



OpenGlobal Virtuemart SagePay Payments

Instruction Manual



Introduction

This Virtuemart 2.x payment plugin allows Virtuemart payment transactions to be conducted using the SagePay forms-based payment system.

Installation

The OpenGlobal Virtuemart SagePay Payments plugin installs in exactly the same way as any other Joomla! plugin. Simply log into the Joomla! administrative control panel as an Administrator (not “Manager”) and go to Extensions > Install/Uninstall.

Upload and install the package by locating the package on your computer and clicking “Upload File & Install”.

As long as there are no errors, the plugin is now installed. You will need to go into the Plugin Manager and publish the plugin.



Configuration

Once the plugin is enabled in the Joomla! Plugin Manager, you will need to go to *Components > Virtuemart > Shop > Payment Methods* and configure the plugin.

Click on the *New* button and enter a suitable name such as *SagePay*. Select the *Yes* option to publish the plugin and choose *VM – Payment, SagePay* from the Payment Method dropdown list. Click *Save* to save the configuration without closing it, then move on to the *Configuration* tab.

Enter the Vendor Name that has been provided to you from SagePay, along with the Encryption Password. These will depend on the SagePay URL as the Live, Test and Simulator details are likely to be different depending on which SagePay server you are connecting to.

Select the appropriate payment type, usually *Payment*.

You can specify a minimum and maximum payment amount for this payment method if you need to, and you can specify an extra fee for any visitors who choose to pay using this method.

Set up the 3 Order Status options if you have changed these from the defaults in your Virtuemart configuration.

Set the specific SagePay payment options as instructed by SagePay, or leave them at the defaults.

If you want to add a message to the SagePay payment email that gets sent to customers, you can do so in the Email Message box.

Then click *Save & Close* and you are finished.