

Foxta for PrestaShop

Connects your PrestaShop store to Foxta (ERP and POS). Orders, stock and products are sent to Foxta **at the moment they happen**.

Why this module exists

The PrestaShop Webservice lets an external system **read** everything, but it never notifies anyone when something changes. Without this module, an integration has to poll the shop every few minutes, which means a sale can take minutes to appear and stock can drift in between.

This module hooks into PrestaShop itself, so PrestaShop calls Foxta the second something happens.

What it sends

Event	PrestaShop hook	What travels
New order	<code>actionValidateOrder</code>	Lines, quantities, prices, customer, delivery address
Order status change	<code>actionOrderStatusPostUpdate</code>	New status (includes cancellations and refunds)
Stock change	<code>actionUpdateQuantity</code>	Product reference and new quantity
Product created or edited	<code>actionProductSave</code>	Name, description, price, stock, EAN-13, brand, cover image, URL
Product deleted	<code>actionProductDelete</code>	Product id

Installation

1. In your back office, go to **Modules > Module Manager > Upload a module**.
2. Upload `foxta.zip` and install it.
3. Open **Configure**.

Configuration

1. Open your Foxta dashboard.
2. Go to **My account > Store** and copy your key. It starts with `fx_live_`.
3. Paste it into **Your Foxta key** and click **Save**.

That is all. The module checks the key against Foxta straight away. If the key is valid, synchronisation turns itself on: there is no second switch to remember.

If Foxta rejects the key, the module pauses itself on purpose. A key that does not work is worse than no key at all, because it would fill the retry queue with events that can never be delivered.

Nothing gets lost

If Foxta cannot be reached at the exact moment of a sale, the event is not thrown away. It is stored in a local queue (`ps_foxta_queue`) and retried automatically, up to five times.

The **Status** panel on the configuration screen shows how many events are waiting and lets you send them immediately.

The connection timeout is deliberately short (8 seconds). This code runs inside a real customer's checkout: if Foxta were ever down, a long timeout would leave a buyer staring at a spinner. It is better to fail fast and retry from the queue than to slow down a sale.

Pausing

The **Pause synchronisation** switch stops all sending. It is meant for a deliberate, temporary cut. Note that whatever happens while the module is paused is **not** recovered afterwards.

Uninstalling

Uninstalling removes the module's settings but keeps the queue table on purpose: if you reinstall, the events that never made it out are still there and are recovered.

Compatibility

PrestaShop 1.7, 8 and 9. PHP 7.2 or later.

Support

support@foxta.app