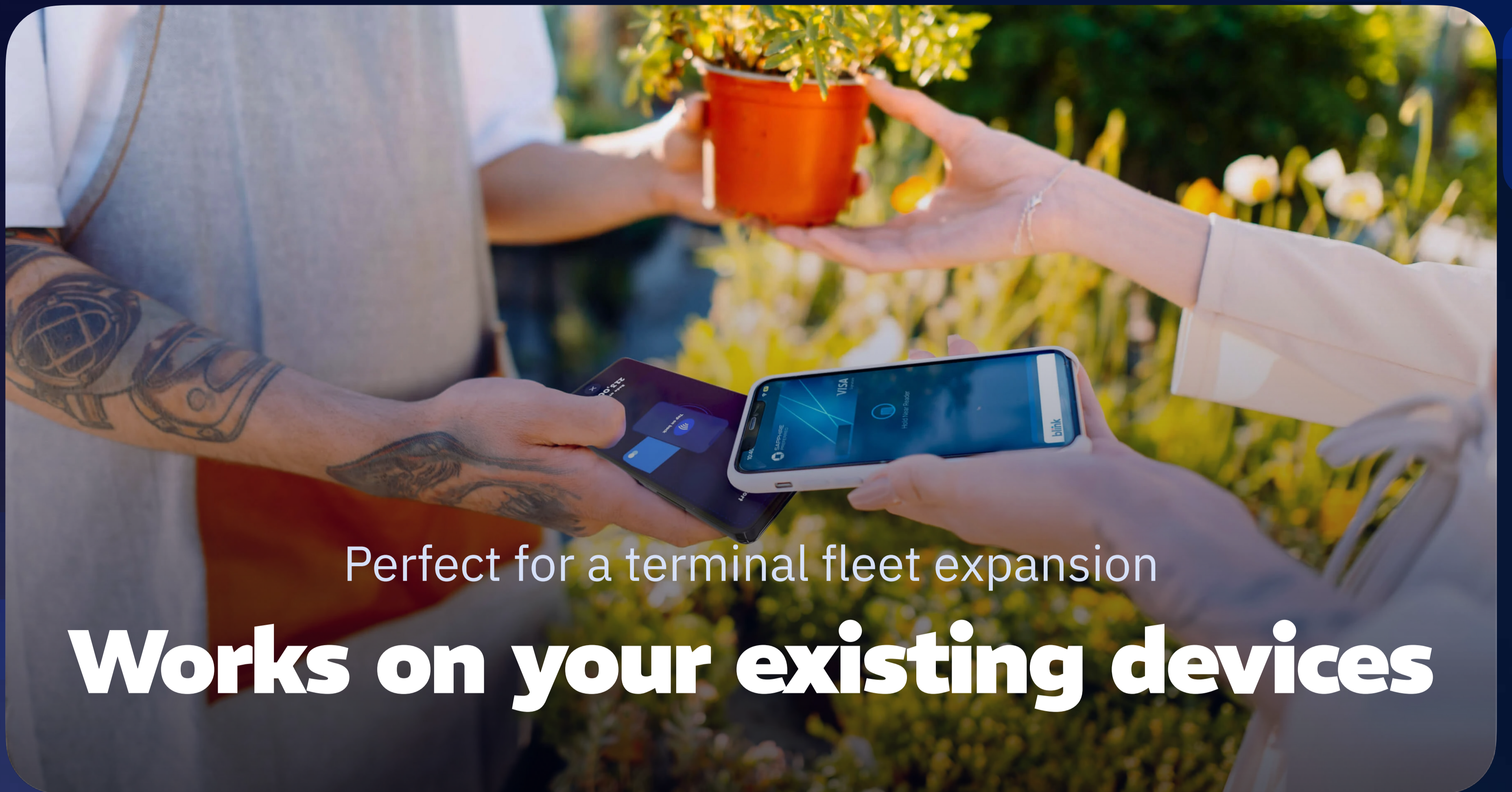
CheckoutX is our SoftPOS app designed to turn any NFC enabled device into a payment terminal for contactless card payments and QR-code based alternative payment methods.

This app can be used in stand-alone mode where you trigger payments from another device, for example a POS, or on the same device as an SDK that you implement directly to your own app.



