

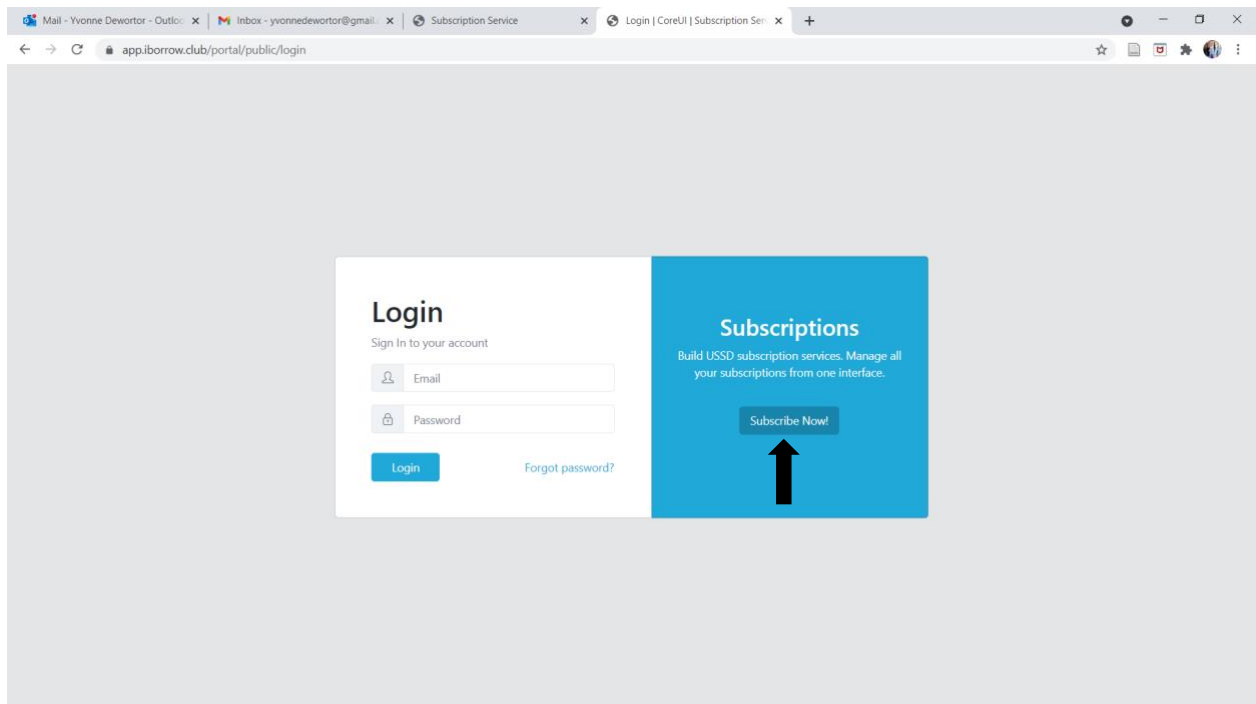
USSD DESIGN STUDIO SERVICE USER MANUAL

INTRODUCTION: USSD Design Studio allows for creation of USSD applications for allocated USSD codes. The menu is an agile approach to quickly starting up a USSD application. Advanced users (programmers/developers), can also build USSD Screens using our ONE STEP USSD API to build around existing workflows.

Step 1: Register To Use The USSD Service

Visit <https://ussd.southpawsl.com/public/login> and click subscribe now as shown in the image below.

