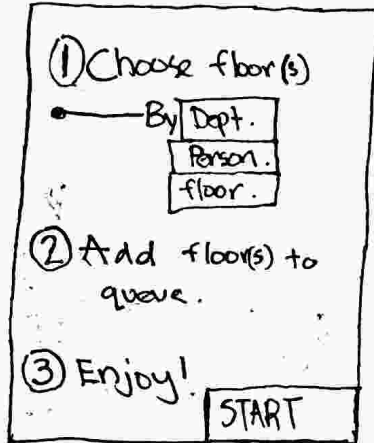
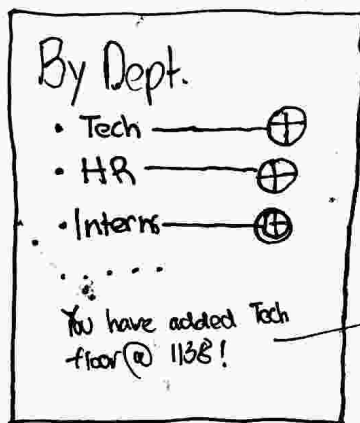


10,000 Elevator pt. 2

1.)



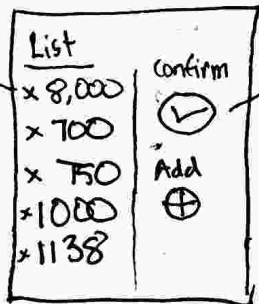
① Search by Dept example



Confirmation or add

②

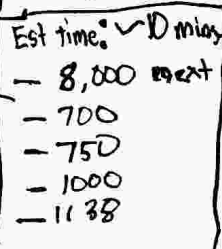
User can remove any floor



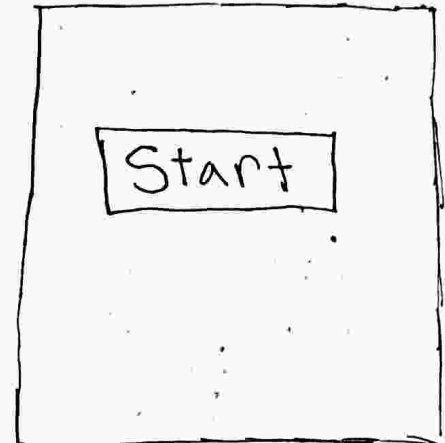
must confirm.

③

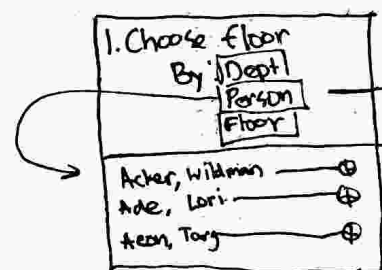
Last step just shows est time to completion



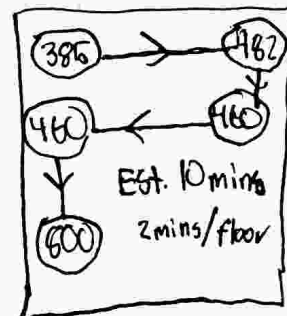
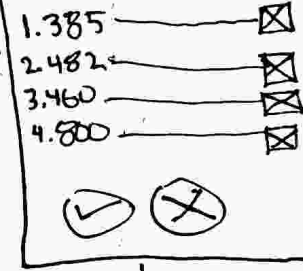
2.



Sort by last name



2. Confirm List



Block Interface #1

3.

Search Floor >	
Queue View list >	
⊕ Add	⊖ Delete
Current: 408 Next: 550 # in queue: 18 ~ Time: 3 mins	

Search

By:	Floor
Dept.	Person
Room	

View list

List:
1. 408
2. 408
3. 280
4. 900

Cont.

Floor						
Enter Addr						
<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>						

