User Manual

Thaifun Event

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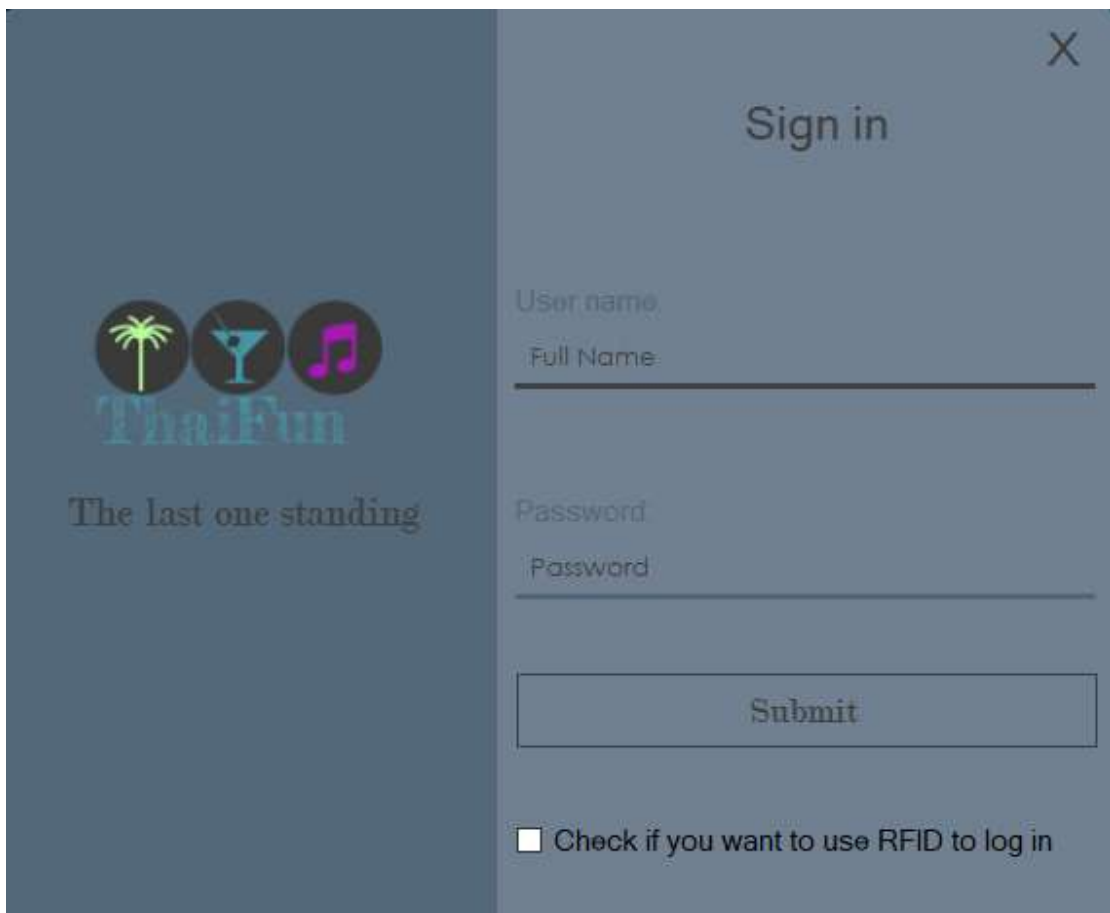# Contents

Chapter 1. Logging in main application

This section explains how to log in main application.

Notes:

- Each user has own username and password for logging in, but also it is possible to get in using RFID tag
- There are three types of account: Admin, employee who is responsible for shop/loan stands and employee who is responsible for entrance/exit of event and entrance of camping.

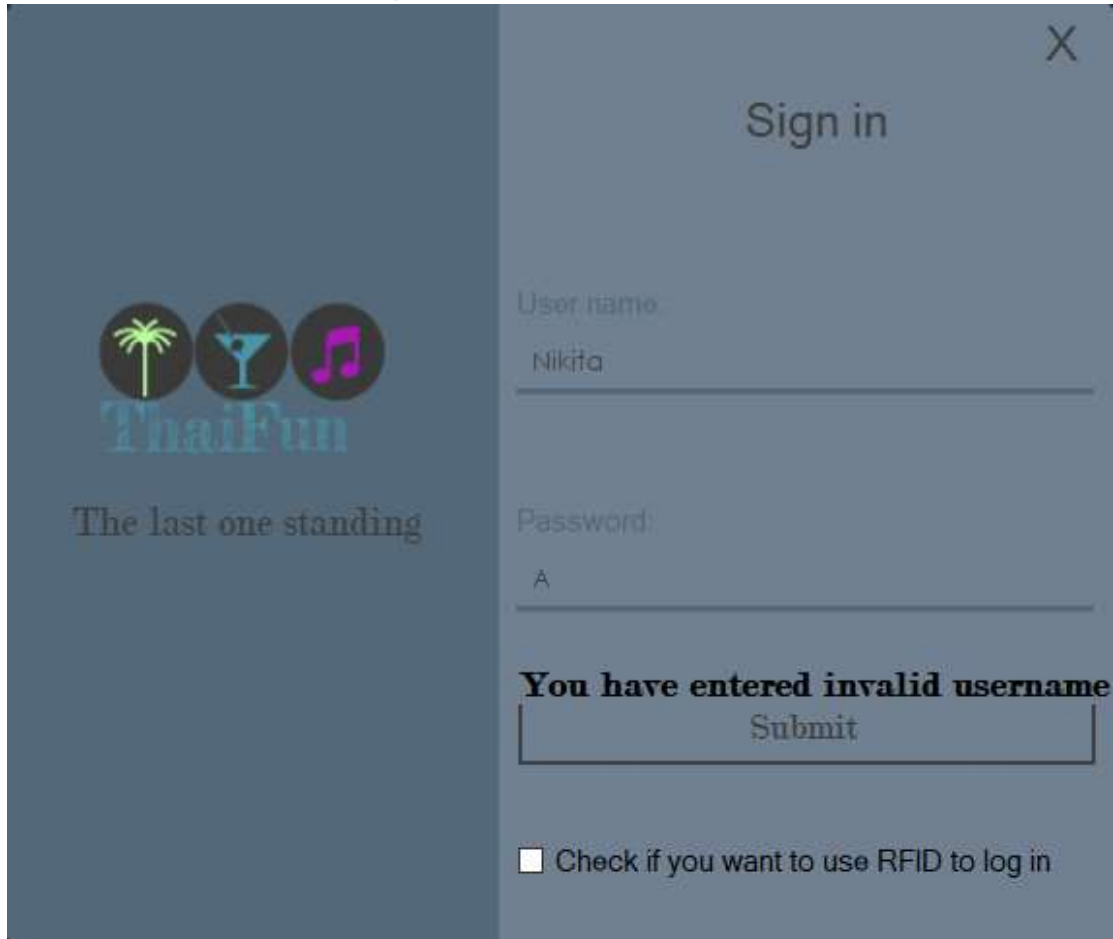If user is inputting incorrect username and password , applications show appropriate message

Also it refers to the logging in with tags.

Chapter 2. Accessing all application through main application.

This section explains interface of main application.

Notes:

- On the left side of the form you can see 3 options:
    1. Applications. That's access to applications you want to use.
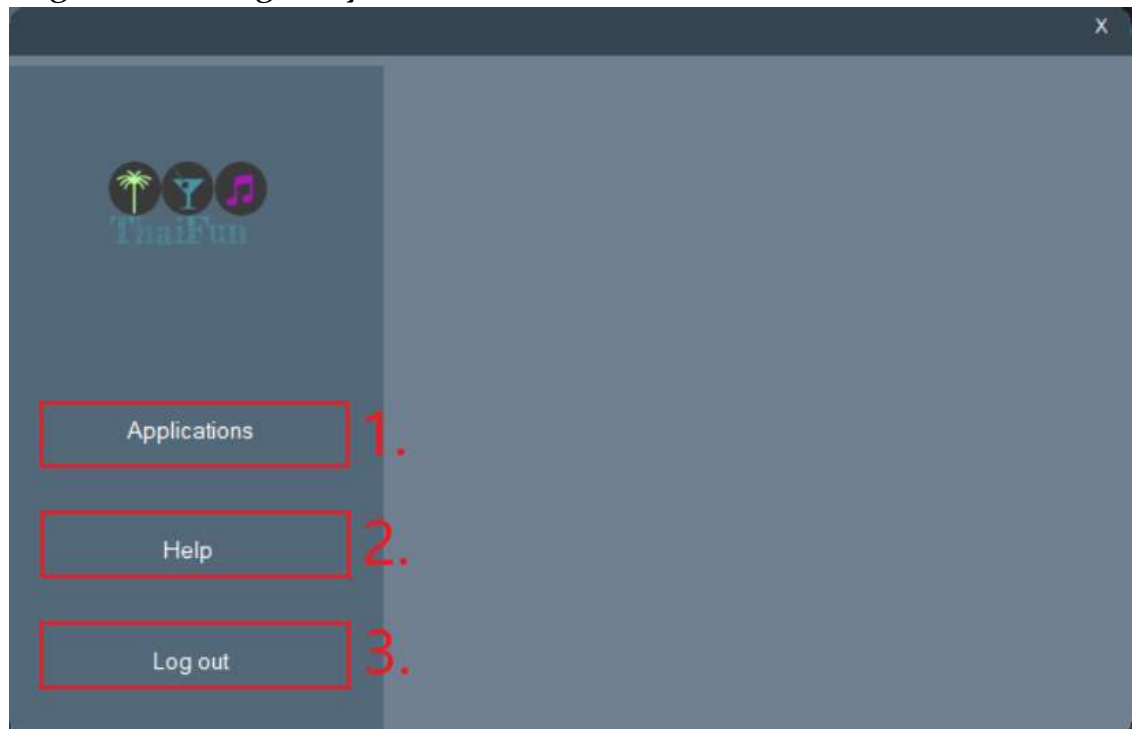   2. Help. Will redirect you to this manual if you have questions.
    3. Log out. Will log out you account.