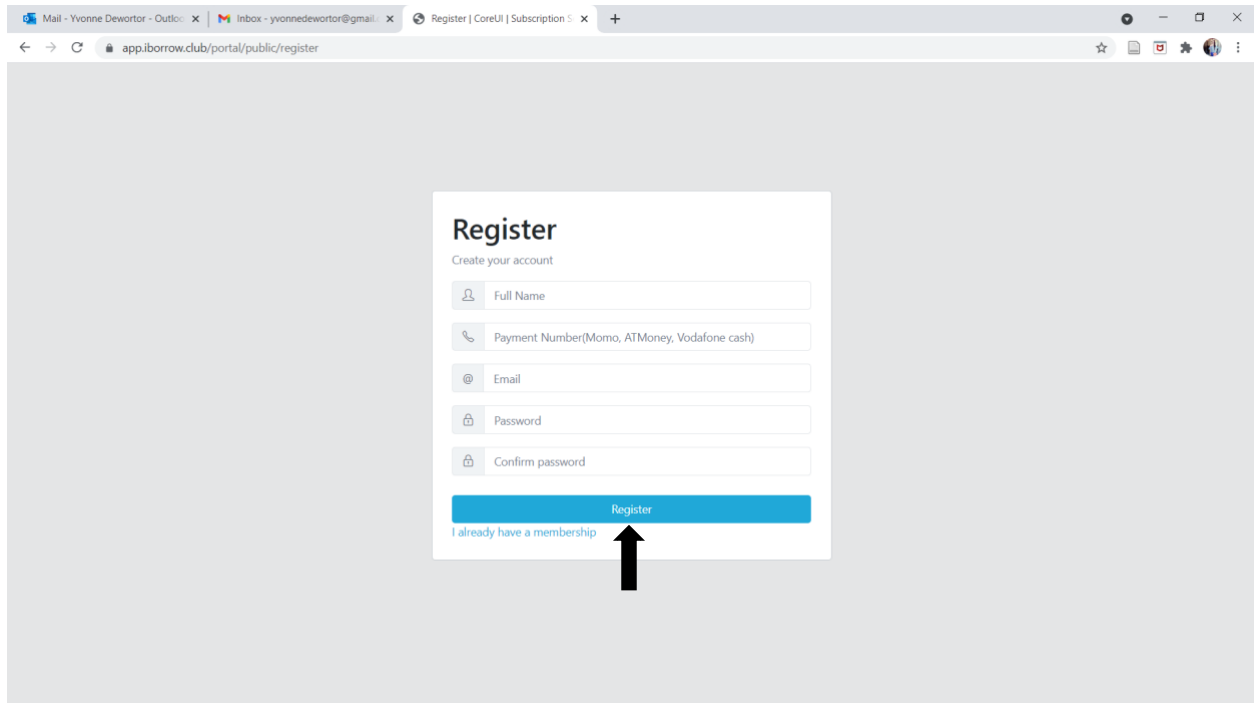
(If you already have an account, input your email and password to log into your account.)



Step 2: Registration Page

Fill in all empty slots with the appropriate information on this page and click register as shown in the image below.

(If you already have an account, click “[I already have a membership](#)” to be redirected to the login page.)



