Release Notes for Campus Mobile Payments

Last Modified on 08/26/2026 1:32 pm CDT

Campus Mobile Payments is an app that provides districts with a tool for entering purchases in real-time at events held by the district or a school. The app can be run on an iOS or Android device.

iOS

The Campus Mobile Payments app for iOS can be downloaded from the App Store.

Version 1.14.0 (August 2026)

Summary	Description
Various Enhancements and Improvements	This update includes routine branding, content, and platform compatibility enhancements.

Expand below to see previous releases.

Click here to expand...

Version 1.13.1 (March 2026)

Summary	Description

Android

The Campus Mobile Payments app for Android can be downloaded from the Play Store.

Version 1.14.0 (August 2026)

Summary	Description
Various Enhancements and Improvements	This update includes routine branding, content, and platform compatibility enhancements.

Expand below to see previous releases.

Click here to expand...

Version 1.13.1 (March 2026)

Summary	Description

Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.13.0 (January 2026)

Summary	Description
Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.12.0 (December 2025)

Summary	Description
Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.10.1 (September 2025)

Summary	Description
Mobile App Card Present Processing	Resolved an issue where the service fee percentage was not rounding correctly within the Campus Mobile Payments App.

Version 1.10.0 (August 2025)

Summary	Description
Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.9.0 (August 2025)

Summary	Description

Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.13.0 (January 2026)

Summary	Description
Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.12.0 (December 2025)

Summary	Description
Various Enhancements and Improvements	This update includes performance improvements and enhancements.

Version 1.11.0 (October 2025)

Summary	Description
Android Compatibility Update	The app has been updated to meet the new Android requirements.

Version 1.10.1 (September 2025)

Summary	Description
Mobile App Card Present Processing	Resolved an issue where the service fee percentage was not rounding correctly within the Campus Mobile Payments App.

Version 1.10.0 (August 2025)

Summary	Description

Campus Version Tracking for New Payments	The Campus Version is now sent with new payments to the payment vendor to help ensure proper processing.

Version 1.8.1 (August 2025)

Summary	Description
Various Bug Fixes and Enhancements	This update includes performance improvements, minor fixes, and usability enhancements. **Note:** Users must update the mobile app to avoid issues. Using the latest SIS version with an outdated app may require users to update before making in-office payments through the app. If they pay a service fee outside of CPP, the total amount will be inaccurate.

Version 1.8.0 (July 2025)

Summary	Description
Mobile App Updates	Updated Campus Mobile Payments to prevent crashes when other Bluetooth card readers are nearby, and keeps users' screens on during device updates.

Version 1.7.1 (April 2025)

Summary	Description

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Version 1.9.0 (August 2025)

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Version 1.7.0 (March 2025)

Summary	Description
Enhanced Mobile Payments Setup and Bug Fixes	Updated the Campus Mobile Payments setup to require users to connect a card reader before logging into an event, along with various bug fixes.

Version 1.6.0 (November 2024)

Summary	Description
General Framework Update	Updated to meet App Store requirements.

Version 1.4.2 (May 2024)

Summary	Description
Inventory Tracked Items	An issue occurred where inventory tracked items were not selectable while a phone was in a vertical orientation. This has been corrected. The "About" section of the app has also been updated.

Version 1.4.1 (March 2024)

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Version 1.5.0 (September 2024)

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Version 1.4.2 (May 2024)

Summary	Description

BBPos Connection Fix	An issue was resolved where the BBPos were connected, but users were unable to proceed to the store front.

Version 1.4.0 (December 2023)

Summary	Description
BBPos Connection Fix	An issue was resolved where the BBPos were connected, but users were unable to proceed to the store front.

Summary	Description
Enable Credit Card Insert and Tap	Added insert and tap functionality as acceptable payment methods.

Version 1.3.0 (September 2023)

Summary	Description
Device Scanning Fix	Resolved an issue where the application would close when trying to scan for devices.
403 Error Fix	Users were receiving 403 errors while using the app. This required users to rescan the QR code in the device setup. This has been corrected.

Version 1.2.5 (August 2023)

Summary	Description
Inventory Tracked Items	An issue occurred where inventory tracked items were not selectable while a phone was in a vertical orientation. This has been corrected. The "About" section of the app has also been updated.