- After you press Applications you get redirect to form of applications you have access. There are 3 types of accounts in regards of applications access:
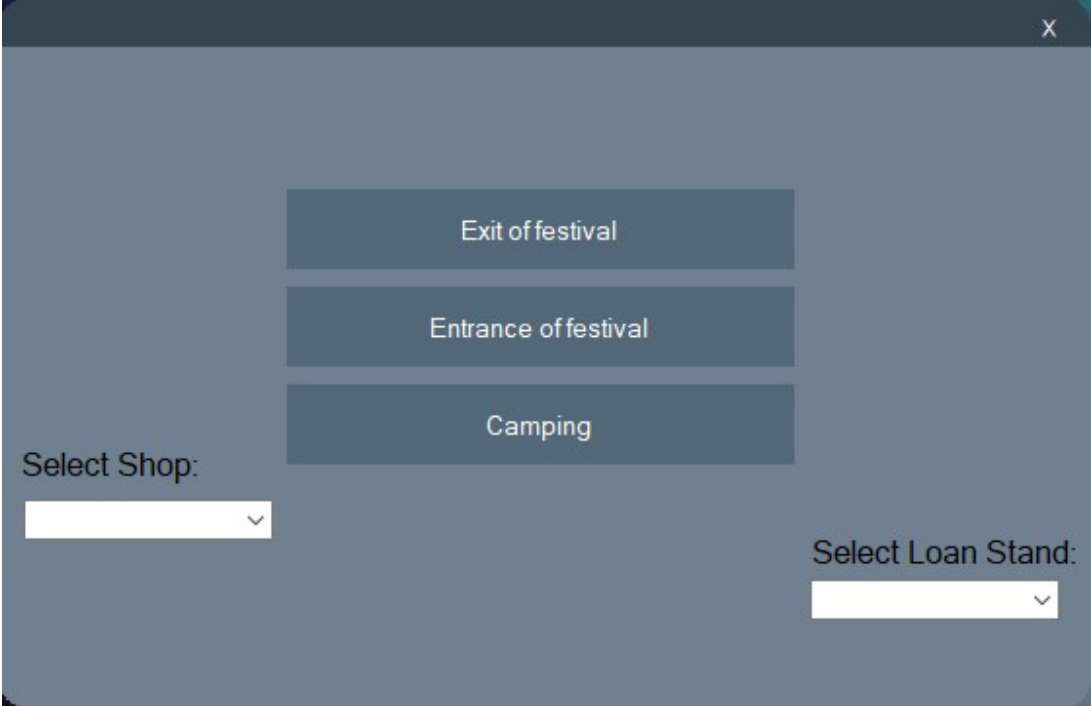
1. Client's account which has access to all applications.

2. Employee's account which has access to shop/loan stores

3. Employee's another account which has access to applications of camping/event entrances/exits.

- if you try to open shop/loan application, first you have to select which shop/loanstand you're going to use below the text which says "Select Shop" and "Select Loan Stand" respectively.

- By this screenshot you are explained how entering shop/loan stand applications work.
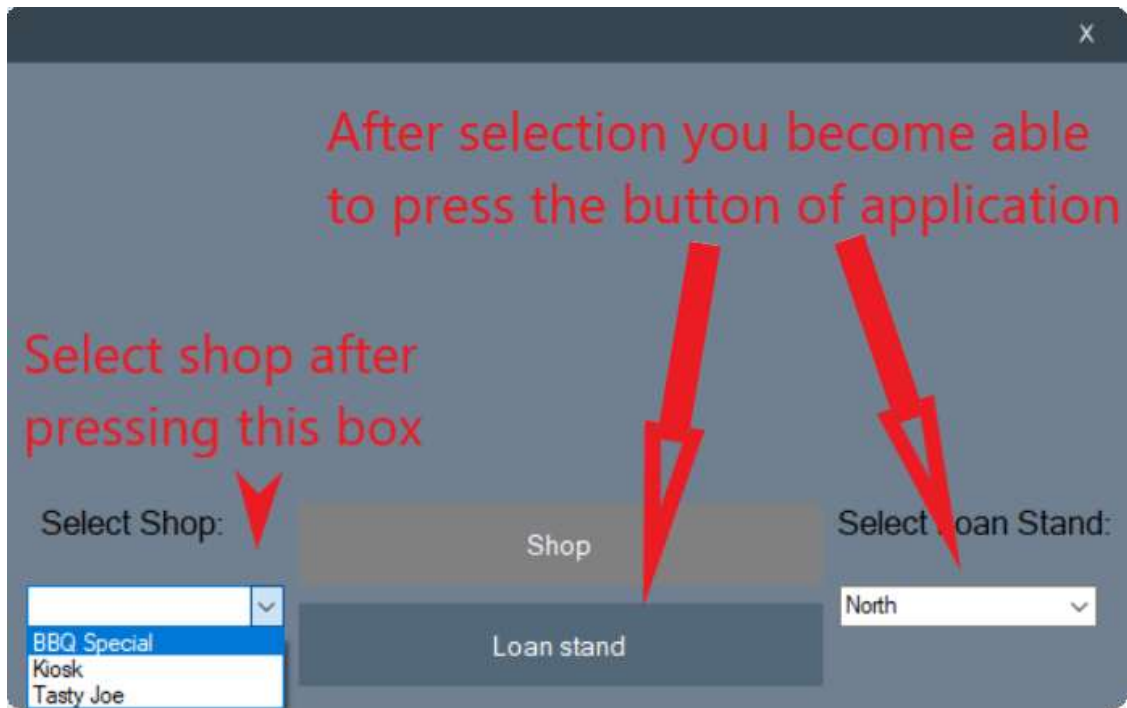
Chapter 3. Status of Event Application.

- In the picture below you see all explanation of using this application.
- Next to each description you can see a sign which you can also find in the form at the right place which is described.

Visitor Status. Select visitor id your are interested (1).

Press button (2) to see information about selected visitor.

Camping. You can see total spots in event. How many are booked by visitors. And how many are left.

Overall Shops. Select the shop in the list to see how much revenue it made so far.
Below you can see total amount of product sold, as well, how many products of different categories were sold.
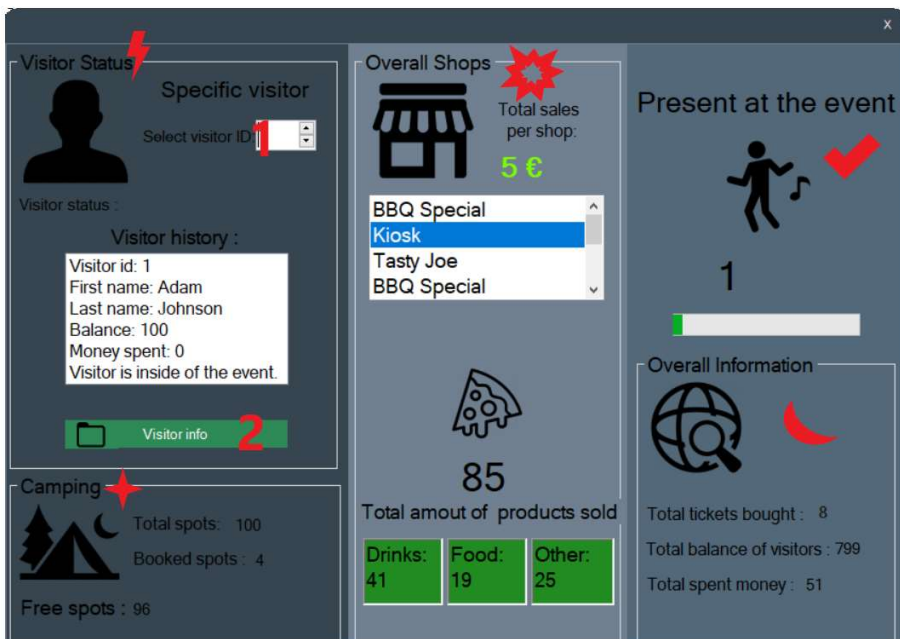
Present at the event. You can see how many people are inside of the event live.
The progress bar shows what is the proportion of how many people are inside right now and how many event can still handle.

