## **CHEAT SHEET FOR OFF-LINE CHECKOUTS**

If Evergreen is down/unavailable for 2 minutes or more:
<ul> <li>Try to contact Jeremy.</li> <li>If Jeremy is not immediately available, proceed with Off-Line checkouts.</li> </ul>
Starting Off-Line checkouts:
<ul> <li>If Evergreen is already open: open "Offline Circulation" under the Circulation tab. "Session Management" will be the default tab. You will receive a warning that "You are about to enter offline mode. If you proceed, you will be logged out" (big red box). Click "proceed". You must be logged out for offline transactions.</li> <li>If Evergreen is not open: open it as usual but *do not* login. Open "Offline Circulation" under the Circulation tab. It will default to the "Checkout" screen.</li> <li>APL: Set Bibliotheca to "Security Off (only)".</li> </ul>
For each patron: - Follow the steps on the screen Fill in the due date — we won't use "No Offset" Scan the patron's barcode. If a patron's barcode is flagged/invalid, they will need to wait until the system is running again to check out. Account may be expired or there may be large fines.
<ul><li>Scan the item barcode.</li><li>Continue scanning item barcodes until all items have been scanned (APL</li></ul>

- Uncheck the "Strict Barcode" box

limit=5).

- Check "Print Receipt" box. Click "Save Transactions" to finish.

Note: Patrons **must** have their library card to check out items.

No registrations or checkins. Checkouts only.

**Renewals may be done** <u>IF</u> the item is in hand. Scan the item barcode and it will renew to the due date filled in the box.

Important: Contact Jeremy when the system is back.
Include the date/time the system was off-line.
When system is back, upload the transactions on each circulation station.
(APL-Mardi, Felipe, or Sherry will upload the transactions.)

Information for Offline Checkouts has come from: <a href="http://docs.evergreen-ils.org/reorg/3.2/circulation">http://docs.evergreen-ils.org/reorg/3.2/circulation</a>. Put together for APL & LLC by Mardi Hochstetler.