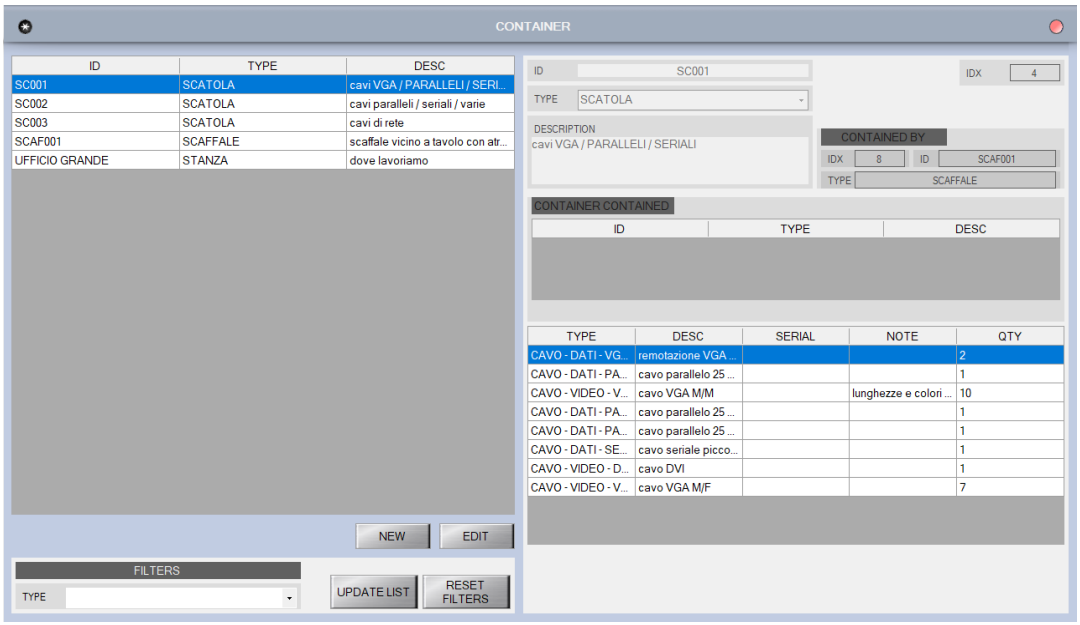

magMng is a generic container and object manager that can be used e.g. to manage a small warehouse. Made in POWER-KI, it can be used by multiple users connected via the network, thanks to Native Cloud technology.

1.0.0

Gestore magazzini

POWER-KI

DEMO

DESCRIPTION			
PROJECT	PROJECT NAME	CODE	XXXXXXXXXX
COVER TITLE	GESTORE MAGAZZINI		
FIRST TITLE	POWER-KI	PAGES	11
SECOND TITLE	DEMO	PRINT DATE	
FILE	MAN-MAGMNG-EN	SAVED DATE	

MANAGED					
ORGANIZATION	XPLAB	ENTITY	DTC	MANAGE	MXXX.XX

STATUS		
DRAFT	REPLACE	//
	REPLACED	//

DISTRIBUTION	AVAILABILITY	CONFIDENTIAL

IDENTIFICATION								
SUBJECT	OBJ	CAT	T	TYP	ID	SEQ	VER	LANG
PXXX.XX	D	XXX	#	XX	XXXXXXXX	XX	1.0.0	EN

STORAGE						
SUBJECT	OBJ	CAT	T	TYP	ID	SEQ
PXXX.XX	B	XXX	#	XX	XXXXXXXX	XX

REVISION								
MAJOR REVISION HISTORY		CREATED/REVISED			APROVED		
#	NOTE	DATE	BY	NAME	DATE	BY	NAME
0		24/09/21	DTC				

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Summary

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Document Information

Summary

Purpose

Validity

Relation

POWER-KI programming manuals.

References

[1] POWER-KI A PROGRAMMING LANGUIAGE
Preludio
Cesare A. Perani
2012 - XPLAB

Document Change

Terms and Definition

Glossary entry	Entry definition
PWK	POWER-KI

Conventions and Symbol

Text	Description	Example
`Courier new`	Code or code symbol	`U8 s=10;`

1 Descrizione

The magMng application, created in POWER-KI, is a simple manager of warehouses or objects in general.

It is based on a simple principle: there are normal objects and objects that can contain others, containers. The latter can contain or be contained in turn by other containers. A container can be a box full of cables, but also a wardrobe, a room, a building ...