Overall Information. You can see here how many tickets are bought, sum of balances of visitors and sum of spent money inside of event.
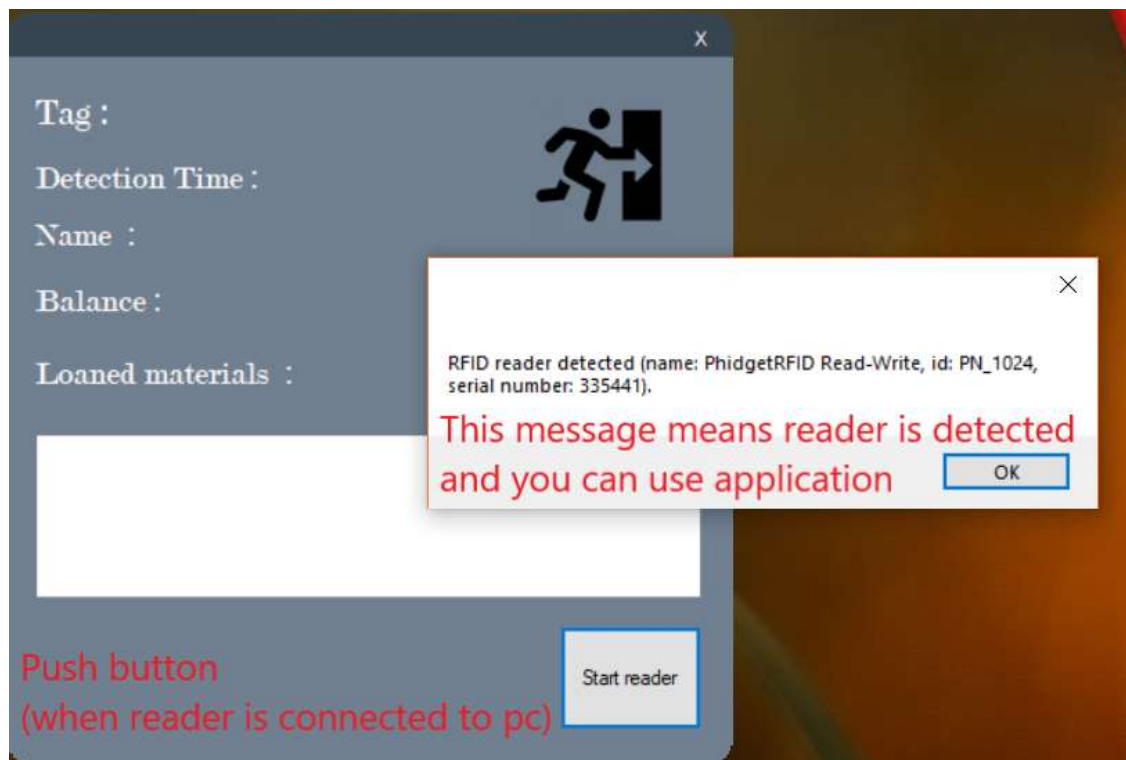
Chapter 4. Exit Application

IMPORTANT: your RFID reader must be connected to computer before you start application.

Then follow steps below. (if you have any problems scroll further).

Now you're ready to scan some RFIDs. There are several results after scanning RFID:

1. **If person is already outside of the event**, you will see this.
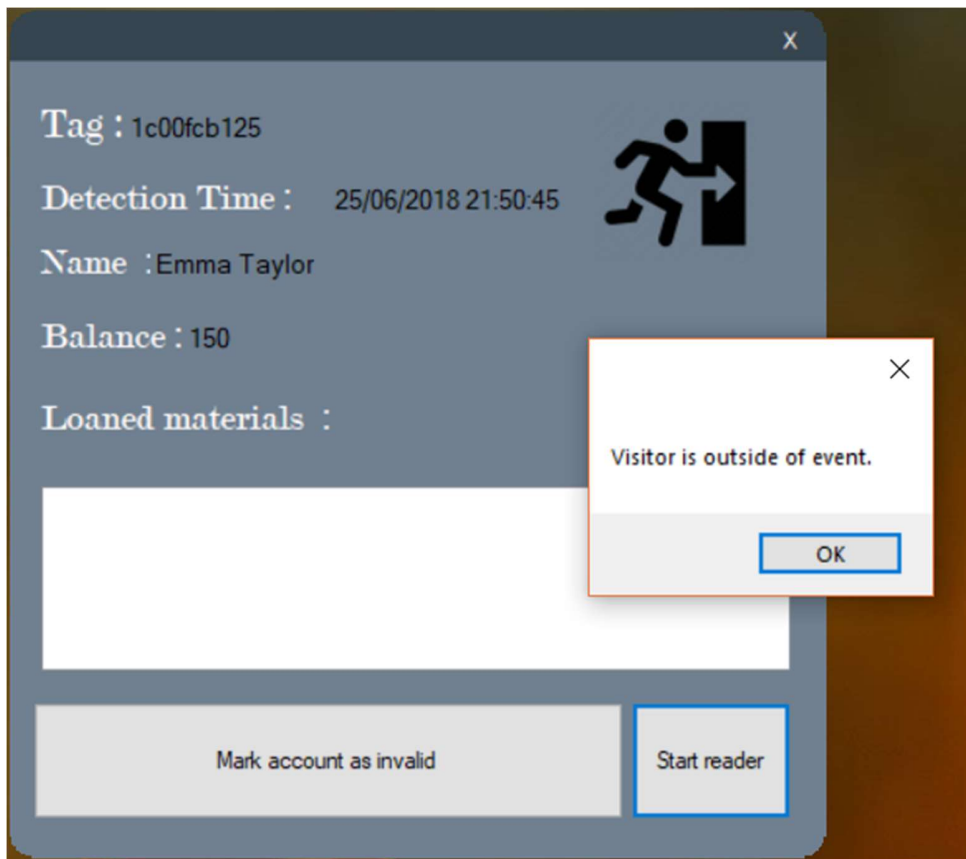
2. **When person is inside and wants to go outside**. You need to take following steps to make him outside of the system:
    a. Push "Mark account as invalid".
    b. Click "Confirm" on pop up message.
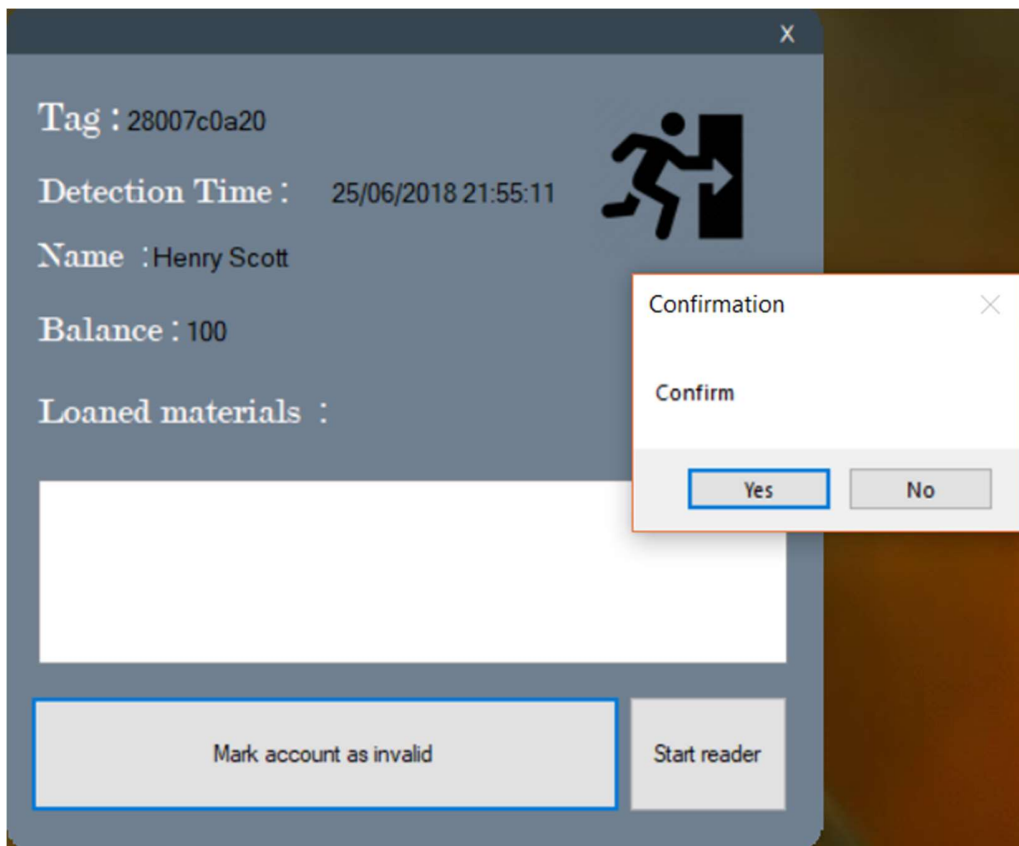
If person doesn't have any loans the form will delete all data on the form and that means <u>person can go through exit</u>.