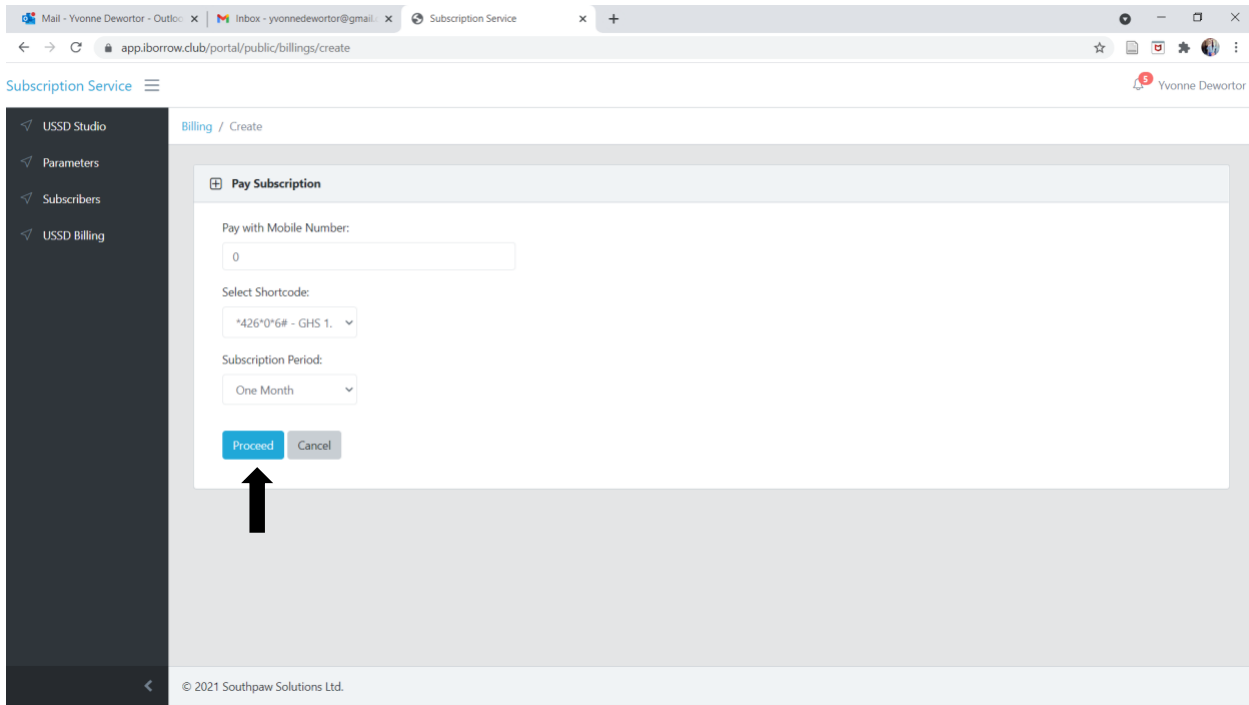
The screenshot shows a web browser window with the URL `app.borrow.club/portal/public/register`. The page displays a registration form titled "Register" with the subtitle "Create your account". The form includes the following fields:

- Full Name
- Payment Number(Momo, ATMoney, Vodafone cash)
- Email
- Password
- Confirm password

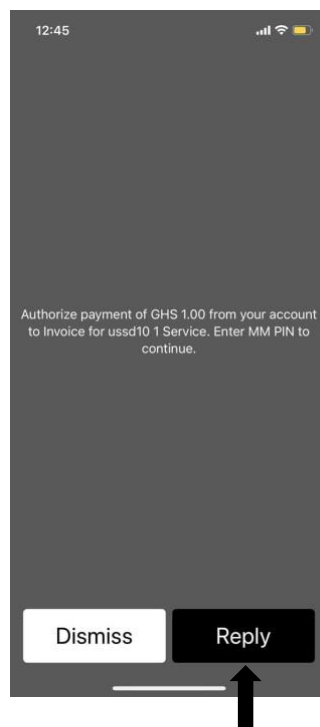
At the bottom of the form is a blue "Register" button. Below the button is a link that says "I already have a membership". A black arrow points to this link.

Step 3: Make Payment

Once your account has been successfully created, enter the required information on the page (as shown below) you will be redirected to and proceed to make payment for the USSD package of your choice.

