

# Shipping Campaigns API

**Author:** Josh S. Sakweli, Backend Lead Team **Last Updated:** 2026-10-24 **Version:** v1.0

**Base URL:** `https://api.nexgate.co/api/v1`

**Short Description:** A shipping campaign is **someone paying part of a buyer's delivery**, for buyers who meet some rules, for some time — "Free delivery in Dar this weekend", "I pay 50% of delivery", "25% off my deliveries into Kinondoni". Three kinds of creator can run one: a **shipper** (a discount on its own price), a **seller** (paid from the order's own items money) and **NexGate** (paid from a pot of money held in escrow). This doc explains how they are worked out, paid, refunded and managed.

**Related docs:** `docs/shipping/shipping_api_doc.md` (options, cart, checkout, orders) · `docs/location/location_api_doc.md` (areas) · `docs/shipping/campaigns/SHIPPING_CAMPAIGNS_DESIGN.md` (full design with every decision and example) · `commerce_logistics_changes.md` \$64-\$68 (fields added to existing responses).

## Hints:

- `cost.total` **everywhere stays the shipper's table price**. What the buyer pays is `offer.buyerPays`; show `cost.total` **buyerPays** and the shares ("Shop pays 3,000 · NexGate pays 1,800").
- The campaign is **shown** at estimation, **worked out** at the quotation, **paid** at payment and **frozen** after. Nothing is held at quotation time — the buyer may learn at payment that a campaign has just ended (`CAMPAIGN_ENDED`).
- A campaign **never pays more after payment**.
- Coded refusals are HTTP **409** with `data.code`.

## Standard Response Format

### Success

```
{
  "success": true,
  "httpStatus": "OK",
  "message": "Campaign created",
  "action_time": "2026-10-24T10:30:45",
```

```
"data": { }  
}
```

## Error (coded refusal)

```
{  
  "success": false,  
  "httpStatus": "CONFLICT",  
  "message": "Say the most you pay per delivery (the cap)",  
  "action_time": "2026-10-24T10:30:45",  
  "data": { "code": "CAMPAIGN_CAP_REQUIRED", "reason": "Say the most you pay per delivery (the cap)" }  
}
```

| Field                    | Type          | Description                                                  |
|--------------------------|---------------|--------------------------------------------------------------|
| <code>success</code>     | boolean       | <code>true</code> for success, <code>false</code> for errors |
| <code>httpStatus</code>  | string        | HTTP status name                                             |
| <code>message</code>     | string        | Human-readable result, safe to show                          |
| <code>action_time</code> | string        | When the response was made                                   |
| <code>data</code>        | object/string | Payload, or <code>{ code, reason, details? }</code>          |

## HTTP Method Badge Standards

- **GET** - **GET** - read only
- **POST** - **POST** - create / act
- **PUT** - **PUT** - replace

# Part 1 — How campaigns work

## 1.1 Who can run what

| Creator | Covers | Kinds | Money comes from | Who manages it |
|---------|--------|-------|------------------|----------------|
|---------|--------|-------|------------------|----------------|

|                |                                         |                                                                   |                                                                          |                                      |
|----------------|-----------------------------------------|-------------------------------------------------------------------|--------------------------------------------------------------------------|--------------------------------------|
| <b>SHIPPER</b> | its own deliveries, from any shop       | <code>PERCENT</code> , <code>FIXED</code> (no <code>FREE</code> ) | nowhere — it simply charges less                                         | the business owner only (not admins) |
| <b>SELLER</b>  | deliveries of its own shop's orders     | <code>FREE</code> , <code>PERCENT</code> , <code>FIXED</code>     | the order's own items money, at payment                                  | the shop owner (or a super admin)    |
| <b>NEXGATE</b> | deliveries of any shop, or chosen shops | <code>FREE</code> , <code>PERCENT</code> , <code>FIXED</code>     | a <b>pot</b> held in escrow, funded from <code>SHIPPING-CAMPAIGNS</code> | super admins                         |

| Kind                 | Means                                                           | Applies to                                                                                      |
|----------------------|-----------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| <code>FREE</code>    | the whole delivery, up to a <code>cap</code> per order          | the <b>cheapest qualifying option</b> becomes free; a faster one costs the buyer the difference |
| <code>PERCENT</code> | <code>value</code> % of the delivery, optional <code>cap</code> | the option the buyer picks                                                                      |
| <code>FIXED</code>   | <code>value</code> TZS off                                      | the option the buyer picks                                                                      |