The application implements the Native Cloud principle, integrated in POWER-KI: when it is started, the server is activated, which allows the connection and management of the interfaces for N users. In practice, a panel appears, with the list of active connections, and a button to activate one locally.

To connect from another PC, you just need to have installed one of the POWER-KI packages (GUI, EXECUTOR or DEVELOPER).

At this point, from the remote PC, access a DOS shell (which can be called up by pressing the shortcut that is activated by simultaneously pressing the Win + R buttons and typing the command "cmd" in the small page that will open), type the command :

```
"\Program Files (x86)\XPLAB\POWER-KI\PWK-GUI-X01.exe" 0 <IP server> 4080
```

where <IP server> (<> included) must be replaced by the IP address of the PC running the Warehouse application to which you want to connect.

Actually the full calling options are:

- port to be opened on the PC from which you want to connect: by indicating 0, the system is asked to automatically find the first free port
- remote server address
- remote port on which the server is listening to establish connections (magMang uses 4080)
- type of connection with:
  - ACV (active), default value if nothing is specified, type of connection valid if the server and the PC from which you want to connect are in the same local network.
  - PSV (pass-through), to be used if the PCs are on different networks, and must pass through the Internet or gateway

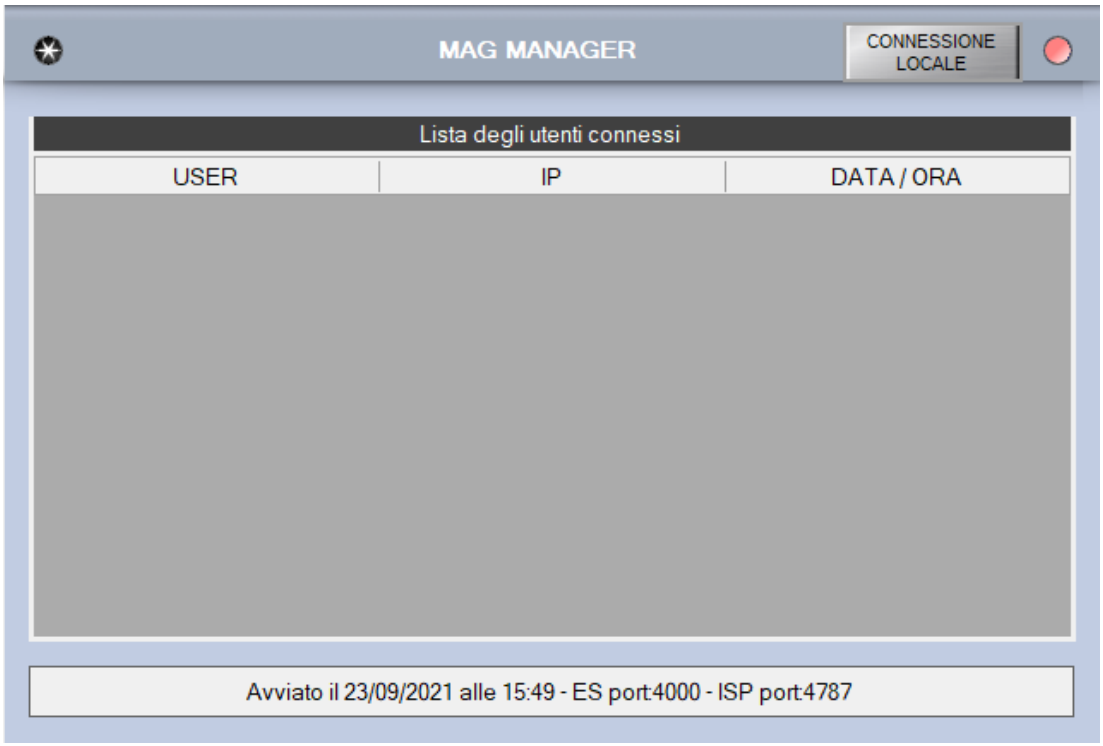
At the first access from a new PC, it is possible that the operating system asks permission to open ports for communication, if so, confirm.

