

Tile Shipping Express Operator Manual

Setup

- A. The user must first download the github repository into their computer and find the folder <path>/environments/my_env in a terminal window.
- B. To ensure this works correctly, the user can open the folder in VSCode. To start the host server in the terminal, we run “python -m flask run”.
 - a. The user must make sure they are in the correct directory to run this command otherwise the program will not start (path/environments/my_env).
- C. After running this command, a link should appear in the terminal and should look similar to the following “http://125.0.0.1:5000”.
- D. Copy this link and paste it into any browser, and the program will run.

Initial Start-Up

- E. User will be prompted to enter a username before getting access to the rest of the program. This name will be used for logging purposes.

Username:

- F. After entering a username, the user will be directed to the program dashboard.

Tile Shipping Express

Welcome, John

Select a Service:

- G. Here the user, John in this case, will be able to select between transferring containers (load and/or unload) on a ship, and balancing a ship.
 - a. John will click on the drop down menu and choose between **Transfer** or **Balance**.

- b. Once an operation has been selected, John will click on **Continue** in order to begin the selected operation.
- H. Also in the dashboard, John will be able to logout at any time. Doing so will go back to the login page and require a new username to be submitted before continuing with the program.

Features

A. Uploading a manifest

- a. Once an operation has been selected, John will click on **Continue** to progress.
- b. Doing so will bring John to the **Upload Manifest** page.

Upload Manifest

Choose File

No file chosen

Upload

- c. Here John will choose a manifest to upload by clicking on **Choose File** and then clicking **Upload**.
 - d. After doing this, an 8x12 grid will be populated reflecting the manifest ready for use for whichever operation was selected beforehand.

B. Transfer

- a. **Coming Off**
 - After selecting a manifest, John will now be able to see the grid with container names and weights based off of the info found in the manifest.

Coming Off

Which containers do you want to to unload

[illegible]

Selected Containers:

Submit Changes

Add Comment:

Write your comment here

Submit

Continue

- John will select which containers that will be unloaded and click on the **Submit Changes** button found beneath the grid
- If John clicks on this button without choosing any containers, it will be assumed that 0 (**zero**) containers are to be unloaded.
- Once container selection is finalized, John will click on the **Continue** button to progress.
- John will then be prompted to enter the number of containers that will be loaded onto the ship.

Container Loading


How many containers do you want to load?

Enter

- Here John will enter the number and click on **Enter**.

b. Coming On

- John will then see a text box at the bottom of the grid to enter the name and weight for the container(s) that will be loaded onto the ship.



Container Name: Container Weight:

- After filling in the information, John will click on the **Submit** button.
- Doing so will show the new container on the grid as well as a path for John to follow to place it there.

Cars 04321											
Cat 00099											

- After all containers have been loaded on, John will click the **Continue** button again and will be met with a **Success** screen indicating that the transfer process has been completed.

Success

[Return to Dashboard.](#)

- Clicking **Continue** here will bring John back to the dashboard.

C. Balance

- If John chooses **Balance** instead while in the dashboard, the following screen will appear after selecting a manifest.

Balance Page

Cat 00040											
	Dog 00050										
			Ram 00120					Owl 00035			

Run Balance Algorithm

- To begin balancing, John will click on **Run Balance Algorithm**, and will be shown which containers to move followed by the path.

Estimated Time to Complete: 8 minutes

Balance algorithm completed successfully!

Continuing algorithm

- Once the ship has been balanced, John will click on the **Finish** button and be met with the success screen, indication the ship has been successfully balanced.

D. Comments

- While performing either of the two operations, John can decide to add a comment which will be entered in the log file.

Add Comment:

Write your comment here

Submit

Continue