However, another scenario is if person has loans which he has to give back. Then you will see message which inform you about that and you won't be able to confirm him, as well, as <u>you shouldn't let him outside the event until he returns everything</u> and comes back.

Picture below shows what you see if this happens.

As you can see, it's also possible to see what he loaned and what's the quantity, so you will have answer if you'd be asked.

After both scenarios, you will be able to continue scanning and working with application.

What if I see "RFID reader is gone."? That means, your Reader got disconnected from your computer. If you fix connection, you will get the message that RFID reader is found and you can continue using application.
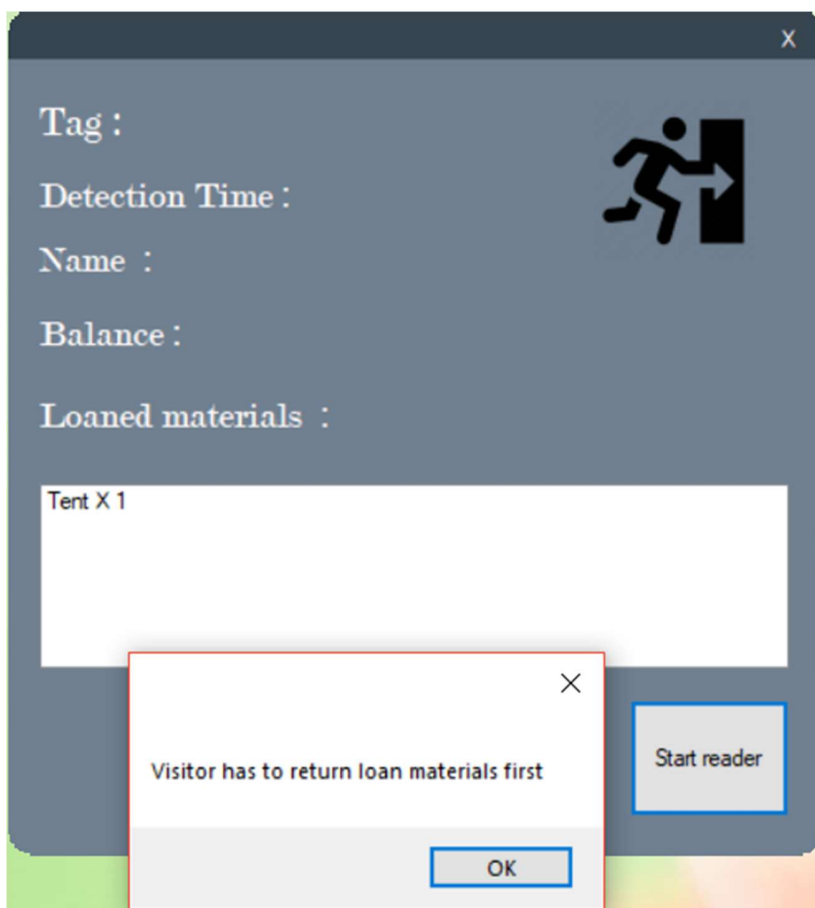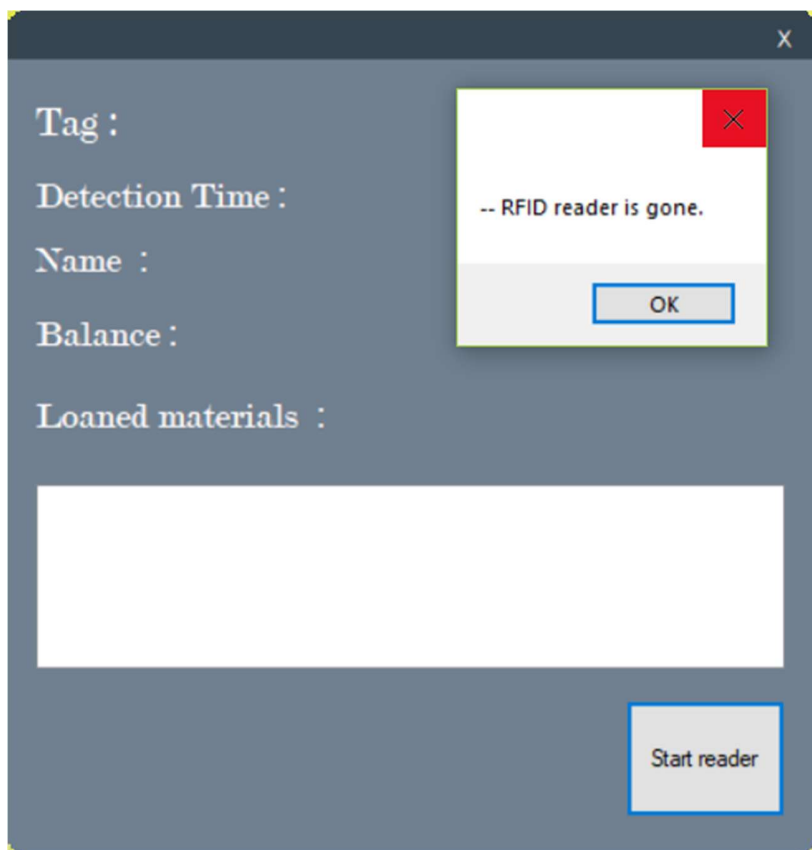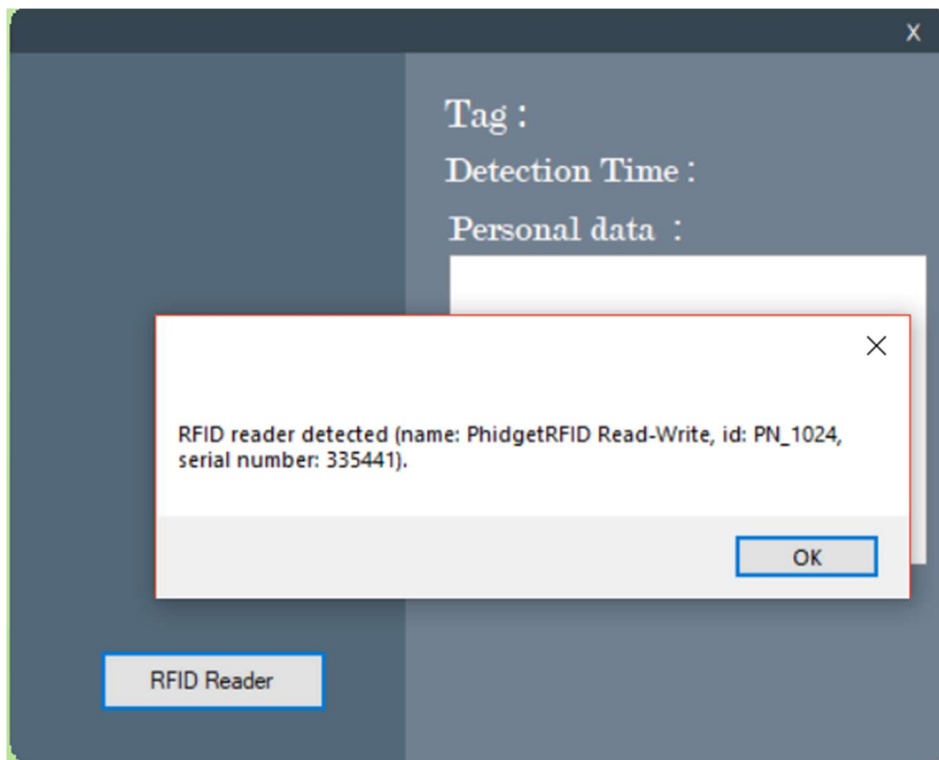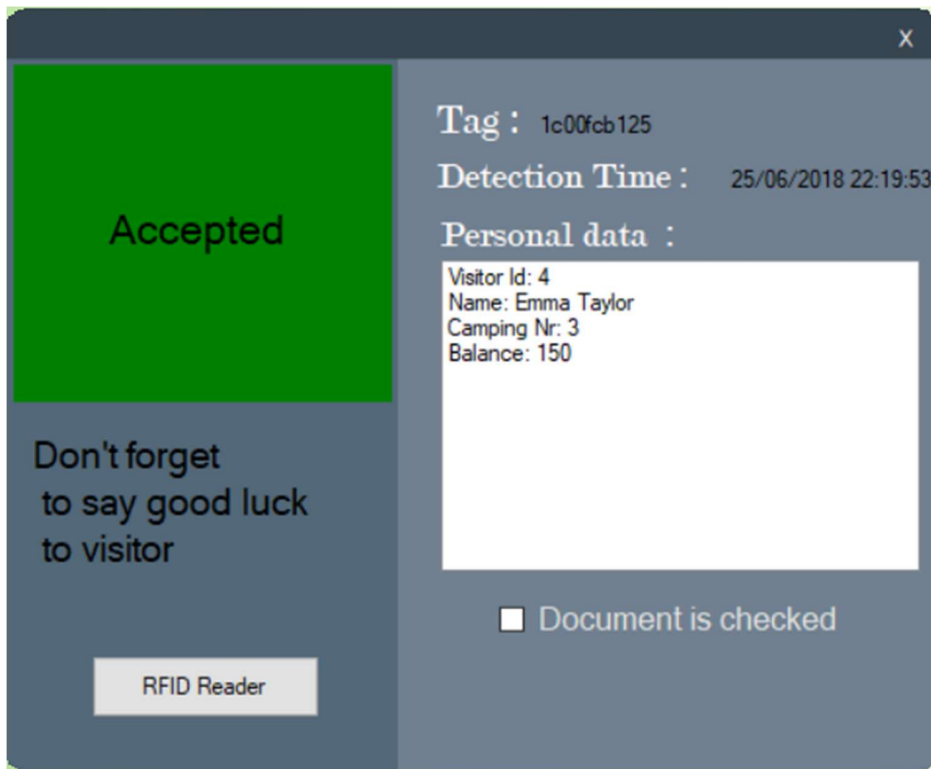
Chapter 5. Entrance of Event Application.

