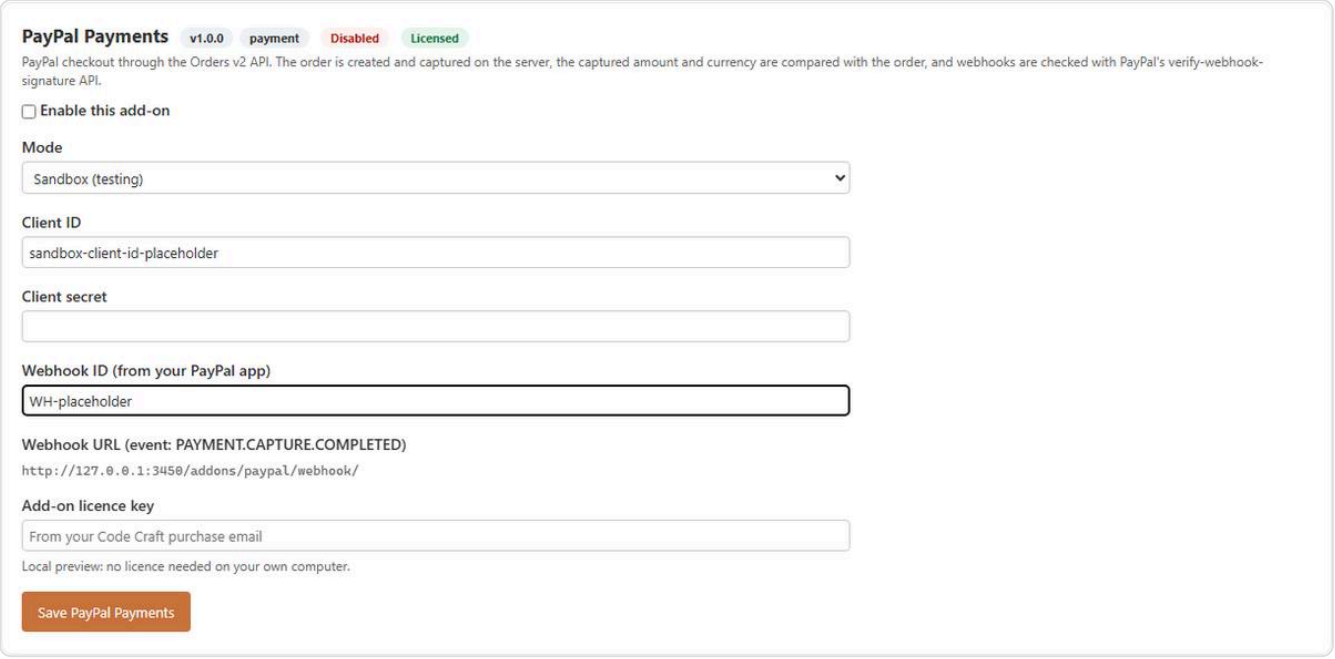
CODE CRAFT · ADD-ON GUIDE · VERSION 1.0

PayPal Payments Add-on

For Code Craft Store: Django Ecommerce (sold separately). You need the store installed first.



The add-on's card in Admin → Add-ons.

What it does and how to install it

Takes PayPal (and cards through PayPal) using the Orders v2 API. The PayPal order is created on the server, the shopper approves it on PayPal, and the store captures it server-side and checks the captured amount and currency. Webhooks are verified by PayPal's own `verify-webhook-signature` API.

1. Upload the `paypal` folder as `addons/paypal/` and restart the app.
2. developer.paypal.com → Apps & Credentials → Sandbox → Create App: copy the **Client ID** and **Secret**.
3. In the app, add a webhook: the URL shown on the add-on card (`https://yourdomain.com/addons/paypal/webhook/`), event `PAYMENT.CAPTURE.COMPLETED`. Copy the **Webhook ID**.
4. Admin → Add-ons → PayPal: Mode = Sandbox, Client ID, Secret, Webhook ID, licence key, Enable, Save.
5. Admin → Payment methods: tick PayPal. Test with a sandbox buyer account, then create live credentials and set Mode = Live.

> Honest testing note: this add-on follows the provider's official API documentation. Its automated tests answer every provider call with a simulated response (including forged and expired signatures and wrong amounts); it has not processed real payments. Always run a test or sandbox payment before going live.

Where things are

- `addon.json` : id, version, type and the settings shown in the admin.
- `hooks.py` : the calls to the provider.
- `urls.py` : return and webhook endpoints under `/addons/paypal/` .

Each add-on has its own licence key (in your purchase email and at coodecraft.com/account). Help: coodecraft.com/contact.