Search results

Add

search
~~~~~
~~~~~
~~~~~

Cont.

Floor 580 >
Dept: ~~~
People: ~~~

Add

Delete

Delete
1. ~~~ <input checked="" type="checkbox"/>
2. ~~~ <input checked="" type="checkbox"/>
3. ~~~ <input checked="" type="checkbox"/>
4. ~~~ <input checked="" type="checkbox"/>
5. ~~~ <input checked="" type="checkbox"/>

Confirm 408

☒ ☒

### Block Interface #2

4.

Visitor ▶	
Employee ▶	
Current: 480 ~ 4 min	Queue 1. 200 <input checked="" type="checkbox"/> 2. 280 <input checked="" type="checkbox"/> 3. 490 <input checked="" type="checkbox"/> 4. 1000 <input checked="" type="checkbox"/>

Visitor

Please scan Visitor Badge

Place here

Thank You!

Floor 408 is Added.

Employee

Scan Badge ▶

Search Floor ▶

Scan Badge

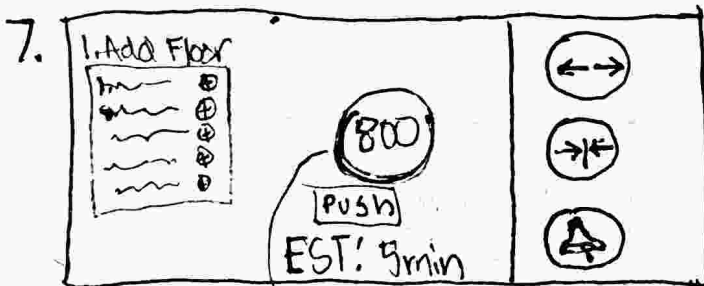
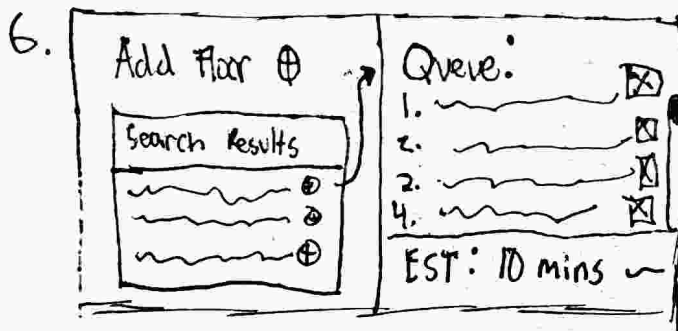
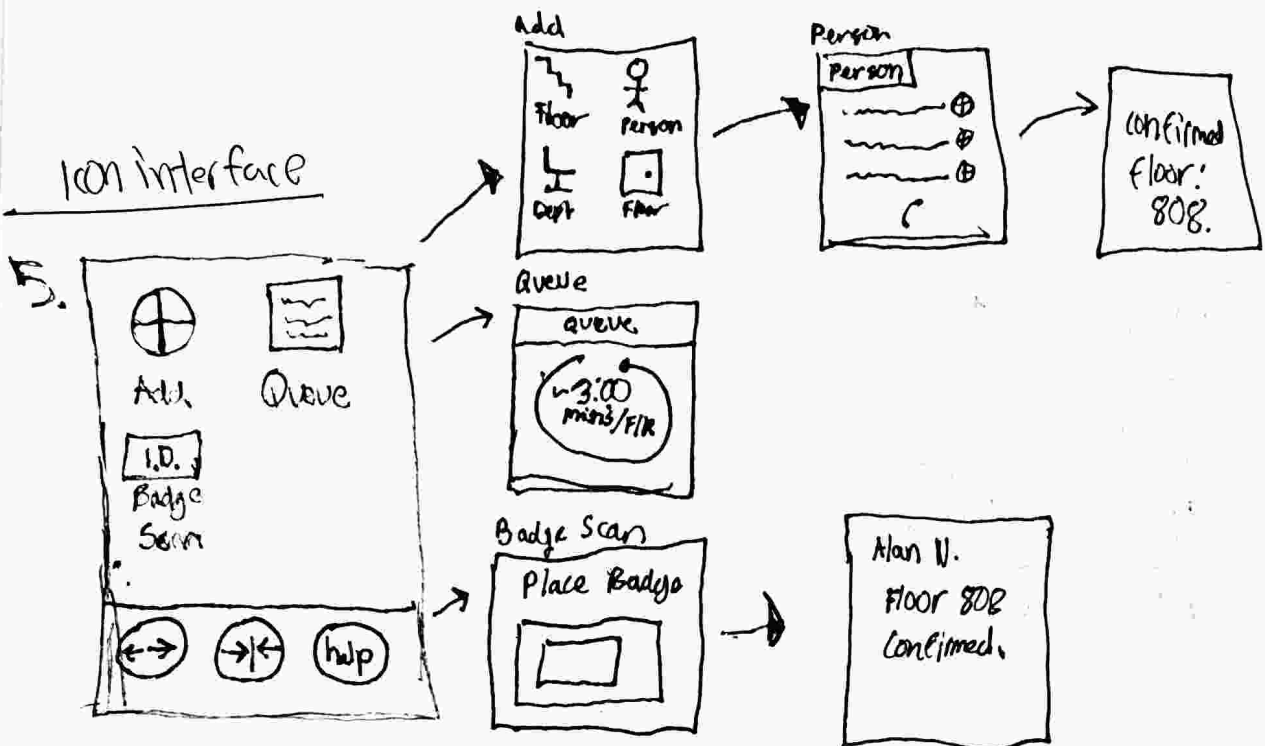
Place Badge

Search

DEPT. ▶
Person ▶
Room ▶
Floor ▶

Floor 908 added!

# Icon interface



8.

↓
10,000
↑

9	8	7
6	5	4
3	2	1

badge scan  
Place here

Enter

← →

→ ←

Help

~Time  

9:36m

9.

Dept

Floor #

Person

Queue

Est Time:  
 5:30pm

((101))

Search Dept

Dept.

Gym

⊕

I.T.

⊕

Accounting

⊕

Sales

⊕

Scroll

((101))

Before  
Change

"Switch" interface

10.

↓
582
↑

Est: ~ 5:30pm

9	8	7
6	5	4
3	2	1

Enter

⊗

((101))

Interface  
Switched

↓
582
↑

Est: 5:30pm

Gym

By Dept

Accounting

By #

I.T.

By Person

Queue

enter

⊗

((101))