IMPORTANT: your RFID reader must be connected to computer before you start application.

To initiate application for use you need to do the same step as in Exit Application (Chapter 4). Make sure RFID reader is connected to your PC!

After successfully scanning visitor's RFID you should see the following window with information about him, etc. (if you get declined, scroll few pages down for explanation)


As you can see there is button "**Document is checked**" which you **must click** after checking his documents and syncing them with what's written in application's white box in order to let visitor inside.

Hint: doesn't matter if he's coming not the first time. You still have to check his identity.

Furthermore, the button with text "**verify attendance**" will appear after you check documents and then you need confirm it. After confirmation form will be again refreshed without any info, ready for another user.
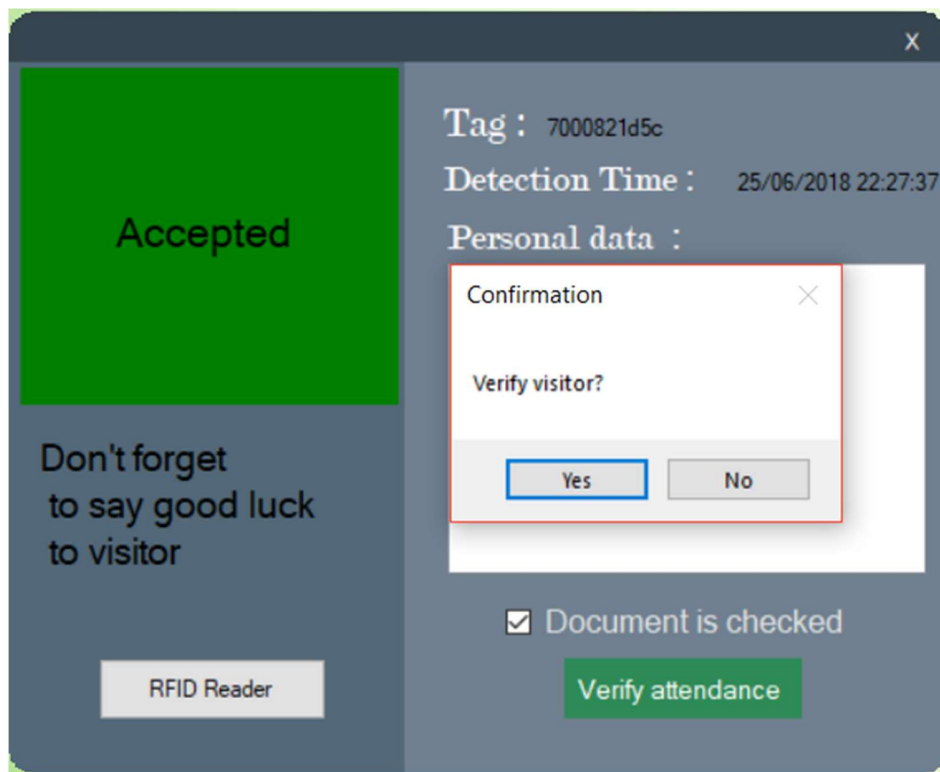

If you press no, you can scan another person or if you decide to verify visitor, you still can do it.

Now another scenario.

You will get another view if the person who scanned RFID has fake RFID (or unassigned). Then you will get following view with provided instructions what to do. You will see red color and text "Denied".
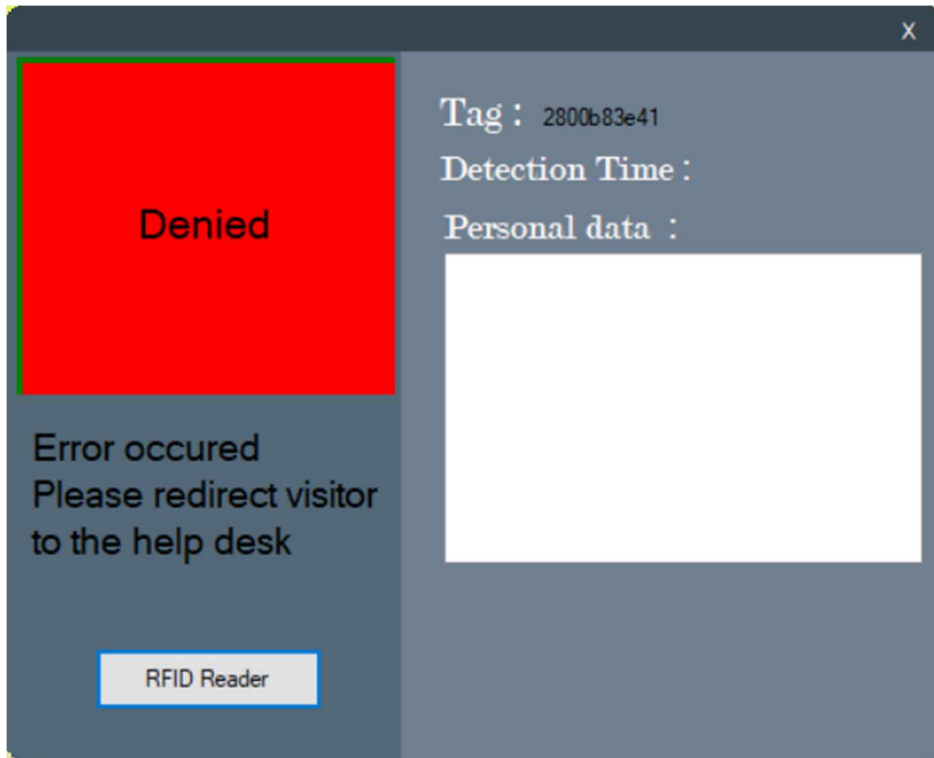
What if I see "RFID reader is gone."? That means, your Reader got disconnected from your computer. If you fix connection, you will get the message that RFID reader is found and you can continue using application.
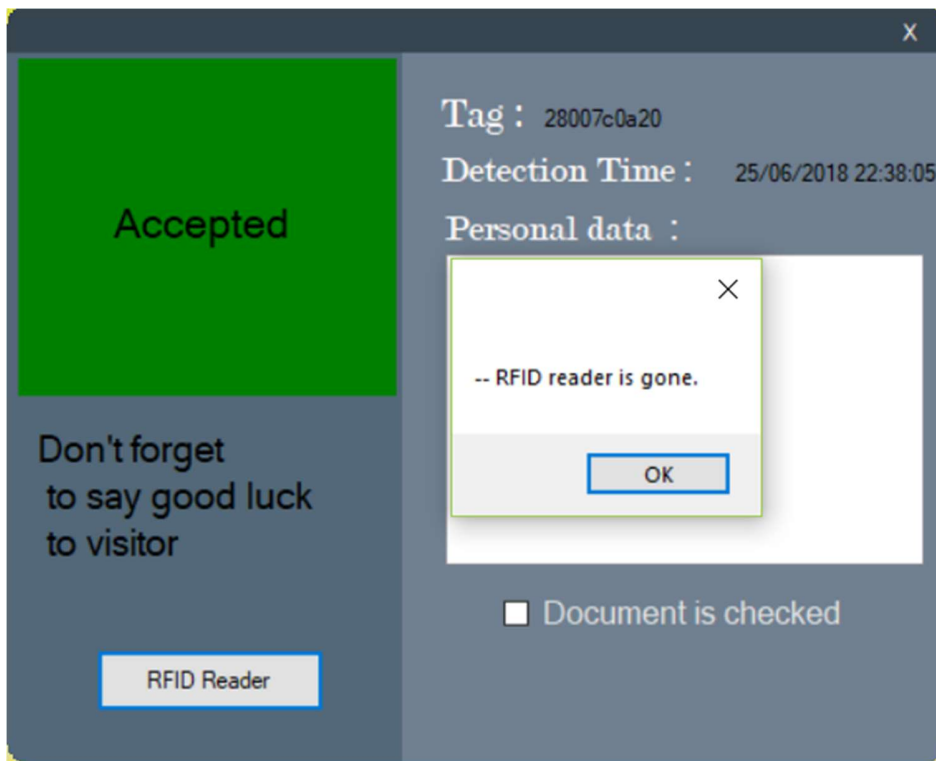
Chapter 6. Entrance of Camping Application.