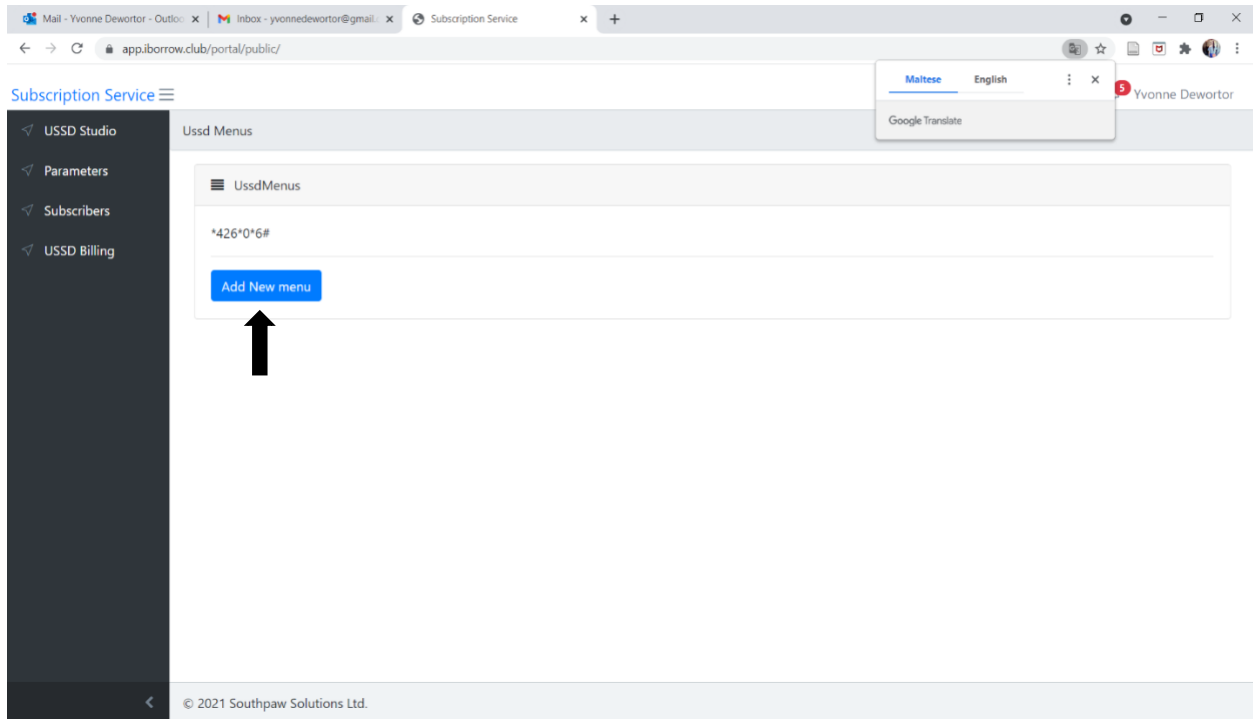


NOTE: You will receive a prompt on your phone to authorize payment as shown below. Approve the payment to complete the transaction.



