Date: 5 March 2018 Author: Jack Gerrard

Version: 4.5.3

This latest release includes bug fixes and enhancements.

#### **UPGRADES**

We are changing how we deliver upgrades to uniCenta oPOS. The **Database Transfer Tool** must be used for all upgrades for all versions **before** 4.5. Please read the <u>uniCenta oPOS Database Transfer Guide</u>

If you are upgrading version 4.5 or later choose the **automatic upgrade** option. You do not need to use the **Database Transfer Tool**.

Until we complete the upgrade transition scripts the **automatic upgrade** will over-write your existing **Administration>Maintenance>Resources** scripts and you may need to edit them if you have made any changes to the originals created by the uniCenta oPOS installer.

This version Readme and other Guides are made available to uniCenta Customers only. This version source code access is available to uniCenta Customer Subscribers only.

This version – like all previous versions - does not guarantee that any included upgrade scripts or modules will successfully upgrade any previous release versions.

#### **IMPORTANT:**

If you are upgrading: It is recommended you install uniCenta oPOS 4.5.3 in a separate space and test beforehand against a copy of your live production MySQL database to ensure its new functionality and enhancements suit your operation.

#### **INSTALLERS:**

Available for:

- Windows XP SP3 to Windows 10 as a .exe
- Linux x86 & Linux x86 64 as a .run
- Mac OS X 10.6 as a zip

## **SUPPORT:**

Only CUSTOM subscription plan Customers are provided support for any uniCenta oPOS Beta

#### **SOURCE CODE:**

The uniCenta oPOS 4.5.3 project is Mavenized and is not shipped with any libraries which means the project file size is considerably smaller than previous versions.

Source code for posApps Card Payment services is not open source and distributed using our own license to achieve conformity with the latest (1 Feb 2018) PCI and EMV regulations. Source code for posApps Digital Receipts is not open source and distributed using our own license as it connects directly to and uses our private servers.

Enjoy!

Jack

## **BUG FIXES**

# 1. GENERAL

**BUG (UOCL-70):** sharedticket.pickupid does not match pickup.id format **FIX:** Change smallint(6) to int(11)

## 2. TICKET

**BUG (UOCL-71):** Sales Screen manual ticketline entry miscalculating tax value **FIX:** Remove unnecessary calculation in method

### 3. REPORT

**BUG (UOCL-72):** Inventory Diary Report incorrect Product unit values

FIX: Change SQL – add sum () to units

BUG (UOCL-74): Customers>Sales Report throws error

FIX: Change SQL – change filter parameter declaration order

**BUG (UOCL-75):** ): Customers>Customer Diary throws error

FIX: Change SQL – change filter parameter declaration order

BUG (UOCL-76): EPM Daily Presence Report non-sorted

FIX: Change SQL – add ORDER BY Name

### **DEVELOPERS**

## **Language Framework**

Java JDK 8 is required.

There has been further conversions to Java Lambda functions as we continue to migrate code blocks as we go along, and only in certain parts of uniCenta oPOS core code, and to maintain compatibility with the earlier code base.

#### Maven

Central uniCenta oPOS library file distribution
Uses POM 4.0.0 modelVersion
Uses maven.compiler 1.8 version

## **Repositories:**

unicenta-repo - <a href="http://repo.unicenta.org/maven2/">http://repo.unicenta.org/maven2/</a> Swing/Netbeans - maven2-repository.netbeans.maven2 mvnrepository Netbeans Maven - <a href="http://bits.netbeans.org/maven2/">http://bits.netbeans.org/maven2/</a>

When using Netbeans – or another similar IDE – create a New Project and use the Project with Existing POM option. Then Clean and Build.

On the initial load of the project there will be a delay whilst the required library files are added to the project. You will need to be connected to the internet to receive these.

The new Developer section is now open and is available to PLUS and CUSTOM subscribers here: <a href="https://unicenta.com/developer-section/">https://unicenta.com/developer-section/</a>

We have kicked off with a bunch of really useful and exclusive Developer Guides as well as some handy x-Reference documents.