IMPORTANT: your RFID reader must be connected to computer before you start application.

To start using application, you will need to press button "Reader" like in previous RFID using applications (chapter 5 and 4).
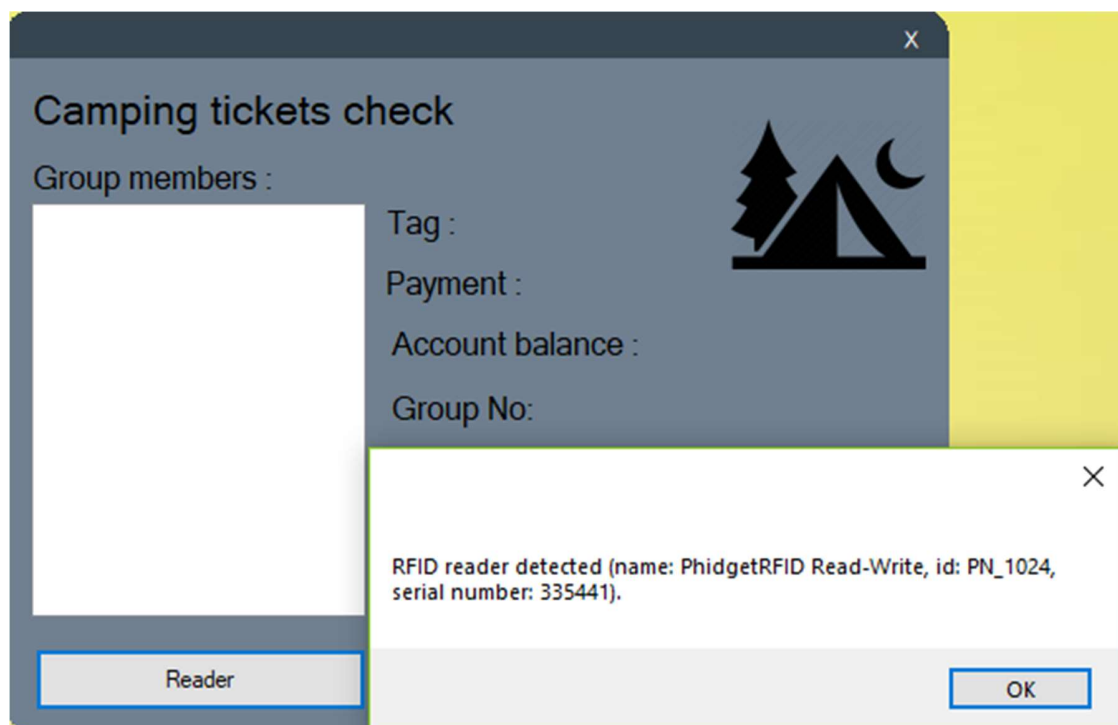
There are 6 different cases which this application can solve:

1. **People who didn't buy/reserve camping but came and want to buy at the spot**. You will see this view:
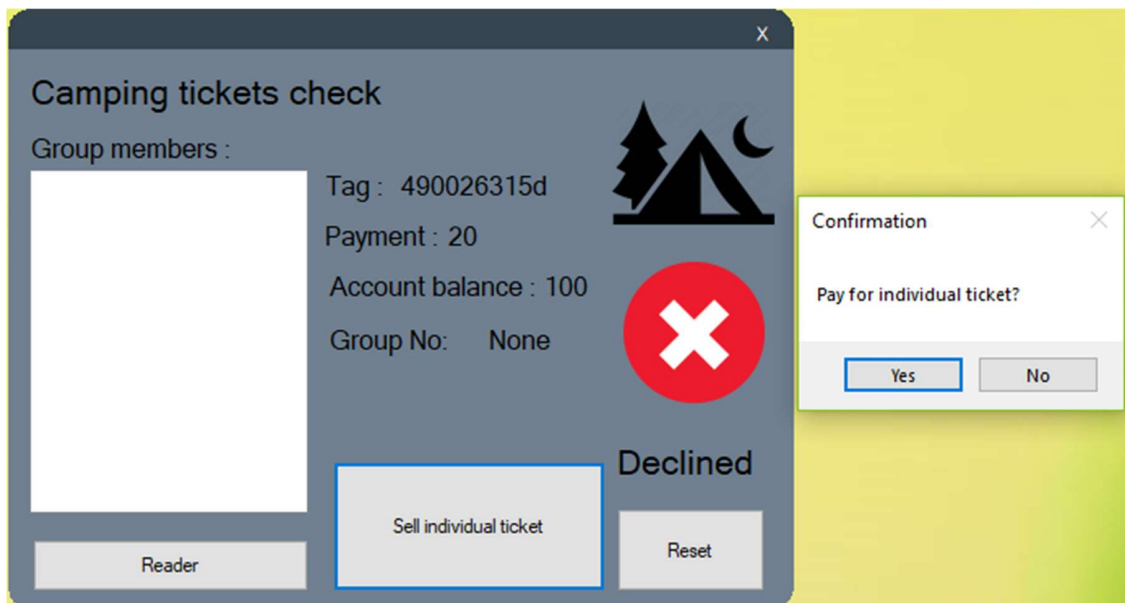
You can see red sign and word "Declined" which means user didn't buy camping.

However, it's possible for him to buy at the spot. <u>If there's not enough spots, application will show message box after confirming user.</u>

You can see user's balance and payment. There's a button "Sell individual ticket" which you have to press and then press "Yes" in new top up message if user decides to buy it.

If he doesn't have enough balance you'll be informed and you should redirect him to top up his balance. However, if everything is successful, you can continue scan another users' RFIDs.

2. **Person who reserved the place for himself, but didn't pay**.
   You will see view like this:
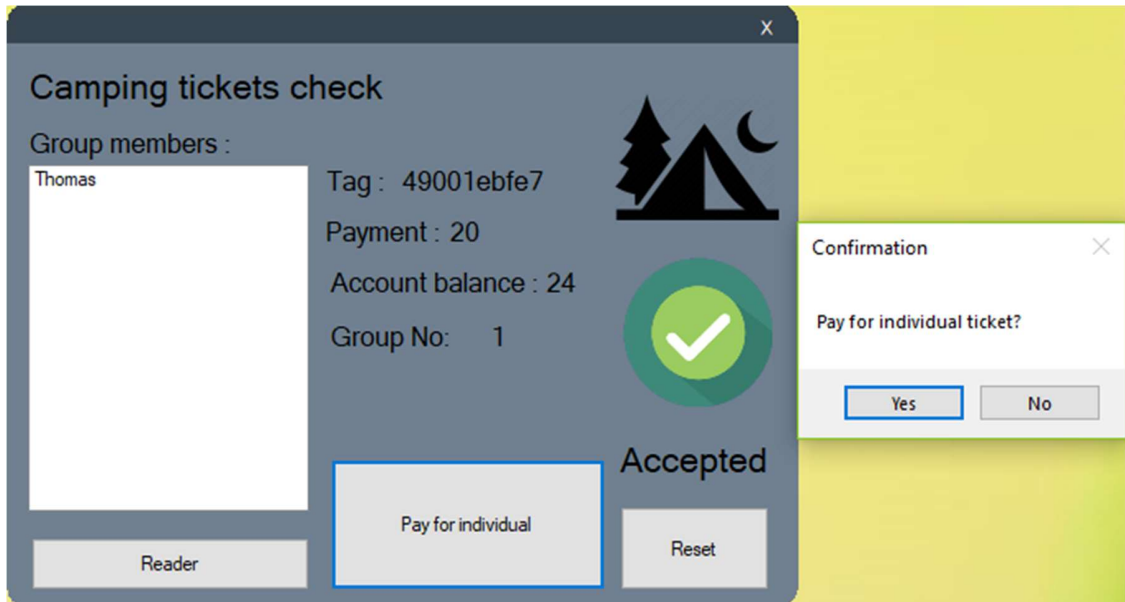
Now you see green sign and word "Accepted" which means user reserved/bought camping before.