Alternatively, you can create a launch icon, so you don't have to type the aforementioned command line every time. To do this, enter the "Program Files (x86)" \ XPLAB \ POWER-KI folder from a file manager (which can be Explorer, quickly accessible using the shortcut that is activated by pressing Win + E at the same time). Inside it are the POWER-KI installation files. Press the right mouse button on PWK-GUI-X01.exe and choose "Create shortcut", command that generates a shortcut to the program. Right click on the newly created shortcut and choose properties. In doing so, the system opens a page, with at least 6 tabs, of which we are interested in "Connection". In it, under Destination, which is an editable field, we find the command that we proposed above, without the final options. Edit the field, preserving the content already present, but adding at the bottom:

```
 0 <IP server> 4080
```

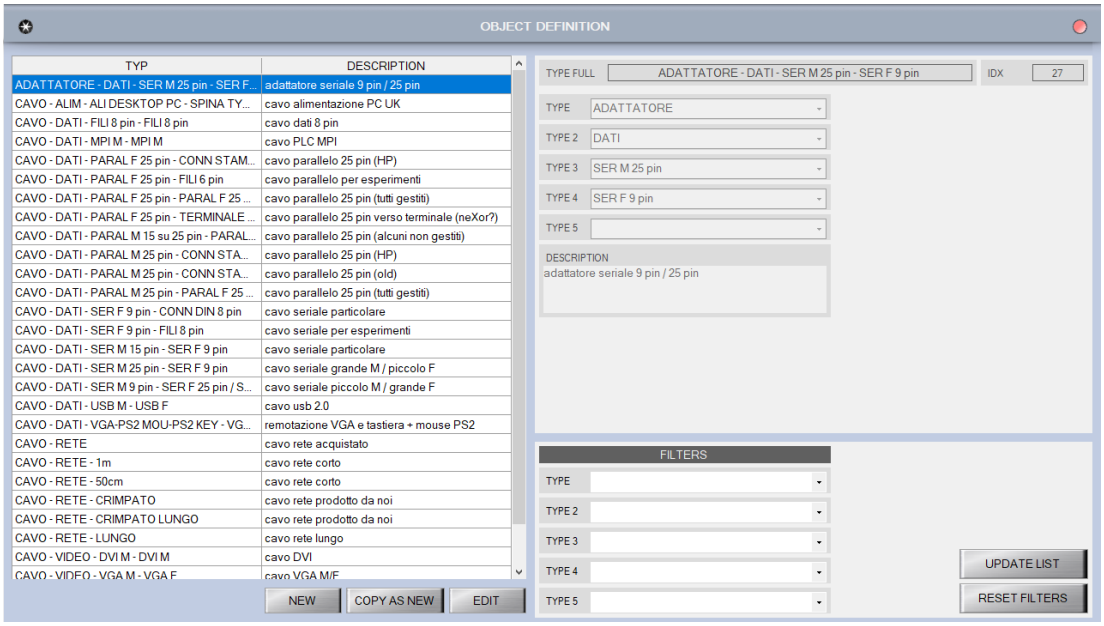
It is recommended to space "PWK-GUI-X01.exe" from the first 0 with at least one space. The options to be entered are the same as described above.

These connection procedures also apply from the same PC on which the server is running.



The first GUI to appear is the menu, which allows you to access the 4 macro-phases of the program:

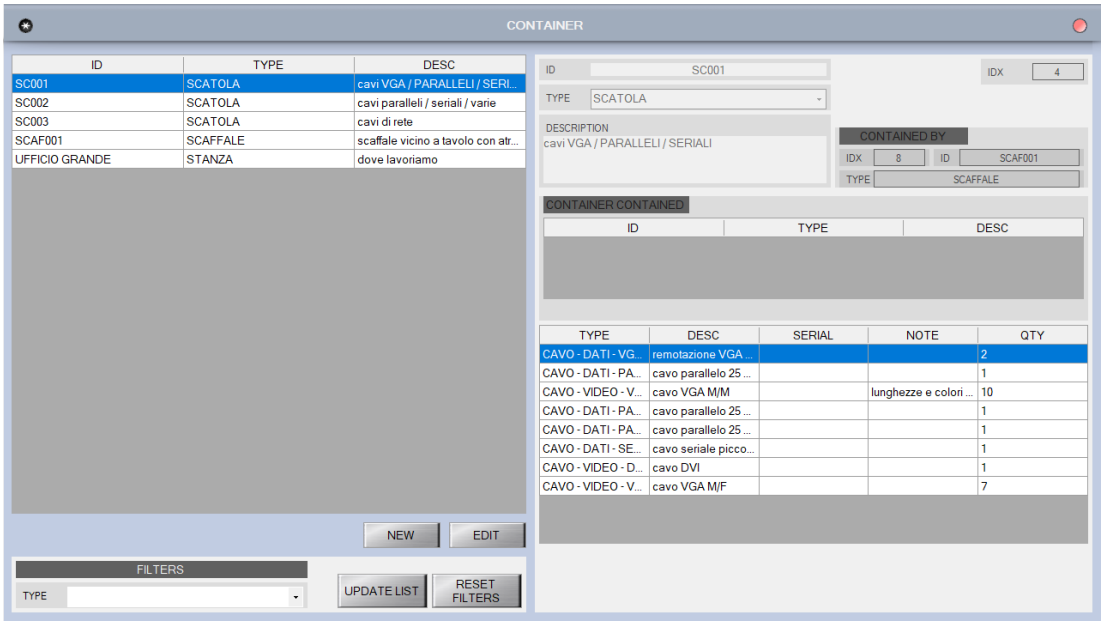
- definition of the types of objects
- definition of containers and contents
- search for an object
- label and paper generation