## 1.2 Who qualifies

| Rule                                | Field                                                     | Notes                                                                    |
|-------------------------------------|-----------------------------------------------------------|--------------------------------------------------------------------------|
| <b>Where the parcel goes</b> (main) | <code>areas</code>                                        | the buyer's destination: regions / districts / wards; empty = everywhere |
| <b>When</b> (main)                  | <code>startsAt</code> , <code>endsAt</code>               | start defaults to now; NexGate needs an end                              |
| Where it starts                     | <code>fromAreas</code>                                    | shipper only                                                             |
| Minimum order                       | <code>minOrder</code>                                     | this shop's items                                                        |
| Audience                            | <code>audience</code>                                     | <code>EVERYONE</code> or <code>FIRST_ORDER</code>                        |
| Shops                               | <code>shopIds</code>                                      | NexGate only (empty = all shops)                                         |
| Products                            | <code>productIds</code> / <code>excludedProductIds</code> | seller only; a mixed parcel qualifies only if every item does            |
| Per buyer                           | <code>perBuyerLimit</code>                                | e.g. 1 = once per buyer                                                  |
| Cap per order                       | <code>cap</code>                                          | <code>FREE</code> and <code>PERCENT</code>                               |
| Spending limit                      | <code>spendLimit</code>                                   | seller only — a counter, not money held ("stop after 200,000")           |

A creator may run several campaigns at once; per order only **one campaign per creator** applies — the one that gives the buyer the most, worked out per option.

## 1.3 Stacking — when several apply

1. Order: **shipper discount** → **seller** → **NexGate**.
2. The shipper's discount sets the real price (`price`); every other share is worked out from **that full price**, never from "what is left".
3. Shares together never exceed the price; the **last one is trimmed** (normally NexGate).  
The buyer never pays below zero.

| Case                                                            | Seller | NexGate                          | Buyer                                  |
|-----------------------------------------------------------------|--------|----------------------------------|----------------------------------------|
| 6,000 · seller 50% ·<br>NexGate 30%                             | 3,000  | 1,800                            | <b>1,200</b>                           |
| 10,000 · seller 50% at most<br>3,000 · NexGate 30%              | 3,000  | 3,000                            | <b>4,000</b>                           |
| 6,000 · seller 70% ·<br>NexGate 50%                             | 4,200  | 1,800 (trimmed)                  | <b>0 · Free</b>                        |
| 8,000, shipper 25% off →<br>6,000 · seller 50% ·<br>NexGate 30% | 3,000  | 1,800                            | <b>1,200</b> (the shipper earns 6,000) |
| 6,000 · NexGate 50% but<br>the pot holds 1,000                  | —      | <b>0</b> (full share or nothing) | <b>6,000</b>                           |

Ranking uses **what the buyer pays** (+ arrival time), so a campaign can make a shipper ☐ Recommended or ☐ Cheapest.

## 1.4 The offer on an option

Every delivery option (quotation, cart, checkout, order) gains `offer` when a campaign applies (absent otherwise):

```
"offer": {
  "listPrice": 7000,
  "price": 7000,
  "buyerPays": 1900,
  "shares": [
    { "campaignId": "...", "funder": "SELLER", "name": "Half delivery in Dar", "amount": 3000
  },
    { "campaignId": "...", "funder": "NEXGATE", "name": "Dar 30 percent", "amount": 2100 }
  ]
}
```

| Field                  | Meaning                                                |
|------------------------|--------------------------------------------------------|
| <code>listPrice</code> | the shipper's table price (= <code>cost.total</code> ) |

| Field     | Meaning                                                             |
|-----------|---------------------------------------------------------------------|
| price     | after the shipper's own discount — what the shipper is paid         |
| shares    | who pays part of price; a SHIPPER share is the discount (not money) |
| buyerPays | the rest                                                            |

Product cards show a badge from the estimation's campaign field: { "listFrom": 7000, "paidBy": ["SELLER", "NEXGATE"] } → "Delivery from 7,000 1,900 · Shop + NexGate pay part"; freeDelivery: true when the cheapest option is free. The cart shows a **nudge** under a shop when a minimum order is near: "Add 4,995 more from My Shop for free delivery".