Now the main button says: "Pay for individual". You have to press it if user asks you to enter camping and confirm in top up dialog box.
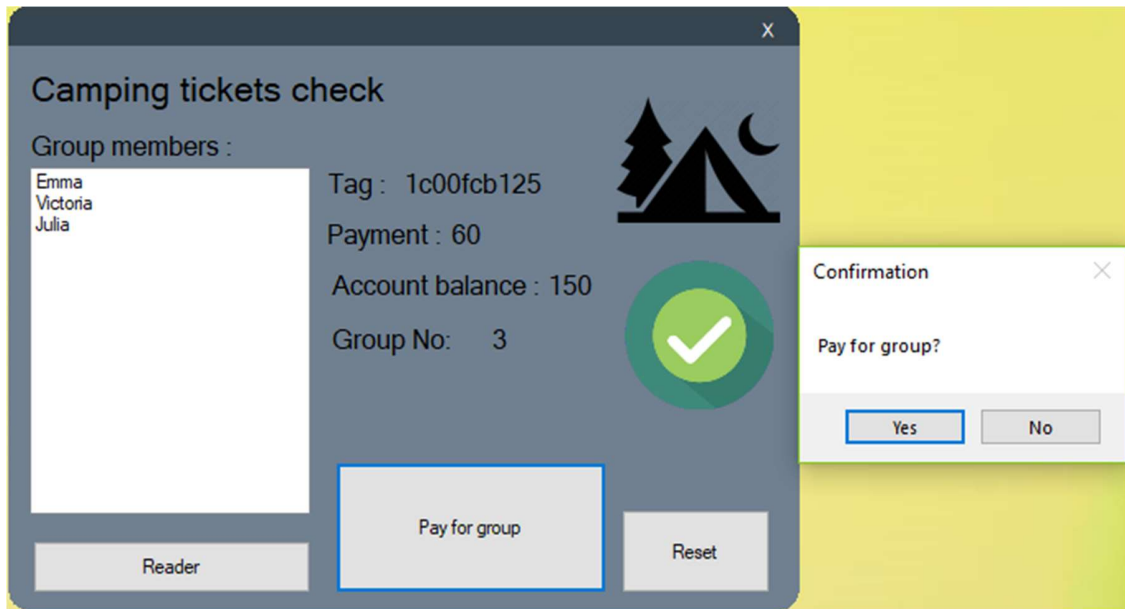
If application didn't provide information about lack of balance, you can let him inside.

3. Person who bought already camping only for himself.
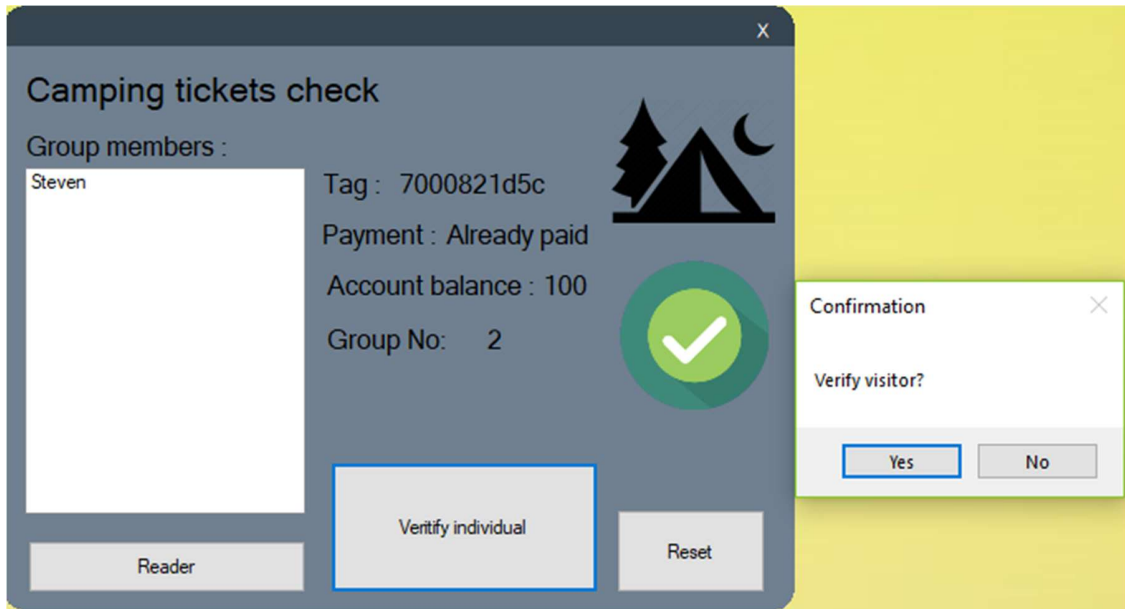
You see similar information like in previous cases, except now you need only verify user and let him inside.

4. **Group of people who reserved the spot but didn't pay**. View like this:

The person who has scanned, will pay the payment for all group camping if you press "Yes" following after "Pay for group".

After confirming, all members of group are marked that they're inside.

5. **Group of people who already payed for camping**. View like this:
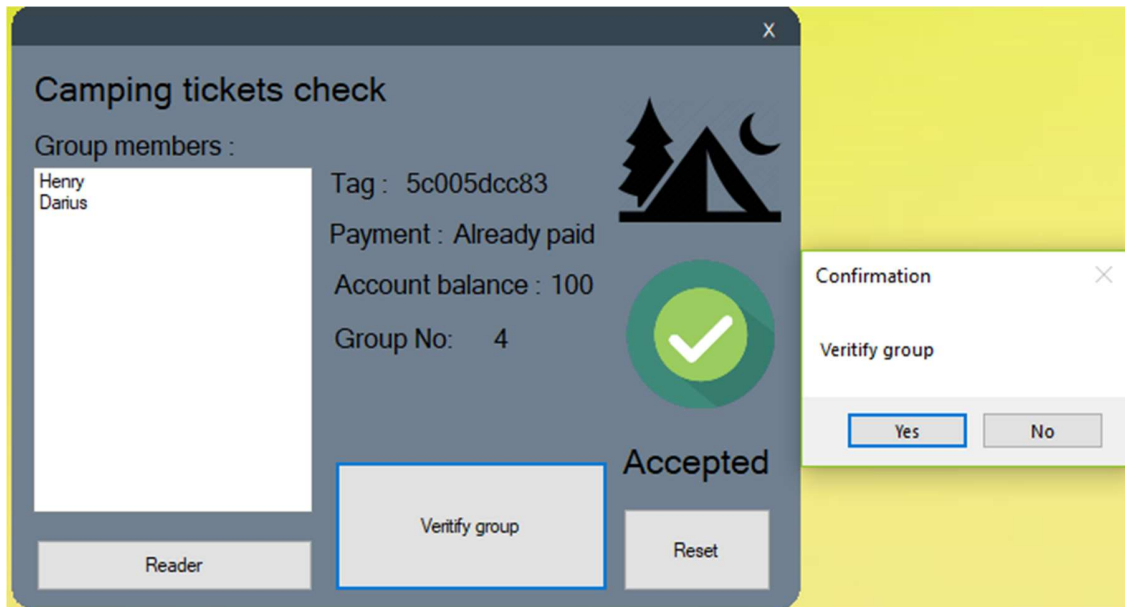
They can only be verified, nothing more, since they already payed.

After confirming, all members of group are marked that they're inside.

