PayPal payments add-on for Northfield Store (Node.js)

By Code Craft (https://coodecraft.com). Requires Northfield Store (Node.js ecommerce store) 1.0 or later.

Install

1. Copy this folder (`paypal`) into your store's `addons/` folder, so the file `addons/paypal/index.js` exists.
2. Restart the store (Hostinger/cPanel: Restart app; VPS: `pm2 restart store`).
3. Open **Admin** → **Add-ons**. Paste your Code Craft licence key for this add-on (not needed on localhost).

Set up

1. At developer.paypal.com → Apps & Credentials create an app. Copy the Client ID and Secret (Sandbox first).
2. Optional but recommended: add a webhook for https://YOUR-DOMAIN/addons/paypal/webhook with the event PAYMENT.CAPTURE.COMPLETED and copy the Webhook ID.
3. In the store: Admin → Add-ons → PayPal payments → Enable, choose Sandbox, paste the credentials, Save.
4. Admin → Payments: the PayPal method is now on.
5. Test with a PayPal sandbox buyer account, then switch the environment to Live with live credentials.

Set `APP_URL` in the store's `.env` to your real https address: it is used for return and webhook links.

How it works

The store creates a PayPal order (Orders v2, intent CAPTURE) and sends the buyer to PayPal to approve. When the buyer returns, the store captures the order and marks it paid only if the capture is COMPLETED and the amount and currency match. Webhooks are verified with PayPal’s verify-webhook-signature API.

Testing note

This add-on was tested with mocked HTTP responses that follow the provider's published API (see `test/` in the add-ons source). It has not been run against a live account by Code Craft; always place test-mode orders before going live.