Accepting these (and more to come)





Perfect for a terminal fleet expansion

## Works on your existing devices

### Key capabilities

- ✓ Multiple payment methods
- ✓ APM: QR-code payments
- ✓ Processing contactless payments
- ✓ Display digital receipts
- ✓ Customize the CheckoutX app with your logo and colors to make it feel like your own
- ✓ Can be used on smartphones, tablets and handheld computers such as Zebra



```
API_URL/merchants/merchantId/stores/storeId/terminals/:terminalId/tips

cURL PHP Node.js GO Python C#

curl -X PATCH \
-d '{
  "tipConfig": "ENABLED",
  "tipLevel1": 10,
  "tipLevel2": 20,
  "tipLevel3": 30
}' \
-H 'Content-Type: application/json' \
-H 'API-KEY: YOUR_API_KEY' \
-H 'API-SECRET: YOUR_API_SECRET' \
-H 'MERCHANT-ID: YOUR_MERCHANT_ID' \
API_URL/merchants/merchantId/stores/storeId/terminals/:te
```

### Example API Reference

## Add tips to CheckoutX

Tips APIs enable merchants to integrate tipping functionality directly into the payment terminals.

This is just one of the features that the CheckoutX supports

[Full API documentation here »](#)

Find out more

[Read the CheckoutX documentation](#)