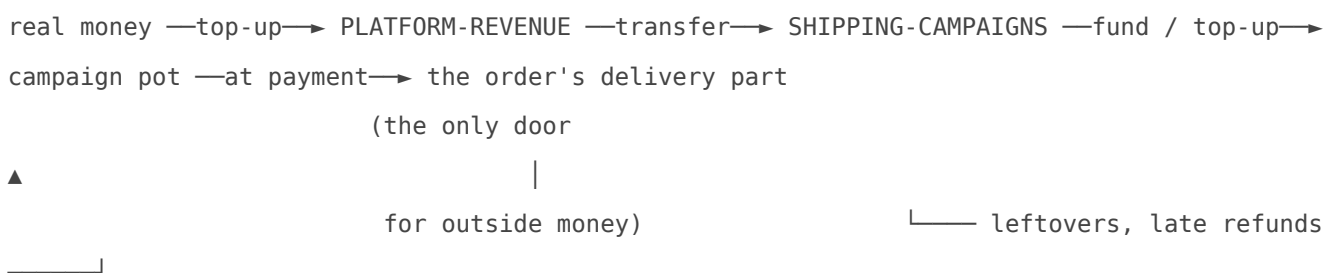
## 1.5 Where the money sits

**Shipper** — nothing set aside; it earns less per job. Refunds return nothing.

**Seller** — taken **from the order's own money at payment**: items 50,000 + delivery 6,000, seller pays all of the delivery → the buyer pays 50,000, split in escrow into **44,000** items + **6,000** delivery. The shipper is fully covered from payment. Guards so a seller never ends below zero:

- every seller FREE / PERCENT campaign needs a **cap**;
- with a minimum order, the cap must fit inside it after commission ( CAMPAIGN\_CAP\_ABOVE\_MINIMUM );
- at the quotation and again at payment the share must fit **this order's items money minus commission**, else the seller's campaign does not apply to that option (full share or nothing);
- with a spendLimit, the share must fit what is left of it.

**NexGate** — a **pot** per campaign, held in escrow:



- Creating a NexGate campaign moves its budget from SHIPPING-CAMPAIGNS into its pot ( CAMPAIGN\_BUDGET\_LOW if short); a **top-up** adds more.
- Each use moves the share from the pot into the order's delivery part **under a lock** — parallel checkouts can never take a pot below zero. **Full share or nothing.**
- Pot empty → **Ran out** (stops by itself); a top-up or a refund restarts it.

- Ended / stopped → whatever is left goes back to `SHIPPING-CAMPAIGNS` at once.

## 1.6 One order, start to finish

| Stage                               | What happens                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Estimation (card)                   | badge only — matching campaigns, nothing exact, nothing held                                                                                                                                                                                                                                                                                                                                                   |
| Quotation (sheet / cart / checkout) | the rules run on every option; best campaign per creator; the quotation remembers which it used; <b>nothing held</b>                                                                                                                                                                                                                                                                                           |
| Payment                             | checked again under a lock: still running? pot / limit / items still cover the share? <b>Yes</b> → the buyer pays only their part, the shares move into the delivery part. <b>No</b> → payment refused <code>CAMPAIGN_ENDED</code> ( <code>details</code> : shopId, businessId, businessName, before, after); nothing charged; <code>PATCH</code> the checkout session (same pick) for today's price, then pay |
| Recorded                            | buyer · seller · NexGate amounts frozen on the delivery escrow — they drive every refund and report                                                                                                                                                                                                                                                                                                            |
| Delivered + confirmed               | the shipper gets its full price; the seller gets items minus its share (commission on the full items price)                                                                                                                                                                                                                                                                                                    |

## 1.7 After payment

| Change                                    | Campaign money                                                                                                                                                          |
|-------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Address change (before a shipper accepts) | each share kept <b>up to what it paid</b> ; one that no longer applies goes back to its source and the buyer pays it; the buyer tops up / gets back only their own part |
| Cheaper shipper on reassignment           | the difference comes back in proportion (pot, seller's items part, buyer)                                                                                               |
| Dearer shipper                            | shares stay; the buyer pays the extra                                                                                                                                   |
| Switch to pickup / cancel / refund        | every share goes back where it came from; the buyer gets back all they paid                                                                                             |
| Pickup → delivery after payment           | campaigns apply like at checkout ( <code>CAMPAIGN_ENDED</code> possible)                                                                                                |
| Admin cancel while the rider is heading   | the 50% wasted trip is paid pro rata by everyone in the delivery part                                                                                                   |

