Working with Global Payments Integrated Peripherals

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> This guide explains how to set up a chip reader for a new Global Payments Integrated account. It is intended for system administrators.

After you set up Global Payments Integrated (GPI) (https://aace6.knowledgeowl.com/help/setting-up-global-payments-integrated), you may need peripherals for card-present transactions on charge-processing terminals (e.g. customers walking into your store and handing a card to your cashier). These transactions require the cardholder to swipe or insert the card, enter the PIN number (for debit cards), and tap Submit. The GPI payment processing service then authorizes the transaction.

For more information on chip readers, read about EMV Compliance Law (https://www.fundera.com/blog/emv-compliance-law).

New Clients Setting Up Chip Readers

If you are upgrading an existing GPI account, please review the guide about setting up an integration with GPI (https://aace6.knowledgeowl.com/help/setting-up-global-payments-integrated), focusing on details about obtaining an account token. We recommend that you coordinate the following setup tasks so the transition won't interfere with users running transactions (e.g. configuration during off-hours).

1. Contact GPI to purchase USB chip readers — GPI must encode the readers and link them to your account.
2. Work with GPI to set up the chip readers — This requires installing a remote client manager (RCM) on each computer that you will use with the chip reader. The GPI rep will likely want to set up screen sharing so they can configure each machine.
3. Configure aACE — In the Card Entry dropdown list, select the correct option:
   - If *all* of your terminals have chip readers, select "EMV".
   - If you have multiple input methods (e.g. chip readers, magnetic swipers, and/or manual entry), select "None Specified".
   Note: With the None Specified setting, the interface itself will determine the input method. It is often the safest option, but does cause a small delay when processing a payment.
4. Run a test.