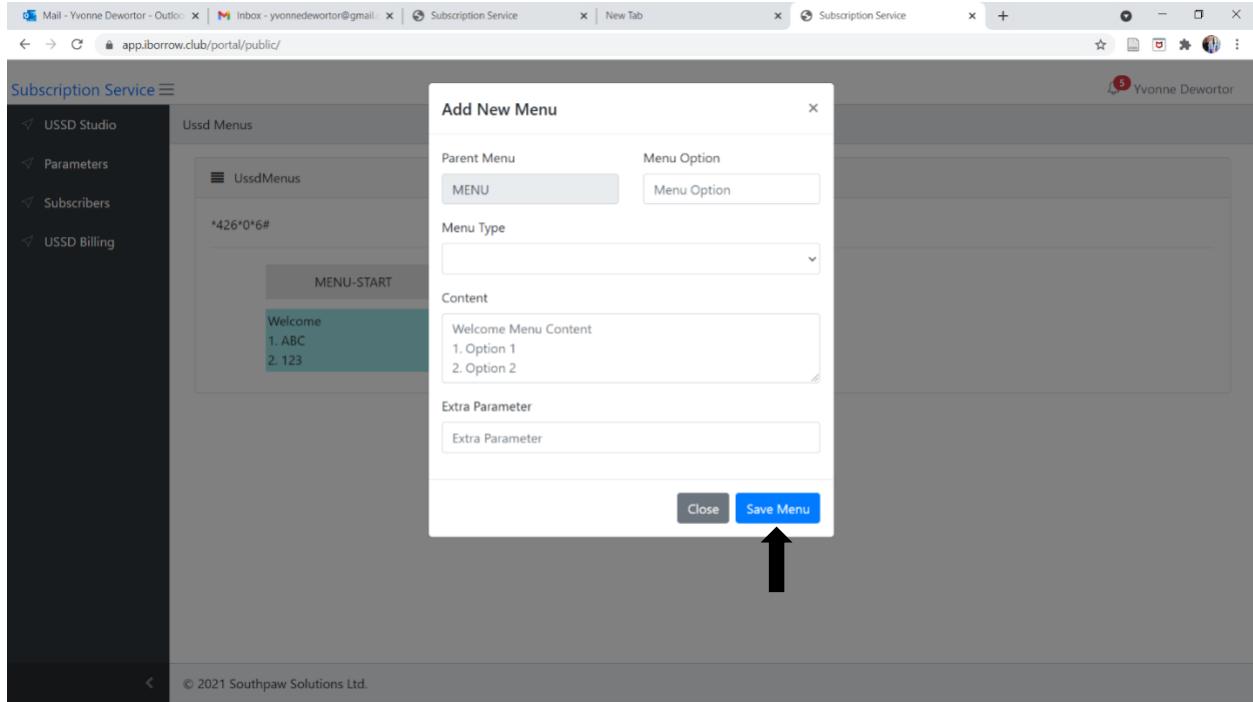
Step 4: Creation of USSD Menus

After payment, your page will be refreshed and you will see a button to “Add New Menu” to your USSD short code.

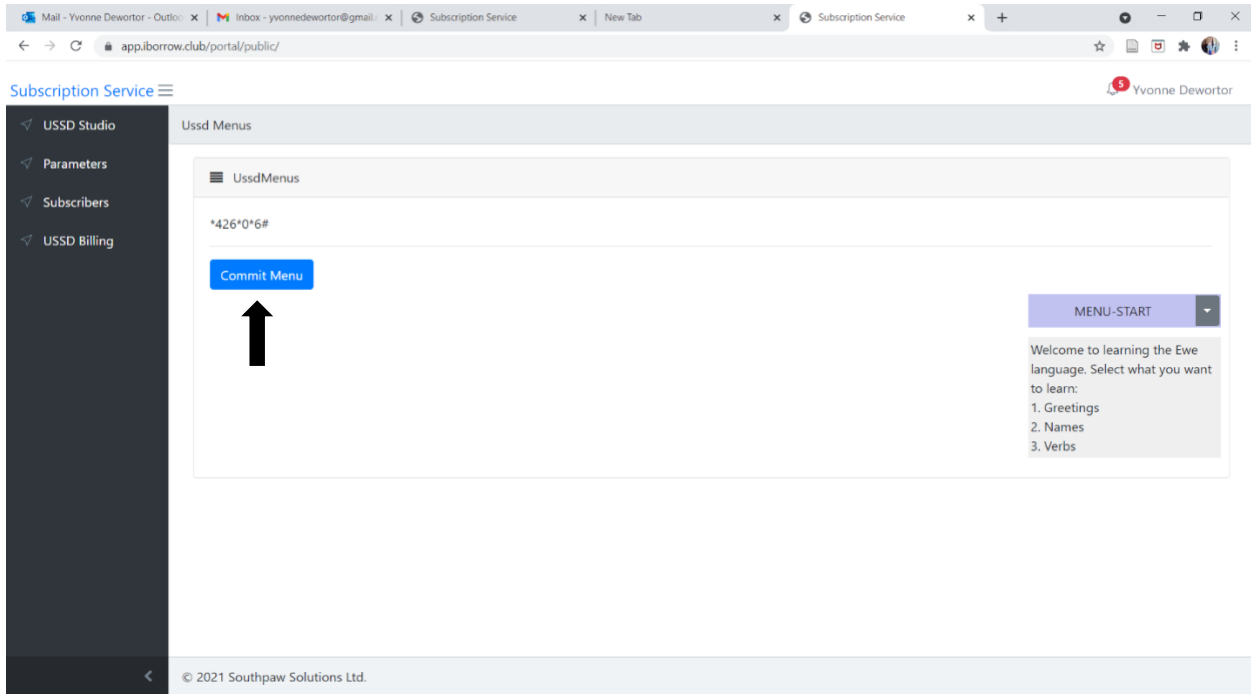


After clicking the “Add New Menu” button, a pop up like the one displayed in the image below is presented to you to create your new menu for your short code. Make the appropriate choices from the Menu Creation dialogue box while filling all slots on the page, then proceed to save your newly created menu.