Where a NexGate share goes on a refund:

| Campaign state at refund | NexGate's share | Seller's limit |
|--------------------------|-----------------|----------------|
|--------------------------|-----------------|----------------|

|                   |                                                                                 |               |
|-------------------|---------------------------------------------------------------------------------|---------------|
| Running / Paused  | back to the pot                                                                 | restored      |
| Ran out           | back to the pot → <b>Running again</b>                                          | restored      |
| Ended / Cancelled | back to the pot, moved on to<br><code>SHIPPING-CAMPAIGNS</code> within a minute | nothing to do |

## 1.8 Installments and group purchase

- **Immediate installment:** the seller's share comes from the **down payment** (qualifying uses the full price; the share + commission must fit the down payment, else payment refuses `CAMPAIGN_ENDED` "... pay a bigger down payment"). NexGate and shipper campaigns work as usual.
- **Layaway:** campaigns apply when the buyer chooses delivery after the last instalment.
- **Group purchase:** each member's delivery gets its own campaigns; leaving or a failed group refunds in full and every share goes back.
- A station route (several businesses) gets seller and NexGate shares but no shipper discount.

## 1.9 States

| <code>status</code> (stored) | <code>state</code> (shown)                  | Means                                                            |
|------------------------------|---------------------------------------------|------------------------------------------------------------------|
| <code>SCHEDULED</code>       | <code>SCHEDULED</code>                      | starts later ( <code>startsAt</code> )                           |
| <code>RUNNING</code>         | <code>RUNNING</code> / <code>RAN_OUT</code> | live; <code>RAN_OUT</code> = pot empty or spending limit used up |
| <code>PAUSED</code>          | <code>PAUSED</code>                         | stopped by the creator; resume any time                          |
| <code>ENDED</code>           | <code>ENDED</code>                          | the end date passed (timer, every minute)                        |
| <code>CANCELLED</code>       | <code>CANCELLED</code>                      | stopped for good by the creator                                  |

A closed campaign (ended / cancelled) cannot be edited or restarted — create a new one ( `CAMPAIGN_CLOSED` ). Edits change **new quotations only**; paid orders keep what they got.

**Notifications** to whoever runs it (in-app + push, opens `SHIPPING_CAMPAIGN` with the `campaignId`):  
`SHIPPING_CAMPAIGN_RAN_OUT` ("Dar 30 percent" ran out · the pot is empty) and  
`SHIPPING_CAMPAIGN_ENDED` ("Dar 30 percent" has ended · It paid 184,000 towards delivery on 96 orders.).

# Part 2 — Endpoints

## 1. Create a campaign

**Purpose:** Start a campaign for a shop, a delivery business, or NexGate.

**Endpoint:** **POST** `{base_url}/shipping/campaigns`

**Access Level:** ☐ Protected — SELLER: the shop owner · SHIPPER: the business owner · NEXGATE: `SUPER_ADMIN`

**Authentication:** Bearer token

**Request JSON Sample** (seller):

```
{
  "creator": "SELLER",
  "shopId": "aaaa0000-0000-4000-8000-000000000001",
  "name": "Free delivery over 50,000",
  "kind": "FREE",
  "cap": 5000,
  "areas": [ { "level": "REGION", "regionCode": "07" } ],
  "startsAt": "2026-10-25T00:00:00",
  "endsAt": "2026-11-30T23:59:00",
  "minOrder": 50000,
  "audience": "EVERYONE",
  "excludedProductIds": ["77a1..."],
  "perBuyerLimit": 2,
  "spendLimit": 200000
}
```

**Request JSON Sample** (NexGate):

```
{
  "creator": "NEXGATE",
  "name": "Dar 30 percent",
  "kind": "PERCENT", "value": 30, "cap": 3000,
  "areas": [ { "level": "REGION", "regionCode": "07" } ],
  "endsAt": "2026-11-02T23:59:00",
  "shopIds": [],
}
```

```
"budget": 500000
}
```