When defining the typologies of objects, it is simply required to add new elements by specifying their type plus a description. The type is divided into 5 sub-fields, to make it easier to find. For example, if I want to define a "cable" object, I could just use the TYPE as "video cable", or define it as TYPE "cable", TYPE 2 "VGA female", TYPE 3 "DVI female". Or use the first TYPE for "cable", TYPE 2 for the family, "video", the third for a connector, the fourth for the other connector, the fifth TYPE for the length. How to organize things is left to the freedom of the user who best of all knows their needs.

The TYPE fields allow the free insertion of texts but, at the same time and to assist the user, they propose curtains with the values already entered, in order to easily trace the own coding already used.

At the bottom of the page it is possible to take advantage of a filtering system of the elements of the list, useful when these become many to speed up a search by limiting the elements on the screen.

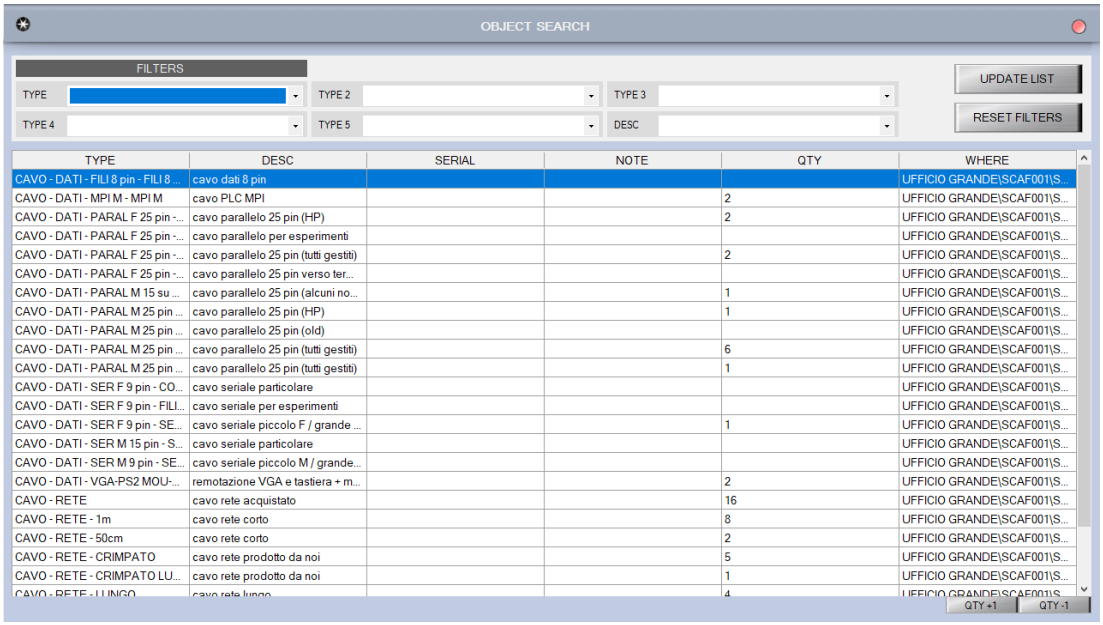


The container definition page is just as simple: a container has an ID that must be unique (the system ensures that this principle is maintained), a freely definable type and a description.

In the lower part you can add objects by fishing in the list of those described above but with the possibility, for each line, to associate a serial number, a note and a quantity, which can also be a text.

A panel shows and allows you to modify or cancel, if another container includes the one being edited, and another panel allows you to define the list of contained containers. There are GO buttons to jump to the containing element or to one of the contents, to view the details of the same.