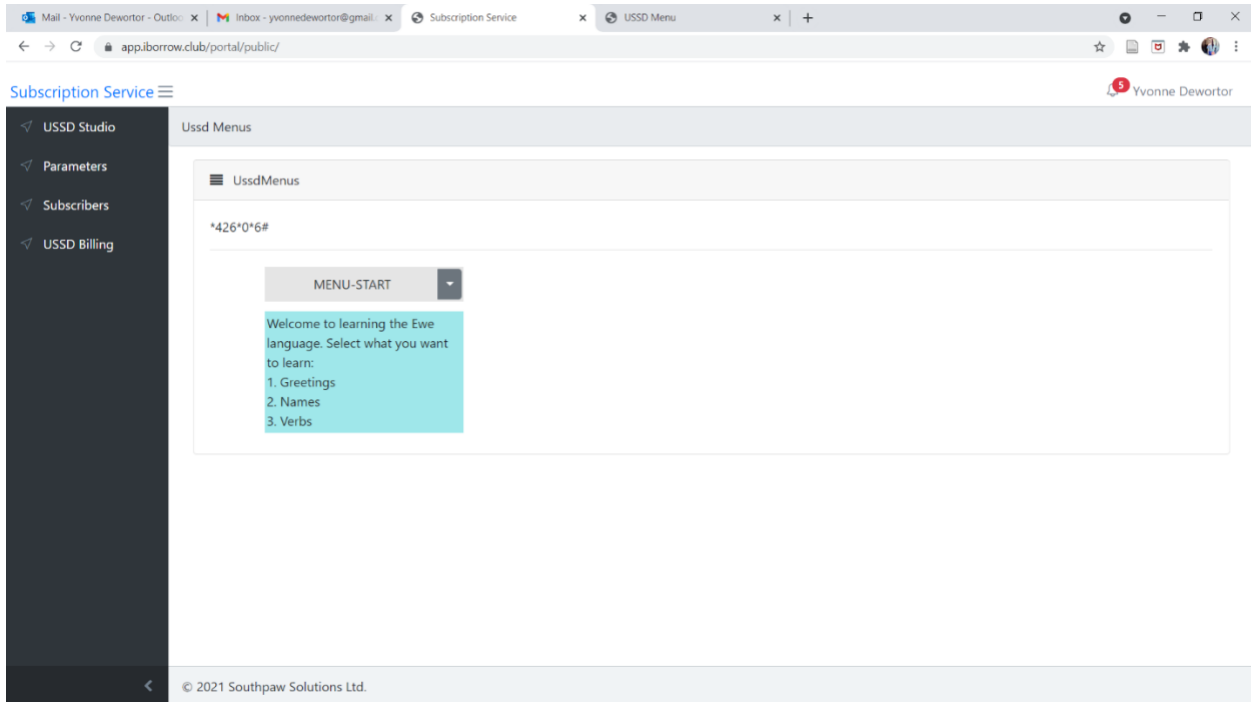
Start Menu Type: From the list of options available in the “Menu Type”, select “START” as you’re now beginning to create your USSD menu.