### Request Body Parameters:

| Parameter                       | Type     | Required                   | Description                                    | Validation                     |
|---------------------------------|----------|----------------------------|------------------------------------------------|--------------------------------|
| creator                         | enum     | Yes                        | SHIPPER, SELLER, NEXGATE                       | cannot change later            |
| shopId                          | UUID     | SELLER                     | the shop running it                            | your shop                      |
| businessId                      | UUID     | SHIPPER                    | the delivery business running it               | your business                  |
| name                            | string   | Yes                        | shown to buyers in the shares                  | max 80                         |
| kind                            | enum     | Yes                        | FREE, PERCENT, FIXED                           | shipper: no FREE               |
| value                           | number   | PERCENT / FIXED            | percent 1-100, or TZS off                      | none for FREE                  |
| cap                             | number   | FREE / PERCENT for sellers | most paid per delivery                         | $\geq 1$                       |
| areas                           | array    | No                         | buyer's destination areas (empty = everywhere) | $\leq 100$                     |
| fromAreas                       | array    | No                         | shipper only: where the parcel starts          | $\leq 100$                     |
| startsAt / endsAt               | datetime | endsAt: NEXGATE            | the period                                     | end after start, in the future |
| minOrder                        | number   | No                         | this shop's items at least                     | $\geq 0$                       |
| audience                        | enum     | No                         | EVERYONE (default), FIRST_ORDER                |                                |
| shopIds                         | array    | No                         | NexGate only: chosen shops                     | $\leq 500$                     |
| productIds / excludedProductIds | array    | No                         | seller only: only these / never these          | own shop's products            |
| perBuyerLimit                   | integer  | No                         | uses per buyer                                 | $\geq 1$                       |
| spendLimit                      | number   | No                         | seller only: stop after this much              | $\geq 1$                       |
| budget                          | number   | NEXGATE                    | moved from SHIPPING-CAMPAIGNS into the pot     | $\geq 1$                       |

### Success Response JSON Sample:

```
{
  "success": true, "httpStatus": "OK", "message": "Campaign created", "action_time": "2026-10-24T10:30:45",
  "data": {
    "campaignId": "...", "creator": "NEXGATE", "name": "Dar 30 percent", "kind": "PERCENT",
    "value": 30, "cap": 3000,
    "areas": [ { "level": "REGION", "regionCode": "07", "name": "Dar es Salaam", "label": "Dar es Salaam" } ],
    "startsAt": "2026-10-24T10:30:45", "endsAt": "2026-11-02T23:59:00", "audience": "EVERYONE",
    "state": "RUNNING",
    "numbers": { "orders": 0, "buyers": 0, "givenAway": 0, "returned": 0 },
    "pot": { "accountNumber": "POT-3dd27daf", "funded": 500000, "used": 0, "returned": 0, "left": 500000 },
    "createdAt": "2026-10-24T10:30:45"
  }
}
```

### Success Response Fields:

| Field                | Description                                                                                    |
|----------------------|------------------------------------------------------------------------------------------------|
| <code>state</code>   | \$1.9                                                                                          |
| <code>numbers</code> | orders and buyers that used it; <code>givenAway</code> (net of refunds), <code>returned</code> |
| <code>pot</code>     | NexGate only: funded, used, returned, left                                                     |
| <code>limit</code>   | seller with a spending limit: <code>{ limit, used }</code>                                     |
| <code>endedAt</code> | when it ended / was stopped                                                                    |

Empty fields are left out of the response.

**Errors:** `CAMPAIGN_KIND_NOT_ALLOWED`, `CAMPAIGN_VALUE_INVALID`, `CAMPAIGN_CAP_REQUIRED`, `CAMPAIGN_CAP_ABOVE_MINIMUM`, `CAMPAIGN_END_REQUIRED`, `CAMPAIGN_DATES_INVALID`, `CAMPAIGN_FIELD_NOT_ALLOWED` (message says which field), `CAMPAIGN_BUDGET_REQUIRED`, `CAMPAIGN_BUDGET_LOW`, `SHOP_REQUIRED`, `BUSINESS_REQUIRED`, `NOT_YOUR_SHOP`, `NOT_YOUR_BUSINESS`, `ADMIN_ONLY`, `AREA_NOT_FOUND`, `SHOP_NOT_FOUND`, `PRODUCT_NOT_IN_SHOP`.

## 2. List one creator's campaigns

**Endpoint:** `GET` `{base_url}/shipping/campaigns?creator=SELLER&shopId=...`

**Access Level:** ☐ Protected (same as create)

**Query Parameters:**

| Parameter  | Type | Required | Description                                                       |
|------------|------|----------|-------------------------------------------------------------------|
| creator    | enum | Yes      | <code>SELLER</code> , <code>SHIPPER</code> , <code>NEXGATE</code> |
| shopId     | UUID | SELLER   | the shop                                                          |
| businessId | UUID | SHIPPER  | the business                                                      |

**Success Response:** a list of campaigns (as create), newest first.

---

## 3. Get / edit one campaign

- **GET** `{base_url}/shipping/campaigns/{campaignId}`
- **PUT** `{base_url}/shipping/campaigns/{campaignId}` — the whole campaign (same body as create; `creator` must stay the same; `budget` is ignored — use top-up)

**Access Level:** ☐ Protected (whoever runs it)

Edits apply to new quotations only. Moving `startsAt` into the future makes it `SCHEDULED` again.