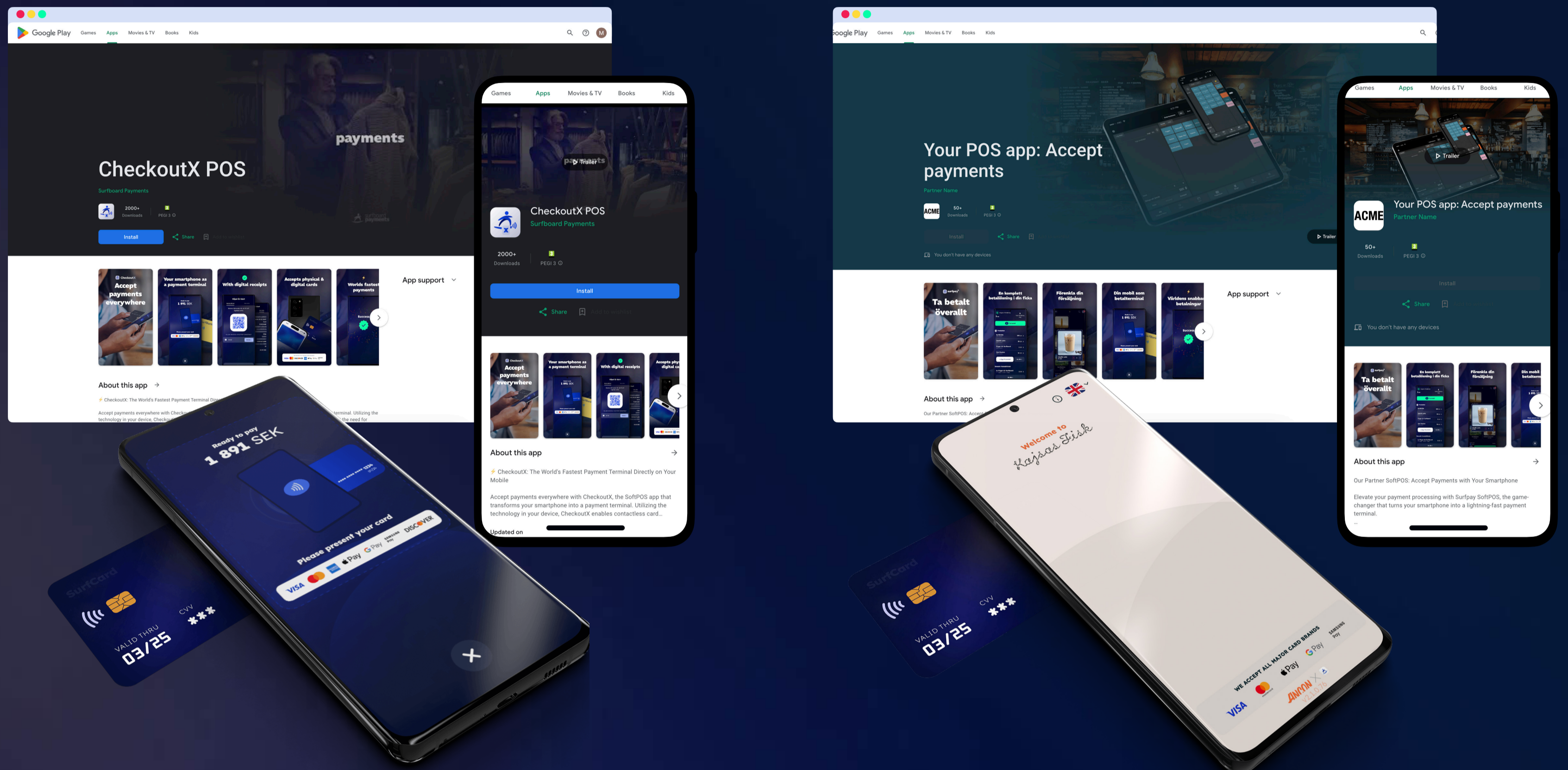
# Easy to get started

Your merchants can get up and running in no-time

1

## Download the CheckoutX from the app store

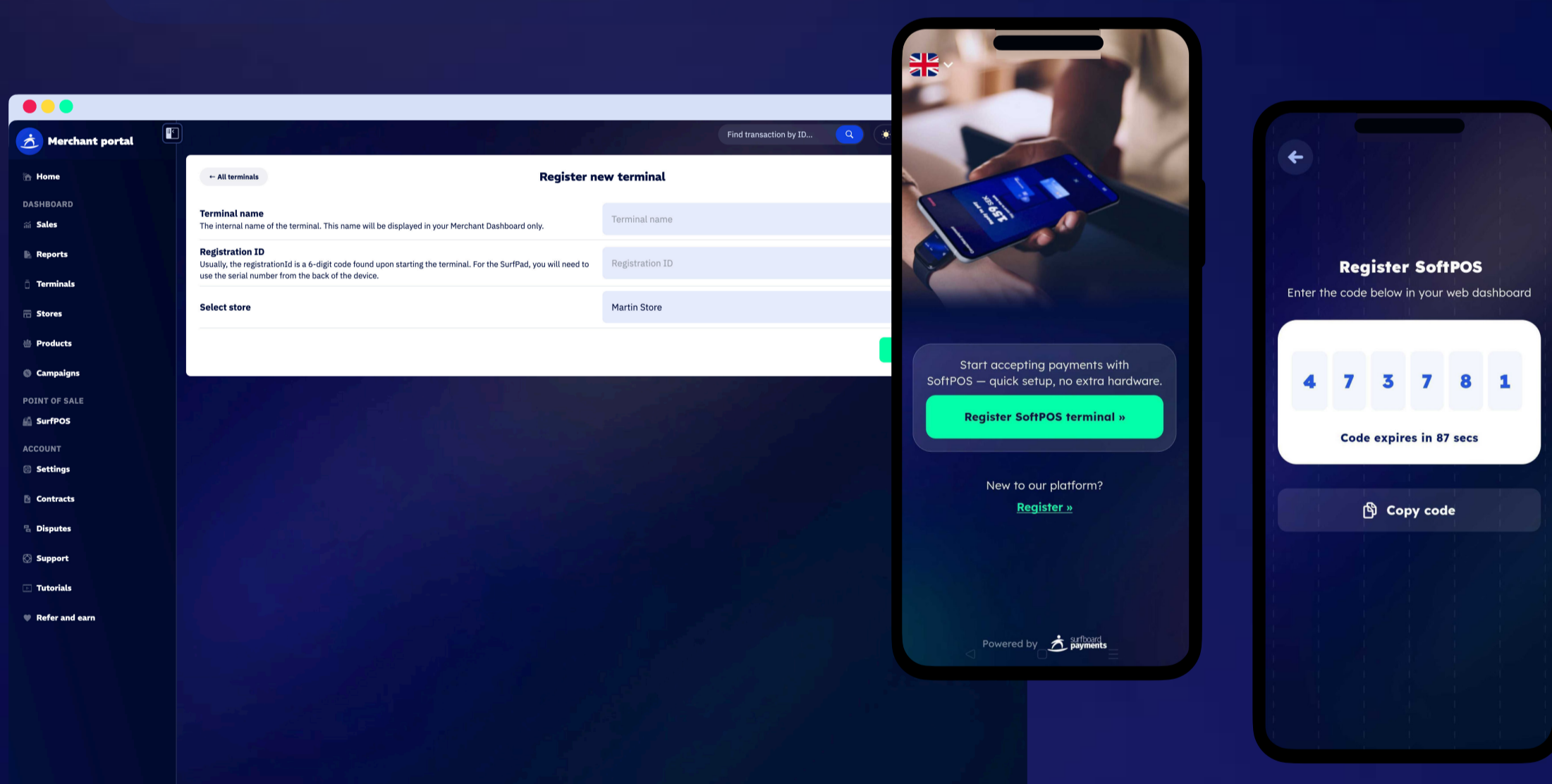
This can even be featured to look like your brand with a specific link - without any maintenance from your side



2

## Register the terminal

After successfully downloading the application onto your device you will need to register the device as a terminal on Surfboard's backend servers. This can be done by the merchant through the Merchant Portal we offer, or through your service that you've integrated to us.



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## Accept a payment

An order is created in your system, that order is being sent to the registered terminal through it's specific ID, and then showing up on the screen. Your merchants will be able to accept payments within 1 minute from downloading the app and registering the terminal.

### [Relevant links](#)

[CheckoutX product page »](#)

[Surfboard API documentation »](#)

[Get in touch with us »](#)

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