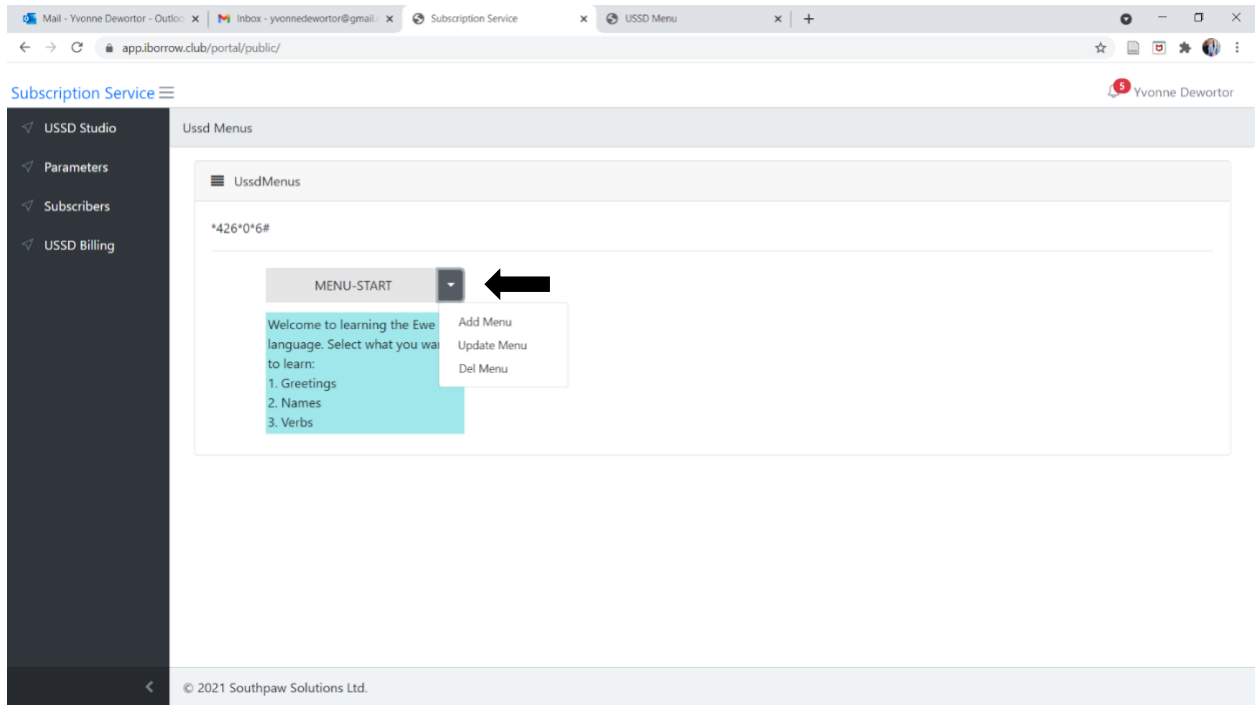
After successfully creating your menu and saving it, click the “Commit Menu” button on the page shown below to make your USSD application a live one to allow users with your short code access your service.



The page shown in the image below is then made available to you on your USSD Menu page.



Click the drop down menu arrow as shown in the image below to display options for adding on to the existing menu, updating it or deleting the already created menu.



Continue Menu Type: This menu state tells the application to continue to the next screen in the queue.

Input Menu Type: Input tells the application to store the ussdString entered by the subscriber for later use in the ussdParameters list.

Update Menu ✕

Parent Menu
MENU

Menu Type
INPUT

Content
Subscription
1. Funny Videos
2. Games

Extra Parameter
keyword

Close Update Menu

Template Menu Type: Template allows for using of place holders to construct a message. Place holders are either static from Parameters created in the portal or dynamic from any previous USSD ACTION or INPUT Screen.

The screenshot shows a modal window titled "Update Menu" with a close button (X) in the top right corner. It contains the following fields:

- Parent Menu:** A text input field containing "MENU,1,1".
- Menu Type:** A dropdown menu currently set to "TEMPLATE".
- Content:** A text area containing the text: "Confirm your subscription for [quantity_desc] of GHS [amount]?
1. Proceed".

At the bottom of the dialog are two buttons: "Close" and "Update Menu".

Confirm Menu Type: Confirm displays all USSD parameters for user confirmation.

Action Menu Type: An action forwards the USSD request to an endpoint you provide and then returns the USSD message object.

The screenshot shows a modal window titled "Update Menu" with a close button (X) in the top right corner. It contains the following fields:

- Parent Menu:** A text input field containing "MENU,1".
- Menu Type:** A dropdown menu currently set to "ACTION".
- Extra Parameter:** A text input field containing a redacted URL: "http://www.example.com/endpoint?param=value".

At the bottom of the dialog are two buttons: "Close" and "Update Menu".

Redirect Menu Type: A redirect forwards the USSD request to an endpoint you provide and then returns the USSD message object to the user without interception on the USSD gateway. (This is purely for developers building customized USSD applications.)