**Errors:** as create, plus `CAMPAIGN_CLOSED`, `CAMPAIGN_CREATOR_FIXED`.

---

## 4. Orders that used it

**Endpoint:** **GET** `{base_url}/shipping/campaigns/{campaignId}/uses?page=1&size=20`

**Access Level:** ☐ Protected (whoever runs it)

**Success Response** `data` (a page, newest first):

```
{ "content": [ { "orderId": "...", "orderNumber": "ORD-2026-21597", "amount": 2100, "returned": 0, "at": "2026-10-24T11:02:10" } ], "totalElements": 1, "totalPages": 1, "...": "..." }
```

`orderId` / `orderNumber` are null until the order exists (a group purchase only when the group fills).

---

## 5. Pause / resume / stop

| Endpoint                                                                   | Does                                                                                                           |
|----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| <b>POST</b> <code>{base_url}/shipping/campaigns/{campaignId}/pause</code>  | stops for new orders; paid orders keep it; idempotent                                                          |
| <b>POST</b> <code>{base_url}/shipping/campaigns/{campaignId}/resume</code> | back to <code>RUNNING</code> (or <code>SCHEDULED</code> ); idempotent                                          |
| <b>POST</b> <code>{base_url}/shipping/campaigns/{campaignId}/stop</code>   | <code>CANCELLED</code> for good; a NexGate pot's leftover goes back to <code>SHIPPING-CAMPAIGNS</code> at once |

**Access Level:** `☐` Protected (whoever runs it). Each answers with the campaign. **Errors:** `CAMPAIGN_CLOSED`.

## 6. Top up a NexGate pot

**Endpoint:** **POST** `{base_url}/shipping/campaigns/{campaignId}/top-up`

**Access Level:** `☐` Protected ( `SUPER_ADMIN` )

**Request:** `{ "amount": 200000 }` — moved from `SHIPPING-CAMPAIGNS` into the pot; a `RAN_OUT` campaign runs again. Audit-logged.

**Errors:** `CAMPAIGN_HAS_NO_POT` (seller / shipper campaigns), `CAMPAIGN_CLOSED`, `CAMPAIGN_BUDGET_LOW`.

## 7. Admin: every campaign

**Endpoint:** **GET** `{base_url}/admin/shipping/campaigns?creator=&status=&page=1&size=20`

**Access Level:** `☐` Protected ( `STAFF_ADMIN`, `SUPER_ADMIN` ) — read only

**Query Parameters:** `creator` ( `SHIPPER` / `SELLER` / `NEXGATE` ), `status` ( `SCHEDULED`, `RUNNING`, `PAUSED`, `ENDED`, `CANCELLED` ), `page` (from 1), `size` ( $\leq 100$ ).

**Success Response** `data`:

```
{
  "items": [ { "campaignId": "...", "creator": "SELLER", "name": "Free delivery over 50,000",
"state": "RUNNING", "...": "..." } ],
  "page": 1, "size": 20, "totalElements": 7, "totalPages": 1,
  "totals": { "byState": { "RUNNING": 4, "ENDED": 2, "RAN_OUT": 1 }, "givenAway": 184000,
```

```
"returned": 6300, "potsLeft": 412000 }  
}
```

`totals` cover everything matching the filter (not just this page); `potsLeft` = money still in pots of campaigns not closed.