Version 1.4.1 (March 2024)

Summary	Description
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Summary	Description

Manual Credit Card Entry	Added the option for a cashier to manually enter credit card information. It will still be required to connect to the BBPos for the event and will need to maintain an internet connection in order for the app to work.

Version 1.2.3 (April 2023)

Summary	Description
Product Button Enhancement	For the situation where a General Product is created with no attribute(s), the button was enhanced to function like an item button. When the button is selected, the item count will display on the Product screen.
Product Name Display Fix	If a Product name was too long to fit on one line, it was breaking in the middle of a word rather than in between words. This has been corrected.

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Event Sales Enhancement for Inactive, Invalid, and Out of Stock Items	If a Category, Product or Item is inactivated, Display on Mobile is unchecked or if it runs out of stock while a cashier is logged into the app they will now display an INACTIVE, INVALID or OUT OF STOCK label. If these changes are made prior to a cashier logging in, those items will no longer pull into the mobile app.

Version 1.2.0 (April 2023)

Summary	Description
Student Number Modal Correction	If a student was buying multiple items that allowed or required a student number and the minus button was used to subtract one of the items, it would delete all of them. This has been corrected.
Auto-logout Fix	Previously, iOS devices were not being logged out of an event after a period of inactivity. This has been corrected.

Version 1.1.5 (March 2023)

Summary	Description

Event Sales Enhancement for Inactive, Invalid, and Out of Stock Items	If a Category, Product or Item is inactivated, Display on Mobile is unchecked or if it runs out of stock while a cashier is logged into the app they will now display an INACTIVE, INVALID or OUT OF STOCK label. If these changes are made prior to a cashier logging in, those items will no longer pull into the mobile app.

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Version 1.1.5 (March 2023)

Summary	Description

Add Variable Rate Functionality	Added a price entry field to variable rate items when making a purchase.
Student Modal Enhancement	If a user attempted to subtract items which allowed or required a Student Number, there were issues if the same item was added multiple times for the same student or "none." To improve this, the user can now adjust the quantity within the modal or remove all items on each line.

Version 1.1.0 (February 2023)

Summary	Description
Background Color Added	A grey background has been added within the app to improve its look and feel, as well make buttons appear more prominent.
Timeout Issue	If a device is logged into an Event and it sits idle for an extended period, the card swipe reader was disconnecting, causing card swipes to be declined. This has been corrected.

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Optional Student Number Incorrectly Adjusts Cart Quantity	If an optional student number was entered while items were being purchased, the quantity of items was not always calculated correctly. This has been fixed.
Logout Before Connection to Scanner Causes App to Freeze	On some devices, if logging out of Campus Mobile Payments prior to connecting to a card reader, the app was freezing, thus requiring the app to be restarted. This has been corrected.
Out of Stock Messages Have Been Added	Messages have been added when inventory of an item runs out before an event begins, during the event, or when it is in the cart.
Plus (+) and X Buttons Made Larger	The plus sign (+) and X buttons have been made larger to make it easier to select.
Issue with Devices Connecting to Card Reader	If multiple card readers were being used at an event, the Campus Mobile Payments app would freeze on iOS devices. This has been fixed.

Version 1.0.10 (February 2023)

Summary	Description

Optional Student Number Incorrectly Adjusts Cart Quantity	If an optional student number was entered while items were being purchased, the quantity of items was not always calculated correctly. This has been fixed.
Logout Before Connection to Scanner Causes App to Freeze	On some devices, if logging out of Campus Mobile Payments prior to connecting to a card reader, the app was freezing, thus requiring the app to be restarted. This has been corrected.
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Plus (+) and X Buttons Made Larger	The plus sign (+) and X buttons have been made larger to make it easier to select.
Issue with Devices Connecting to Card Reader	If multiple card readers were being used at an event, Android devices were not connecting to the correct one. This has been fixed.

Version 1.0.10 (February 2023)

Summary	Description

Login Fix	An authentication error was occurring when attempting to log into an event. This has been corrected.

Version 1.0.0 (January 2023)

Summary	Description
Initial Release	A new app for iOS devices called Campus Mobile Payments is now available for districts who use the School Store. This app provides districts with a tool for entering credit/debit card purchases in real-time at events held by the district or a school. A new card reader device is required for the Mobile Payments app. Contact your sales representative or Client Relationship Manager for more information. For more information about the setup of Mobile Payments, see the School Store documentation.

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