The screenshot shows a dialog box titled "Update Menu" with a close button (X) in the top right corner. It contains the following fields:

- Parent Menu:** A text input field containing the value "MENU".
- Menu Type:** A dropdown menu with "REDIRECT" selected.
- Extra Parameter:** A text input field containing a redacted value (represented by black bars).

At the bottom of the dialog, there are two buttons: "Close" (grey) and "Update Menu" (blue).

End Menu Type: This message terminates the session and returns the final message to the user.

The screenshot shows a dialog box titled "Update Menu" with a close button (X) in the top right corner. It contains the following fields:

- Parent Menu:** A text input field containing the value "MENU,1,1".
- Menu Type:** A dropdown menu with "END" selected.
- Content:** A text area containing the text "Thank you. You may check out other services on our main menu." with a small edit icon in the bottom right corner.

At the bottom of the dialog, there are two buttons: "Close" (grey) and "Update Menu" (blue).

Go To Menu Type: This menu type redirects the user to another screen depending on the option the user selects from the available list of choices provided.

Update Menu ×

Parent Menu Menu Option

MENU,1

Menu Type

GOTO ▼

Extra Parameter

MENU ▼

Close Update Menu

Back Menu Type: This menu type redirects the user to the previous screen of the USSD application.

Update Menu ×

Parent Menu Menu Option

MENU,1

Menu Type

BACK (Previous Screen) ▼

Close Update Menu

Building a service for ACTION/REDIRECT Endpoints

In this request, Service Provider will be the client and 3rd party the **Server**. The request will be initiated from USSD Gateway service to the client via **POST** method and the following request parameters are the values to send. The content type is application/json. Find below sample:

Curl Request:

```
curl -X POST \  
http://host\_server/ussd/endpoint \  
-H 'Cache-Control: no-cache' \  
-H 'Content-Type: application/json' \  
-H 'Postman-Token: 645e38dc-335d-2f2a-04eb-1c660bd4298d' \  
-d '{  
  "sessionId": "123456789123",  
  "msisdn": "233551234567",  
  "ussdString": "*426*0*2#",  
  "ussdState": "REDIRECT",  
  "ussdParameters": [{"name":"keyword","value":"FUN"}, {"name":"quantity","value":"1"}],  
  "possibleAnswers": "",  
  "inputOption": "1",  
  "network": "MTN", }  
}
```

Curl Response

```
{  
  "menuId": "MENU",  
  "ussdString": "*426*0*2#",  
  "state": "END",  
  "message": "Thank you",  
  "option": "2",  
  "ussdParameters": [{"name":"keyword","value":"FUN"}, {"name":"quantity","value":"1"}]  
}
```

METHOD POST your/host/redirect/endpoint

USSD REQUEST

Parameter	Type	Description	Mandatory
sessionId	String	Network unique ID for USSD transaction	M
msisdn	String	Subscriber msisdn	M
ussdString	String	USSD star code. Eg. *426*0*2#	M
ussdState	String	State of menu. Eg. ACTION, START etc	M
ussdParameters	List<Parameter>	Name or value object for extra parameters	M
possibleAnswers	String	Stores values based on the state used	M
inputOption	String	Value entered by the subscriber	M
network	String	MNO Source	M

USSD RESPONSE

Type	Description	Mandatory
String	Store Level of Menu separated by a comma (.). First menu MENU. Second MENU,1	O
String	USSD star code . Eg *426*0*2#	M
Enum	State of Menu. CONTINUE, END	M
String	Message to display on USSD Screen. Restricted to 142 character length	M
String	Stores values based on the state used	M

Collection	Parameters available for use in the menu via template. Eg. [{"name": "keyword", "value": "FUN"}, {"name": "quantity", "value": "1"}]	O
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Step 5: USSD Billing Information

To view all details concerning billing of your subscription, click “USSD Billing” from the side menu on your page. (Click the green button labeled “Make Payment” in the case that, your subscription has expired.)