## 8. Funding: NexGate system accounts — `{base_url}/admin/finance/system-accounts`

**Access Level:** `Protected` (`SUPER_ADMIN`) — every move needs a reason and is audit-logged.

| Endpoint                                                                               | Does                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>GET</b> <code>.../system-accounts</code>                                            | <code>PLATFORM-REVENUE</code> , <code>SHIPPING-CAMPAIGNS</code> , <code>PROVIDER-BOLT</code> , ... with balances; revenue also shows <code>putIn</code> (owner top-ups) and <code>transferredOut</code>     |
| <b>GET</b> <code>.../system-accounts/{accountNumber}/entries?page=1&amp;size=20</code> | history: <code>{ entryNumber, type, direction: IN   OUT, amount, other, description, metadata, at }</code>                                                                                                  |
| <b>POST</b> <code>.../system-accounts/top-up</code>                                    | <b>real money</b> NexGate put in → <code>PLATFORM-REVENUE</code> : <code>{ "amount": 1000000, "reference": "&lt;bank / M-Pesa id&gt;", "reason": "..." }</code> — record only when the money really arrived |
| <b>POST</b> <code>.../system-accounts/transfer</code>                                  | <code>{ "fromAccount": "PLATFORM-REVENUE", "toAccount": "SHIPPING-CAMPAIGNS", "amount": 500000, "reason": "..." }</code> — the only allowed pair for now                                                    |

**Errors:** `REFERENCE_ALREADY_USED` (the same reference twice), `TRANSFER_NOT_ALLOWED`, `INSUFFICIENT_BALANCE`. Nothing leaves `SHIPPING-CAMPAIGNS` except into a campaign pot; no account goes below zero.

## Part 3 — Values and error codes

| Value                         | Options                                                                                     |
|-------------------------------|---------------------------------------------------------------------------------------------|
| <code>CampaignCreator</code>  | <code>SHIPPER</code> , <code>SELLER</code> , <code>NEXGATE</code> (also the stacking order) |
| <code>CampaignKind</code>     | <code>FREE</code> , <code>PERCENT</code> , <code>FIXED</code>                               |
| <code>CampaignAudience</code> | <code>EVERYONE</code> , <code>FIRST_ORDER</code>                                            |

| Value                   | Options                                          |
|-------------------------|--------------------------------------------------|
| CampaignStatus (filter) | SCHEDULED , RUNNING , PAUSED , ENDED , CANCELLED |
| CampaignState (shown)   | the statuses + RAN_OUT                           |

| Code                                                                 | When                                                                                                                                     |
|----------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| CAMPAIGN_KIND_NOT_ALLOWED                                            | a shipper asked for FREE                                                                                                                 |
| CAMPAIGN_VALUE_INVALID                                               | FREE with a value, a percent outside 1-100, FIXED without an amount                                                                      |
| CAMPAIGN_CAP_REQUIRED                                                | a seller FREE / PERCENT without a cap                                                                                                    |
| CAMPAIGN_CAP_ABOVE_MINIMUM                                           | a seller's cap (or fixed amount) is bigger than the minimum order after commission                                                       |
| CAMPAIGN_END_REQUIRED                                                | a NexGate campaign without an end date                                                                                                   |
| CAMPAIGN_DATES_INVALID                                               | end not after the start, or in the past                                                                                                  |
| CAMPAIGN_FIELD_NOT_ALLOWED                                           | a field this creator cannot use (from areas, shops, products, spending limit)                                                            |
| CAMPAIGN_BUDGET_REQUIRED                                             | a NexGate campaign without a budget                                                                                                      |
| CAMPAIGN_BUDGET_LOW                                                  | SHIPPING-CAMPAIGNS holds less than the budget / top-up (message says how much)                                                           |
| CAMPAIGN_CLOSED                                                      | editing, pausing, resuming or topping up an ended / cancelled campaign                                                                   |
| CAMPAIGN_CREATOR_FIXED                                               | changing creator on edit                                                                                                                 |
| CAMPAIGN_HAS_NO_POT                                                  | top-up on a seller / shipper campaign                                                                                                    |
| CAMPAIGN_ENDED                                                       | at payment: a campaign ended, ran out or no longer fits since checkout ( details = { shopId, businessId, businessName, before, after } ) |
| SHOP_REQUIRED / BUSINESS_REQUIRED                                    | seller / shipper campaign without its shop / business                                                                                    |
| NOT_YOUR_SHOP / NOT_YOUR_BUSINESS / ADMIN_ONLY                       | not allowed to run this creator's campaigns                                                                                              |
| AREA_NOT_FOUND · SHOP_NOT_FOUND · PRODUCT_NOT_IN_SHOP                | a bad area, shop or product id                                                                                                           |
| REFERENCE_ALREADY_USED · TRANSFER_NOT_ALLOWED · INSUFFICIENT_BALANCE | system accounts                                                                                                                          |

Revision #1

Created 24 October 2026 19:28:15 by Admin Qbit

Updated 24 October 2026 19:28:35 by Admin Qbit