6. When person already went at least once through the entrance of camping and can go without any restrictions. View like this:
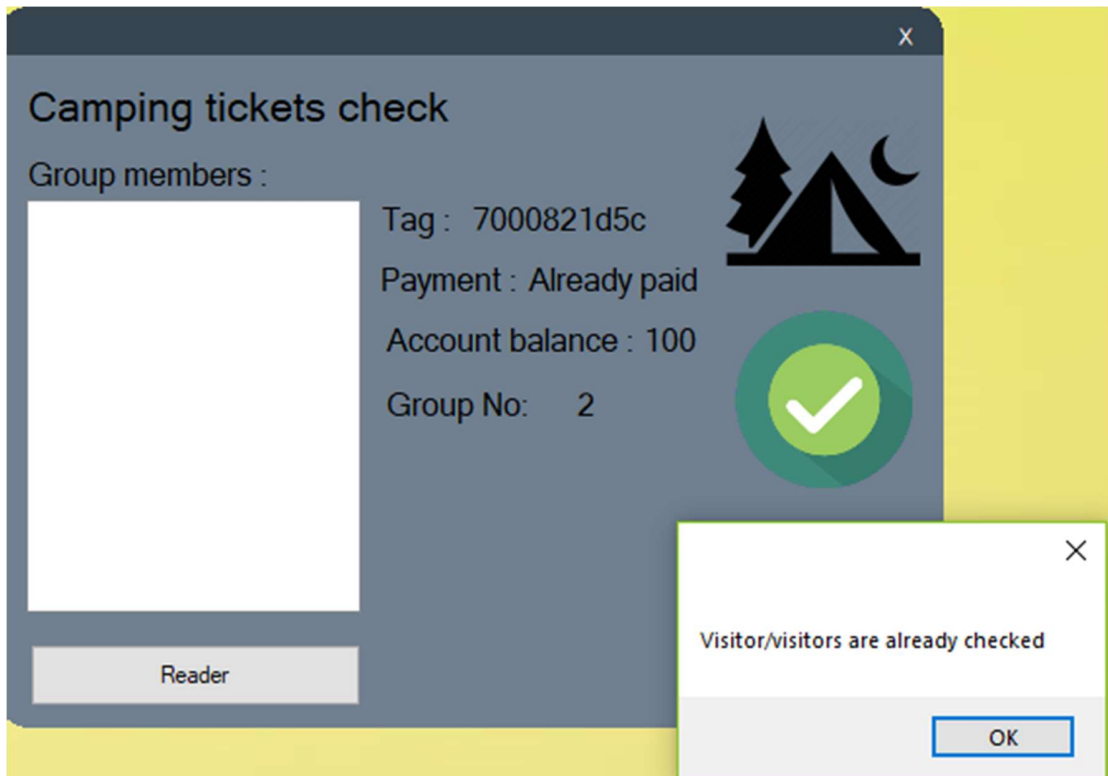
You can let person go to/out of camping without any check.

Chapter 7. Shop Application.

Using this application you can sell products from shops by scanning people's RFIDs.

This is the initial view:

Now you need to press "Enable to Scan User". After successfully detecting one of the user you will unlock some functionalities (Check out, cancel).

Now you can always **cancel** if user changes his mind and reset all information.

Now if user decides he wants selected items, you press check out and unlock the last functionality "Generate Receipt" so you can get receipt on customer's request.

After clicking **receipt button, the receipt is saved** in your computer's desktop as receipt.txt.

More comprehensive guide:

Buying items and quantity of them

Select product :

Press to add → Steak, Shoarma, French Fries, Ice Cream

Press to minus → (minus buttons)

Coke, Fanta, Vodka, Gin, SiSi

Sunglasses, t-shirt, Cap, Sticker

First_Name: mynameis
Last_Name: mylastnameis

Balance: 0 Euro

Shopping cart:

Sunglasses X 1
Coke X 2
Fanta X 2
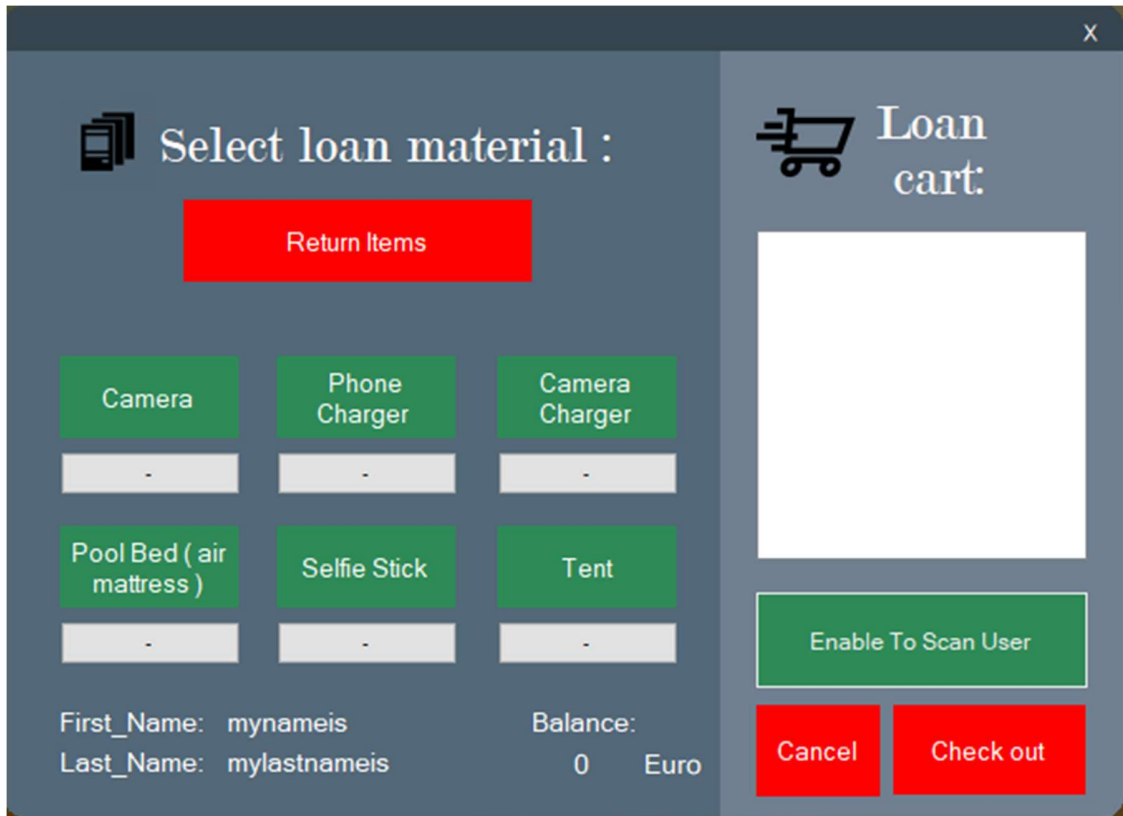
If there's not enough of product in shop, button will go gray and will become impossible to add to shoppping cart

Enable To Scan User

Check out

Cancel

Generate Receipt

Chapter 8. Loan Stand Application.

When first you open application you see this:

Functionality is similar to **shop application**. (adding, subtracting items are identical).

Press button "**Enable To Scan User**". After pressing it, somebody scanned his RFID, you see more buttons got green (unlocked).
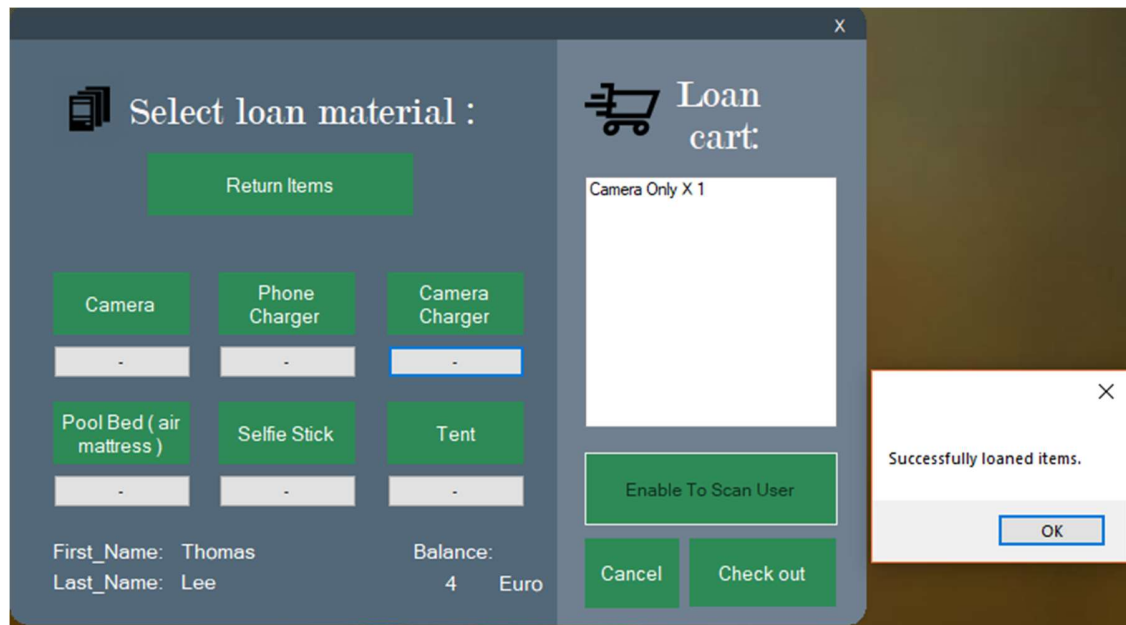
Now you can select items and press Check Out to get "Successfully loaned items" message in case user doesn't have loans so far.

In case he has loans, message show up: user has to give back items first. And then you can press "**Return items**" button which will provide information what visitor has to give back, so employee can confirm.