nets

RELEASE NOTES

Viking Payment Terminals

Production Version 2.03 Patch 2 │ April 2025

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1. INTRODUCTION

Release is a patch on top of the version 2.03, Viking release 2.03 Patch 2. It covers all the TETRA terminal models running on Viking software (Nets Nordic payment terminal platform). The version is SSS/SSF-validated and compatible with all acquiring channels provided for the Viking platform by Nets.

NOTE: *With integrated terminals, it is mandatory that you familiarize yourself with the PCI regulations and SSF Implementation Guide available via the Nets website (*https://support.nets.eu/category/payment-terminals *> under the Guides tab), take the necessary action required by those guidelines, and follow any other requirements from card schemes. Not following these rules may incur additional fees or sanctions.*

Whenever receipt printing or saving is required, please be aware that integrated solutions require you to print all the contents of preformatted receipt data.

Issues handled in the patch release:

- Payment terminal is occasionally not responding to the contactless card reading and the terminal must be restarted to continue the operation
    - This patch release attempts to fully remove or at least decrease the remaining issues of the terminal freezing during the contactless card read but this must be confirmed in production environment

For information on the availability of this release, please contact your standard Nets support channels. For further information on the terminal range, please consult the user guides/quick guides available on the Nets website (https://support.nets.eu/category/payment-terminals).

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2. COMPLIANCE

2.1 SSS/SSF VALIDATION

The release has been approved by QSA and will be listed later on the PCI council website. Version numbering is it is presented in the following format: X.YY (e.g. 2.00)

2.2 ACQUIRING KERNELS

This release has been validated through functional testing for the applicable/available acquiring channels.

3. ISSUES RESOLVED

- On certain supported terminals, the Viking Payment Application may occasionally stop responding on the contactless card waiting screen and the device must be restarted
    - If application receives an event other than CLESS event, a contactless card detection cancel API is added to cancel the ongoing card detection

4. KNOWN ISSUES

- On certain supported terminals, the Viking Payment Application may occasionally stop responding on the contactless card waiting screen
    - User must press cancel button or wait 10 minutes timeout of the function
- Payment terminal Lane/3600
    - Random black screen on idle mode (waiting for card). Workaround in the case black screen displayed on PIN entry or Card awaiting screen, user can remove card or press Stop (or Red) key
    - When using APM (Alternative Payment Methods), the touch screen does not respond when trying to select manual QR code.
- Currently it is not possible to set static IP for Wi-Fi Interface using Viking Payment application menus