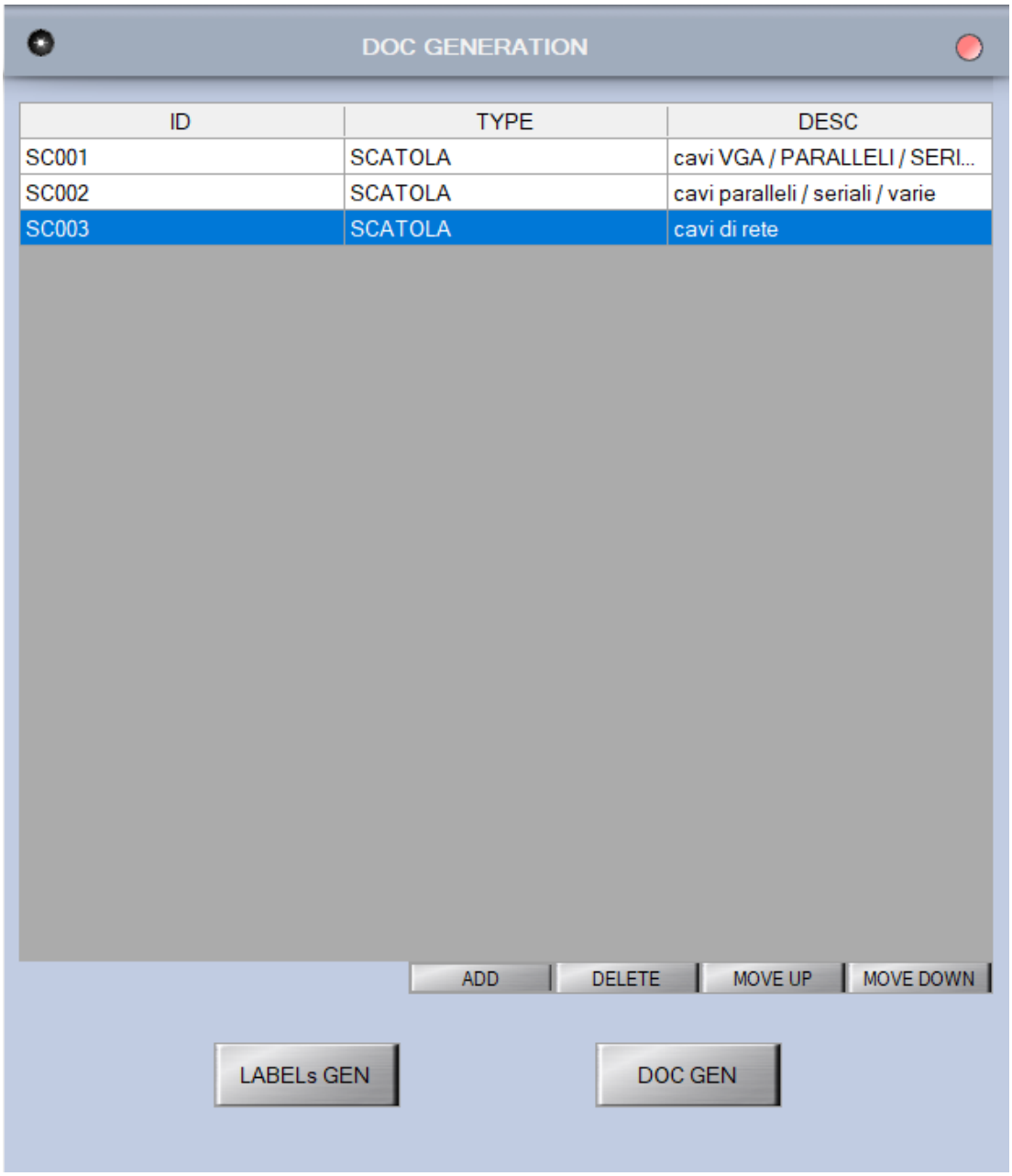
Here, too, it is possible to filter the list for a type of container.



The purpose of the program, however, is exacerbated with the third feature: the search. In this page, through the specification of TYPE, TYPE 2 ... it is possible to search for objects that meet the requirements entered.

The list below is populated with the available elements, specifying the location for each of them: ROOM001 \ WARDROBE002 \ BOX003 or how they are the IDs chosen by the user.

If the quantities are expressed as numbers, the + and - keys allow you to increase or decrease it: it is useful because, once I have found where the object I am looking for is, it allows me to update the inventory by scaling it with a click from the list.



Once all the objects of interest have been perfectly cataloged, there are 2 possible needs: to print labels to mark the containers or to create an inventory documentation.

The screen allows you to add to the list the elements you want to include in the document: for example, I might want to print the labels of only the last 3 new boxes, or create the documentation for the cabinets only. Once the elements have been inserted, with a simple button it is possible to obtain a document with labels, or one showing all the characteristics of the containers seen in the previous pages.