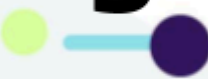


# **Payment Device SDK for iOS/Android Recent Change Guide**



For Software Version 5.3.1 (Andromeda)

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# 1. Introduction

This document details recent SDK additions and the changes required by integrators when upgrading the Payment Device SDK for iOS/Android to the latest version. Migration changes are included for the last four releases. If you require migration notes or assistance to upgrade from an older version please contact the support team.

## 2. Release 5.3.1 (Andromeda)

### ANDROID

- Added support for external signature verification on Smart POS integrations.
- Introduced a new signature verification flow allowing the integrating application to handle signature capture and verification outside the SDK. New ParameterKeys and verification modes are documented in the Smart POS Supplement.
- Added compatibility with Android 16 (API 36).
  - Disabled legacy TLSv1 and TLSv1.1 protocols on Android 16 and ensured the TLSv1.2 handshake is established before the first network request, preventing Conscrypt's deferred handshake from blocking request registration.
- Resolved issue where Miura and Bluepad50 PIN pads did not close the Bluetooth connection at the inactivity timeout configured via the TMS. Behaviour now correctly handles the underlying Android API changes introduced in API 31 and API 33.
- Resolved issue where older SDK versions could poll indefinitely after a transaction when connected to a newer Axium build. Receipt deserialization now falls back to a default representation when it encounters unrecognised receipt item enumerations introduced in newer Axium releases.
- Resolved issue where calling getCardDetails on a Miura M20 could crash with a NumberFormatException when the card returned an offline decline (0xE5)

## 3. Release 5.3.0 (Andromeda)

### ANDROID

- Added support for Elavon EISOP as an acquirer for smart POS integrations.
- Enhanced getStatus functionality to return additional information for smart POS integrations.
  - Operating system version.
  - Deferred authorisation support status.
  - POS GUID.
- Improved error reporting when simultaneously attempting Bluetooth and TCP connections for smart POS integrations.

## 4. Release 5.2.0 (Interstellar)

### ANDROID

- Added support for integrating applications running on Axiom devices.
  - The ChipDNA Mobile SDK now supports driving payments directly on Axiom devices. Refer to the *Axiom Development Guide Supplement* for details.
- Added the ability to select a PIN pad using `ParameterKey.BluetoothDeviceId` instead of `ParameterKey.PinPadName`.
  - Extended `ChipDnaMobileSerializer` with a new `deserializeAvailablePinPadsWithId` method, which returns a list of `AvailablePinPad` objects containing Bluetooth information.
- Added support for OTA updates for Axiom devices.
  - Introduced a Device Agent application on Axiom devices to provide improved control over application updates.
  - OTA updates can be deferred depending on criticality or security requirements.
  - OTA updates can be initiated either from the Axiom device or via the ChipDNA Mobile SDK. See the “*Delayed Firmware Updates*” section of the API for Release 5.2.0 Interstellar document for more details.

## 5. Release 5.1.0 (Fermi)

### ANDROID

- Added support for remote linked refunds on Axiom devices, these are refunds where the original transaction is performed on a different payment terminal to the device performing the refund.
- Resolved issue confirming refunds on an Axiom. Transaction Finished events now return states that correctly reflect the transaction state of Standalone Refunds.

## 6. Release 5.0.1 (Celestial)

### ANDROID

- Added support for keyed PAN entry for smart POS integrations.
- Added functionality to return `ParameterKeys.AcquirerResponseCode`, `ParameterKeys.CardSchemeId`, `ParameterKeys.MaskedPan` and `ParameterKeys.ExpiryDate` for smart POS integration transactions.
- Enhanced errors returned for confirm, void and linked refund smart POS transactions.

- Resolved issue where ReceiptData for smart POS integration transactions did not match the format of existing PIN Pads transactions.

## 7. Release 5.0.0 (Celestial)

### ANDROID

- Enhanced `getStatus` functionality to fully support smart POS integrations.
- Added support for `getCardDetails` for a smart POS integration.
- Resolved issue where Linked Refund transactions from smart pos integrations were not returned via `getTransactionInformation`.
- Added functionality to return `ParameterKeys.CardHash`, `ParameterKeys.CardReference` and `ParameterKeys.PAR` for smart POS integration transactions.
- Enhanced the transaction update events returned for smart pos integration transactions.
- Added a new `processOfflineRequest` API method.
- Added support for EMV offline smart POS integration transactions.
- Added new `ParameterValues.Unknown` which can be returned for a `ParameterKeys.TransactionResult` and `ParameterKeys.TransactionState`

## 8. Release 4.1.0 (Asteroid)

### ANDROID

- Added support for Smart POS Integration and Axiom devices DX4000, DX8000, EX4000, EX6000, EX8000 and RX5000.

For more information on how to support Smart POS within your integration please see the Payment Devices SDK for Android Smart POS Supplement.

- Added support for `SmartcardRemovePrompted` and `SmartcardRemoved` events.
  - Supported on Miura, Datecs, BBPOS and ID Tech devices.
- Added Android build flavours `full` and `lite`.
  - `full`: **supports** Tap To Pay functionality.
  - `lite`: **doesn't support** Tap To Pay functionality.

## 9. Release 4.0.6 (Starfish)

### IOS

- Added compatibility with iOS 26
  - Cloud Commerce SDK updated to version 2.1.1 with support for iOS 26.
- Payment Devices SDK is now built with Xcode 16.4
  - Integration using Xcode 15.3 is no longer supported. It is recommended to use Xcode 16.4 or later when integrating with this SDK.

### ANDROID

- Updated to SQLCipher 4.7.2.
- CloudCommerce SDK updated to version 5.3.1.
  - Resolved issue where production Discover contactless transactions caused an EMPTY CANDIDATE LIST error for Tap To Mobile.
- Resolved issue where the SDK could become stuck in an active transaction state after a bad card read when using an ID TECH VP3350 device.

## 10. Release 4.0.5 (Starfish)

### IOS

- Resolved issue where "No CVM" is displayed on receipt when CDCVM is performed for Tap To Mobile.
- Removed internal hard-coded transaction limit of 9,999,999 (minor units).

### ANDROID

- CloudCommerce SDK updated to version 5.3.0
- Resolved issue where "No CVM" is displayed on receipt when CDCVM is performed for Tap To Mobile.
- Added support for Online PIN for Tap To Mobile and updated the required app permissions
  - android.permission.RECORD\_AUDIO
  - android.permission.HIDE\_OVERLAY\_WINDOWS
  - android.permission.NFC
  - android.permission.VIBRATE

- Removed internal hard-coded transaction limit of 9,999,999 (minor units).