

CocktailMaker Administration guide

System Requirements

This application is based on JavaFX. It can be run on every Java8 environment with the JavaFX package included. Keep in mind that this package currently does not come by default in the Java environment installed on the Raspberian OS and therefore needs to be installed manually.

Configuration

The main configuration of the application is made in the **server_config.properties** file located by default in **~/cocktailMaker/lib/server_config.properties**.

Each property has a description:

```
# If set to true the dispensers are not run.
# Should be set to false when running.
testMode=true

# The bottle sizes available in the Refill page
bottle_sizes=750,500,1000

# Milliseconds to pour 100ml of liquid
# Used when making cocktails
pour.ms=6500

### Dispensers Configuration
# Please refer to pi4j Numbering scheme for thr PIN numbers
# Link http://pi4j.com/pins/model-3b-rev1.html
dispenser.1.pin=1
dispenser.2.pin=2
dispenser.3.pin=3
dispenser.4.pin=4
dispenser.5.pin=5
dispenser.6.pin=6
dispenser.7.pin=7
dispenser.8.pin=8
dispenser.9.pin=9
dispenser.10.pin=10

### Card pattern for the magnetic cards
card.pattern=[0-9=]+\??
card.length=25
card.begins=;
```

This file configures: whether the app runs in test mode (the dispensers are not triggered), the available bottle sizes in Refil page, the dispenser mapping and the magnetic cards pattern.

Connecting to the Raspberry

Follow the official instructions:

<https://www.raspberrypi.org/documentation/remote-access/>

How to run the application

The application is run by the `~/cocktailMaker/run.sh` script. This script should be run automatically on boot of the Raspberry PI but you can run it directly as well.

Reset the application to default

If you want to wipe all the data you can do this by deleting the folder `~/cocktailMaker/db`. The DB will be recreated again next time the application is run.

User Guide

Configuration

The Configuration module is accessed by the so called Admin users. In this module you configure ingredients, map them to a dispenser, make users, cocktail Groups, Cocktail, and access the logs.

Here is the workflow of blank db to making a cocktail:

Select **Log with Credentials**:

Please Login / Swipe Card

Log with Credentials

Log in the application using the default credentials

- Username: **admin**
- Password: **admin**

Please Login / Swipe Card

admin

Back

.....

Login

Go to **Dispensers** -> **Add/Remove** Ingredients from the menu, enter the name of an Ingredient and press Add:

The screenshot shows a web application interface with a top navigation bar containing the links: [Dispensers](#), [Users](#), [Cocktails](#), [Logs](#), [Log Off](#), and [Exit](#). The main content area is divided into two sections. On the left, there is a table with the header 'Ingredient'. The table is currently empty, displaying the message 'No content in table'. On the right, there is a form titled 'Add New Ingredient'. This form contains a text input field with the word 'Vodka' entered. Below the input field are three buttons: 'Add', 'Remove', and 'Edit'.

This action will add the new Ingredients. Later on from the same menu you can edit the Ingredient name using the Edit button.

This screenshot shows the same web application interface after the 'Vodka' ingredient has been added. The top navigation bar remains the same. In the left section, the 'Ingredient' table now contains one row with the text 'Vodka', which is highlighted with a blue background. The right section, titled 'Add New Ingredient', now features a text input field labeled 'Name' which is currently empty. The 'Add', 'Remove', and 'Edit' buttons are still present below the input field.

Go to **Dispensers** -> **Set Dispensers** to map a dispenser (a physical pump) with the ingredient. In order to do so select the desired Dispenser from the list, select the ingredient from the dropdown menu, check the Enabled checkbox and press **Save**

[Dispensers](#)
[Users](#)
[Cocktails](#)
[Logs](#)
[Log Off](#)
[Exit](#)

ID	Ingredient	Enabled
1	Not Configured	<input type="checkbox"/>
2	Not Configured	<input type="checkbox"/>
3	Not Configured	<input type="checkbox"/>
4	Not Configured	<input type="checkbox"/>
5	Not Configured	<input type="checkbox"/>
6	Not Configured	<input type="checkbox"/>
7	Not Configured	<input type="checkbox"/>
8	Not Configured	<input type="checkbox"/>
9	Not Configured	<input type="checkbox"/>
10	Not Configured	<input type="checkbox"/>

☒ Enabled

[Dispensers](#)
[Users](#)
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[Exit](#)

ID	Ingredient	Enabled
1	Vodka	<input checked="" type="checkbox"/>
2	Not Configured	<input type="checkbox"/>
3	Not Configured	<input type="checkbox"/>
4	Not Configured	<input type="checkbox"/>
5	Not Configured	<input type="checkbox"/>
6	Not Configured	<input type="checkbox"/>
7	Not Configured	<input type="checkbox"/>
8	Not Configured	<input type="checkbox"/>
9	Not Configured	<input type="checkbox"/>
10	Not Configured	<input type="checkbox"/>

☒ Enabled

Once you have the Dispenser mapped to an Ingredient you can press the **Run** button to run the dispenser for a second. This can be used to fill the empty pump hoses with liquid.

Now go to **Cocktails** -> **Add/Remove Groups** and create a new Cocktail Group. Again from this page you can later on change the name of existing group:

Dispensers Users Cocktails Logs Log Off Exit

Group

No content in table

Add New Cocktail Group

Add

Remove

Edit

Dispensers Users Cocktails Logs Log Off Exit

Group

Alcoholic

Add New Cocktail Group

Add

Remove

Edit

After that add a new cocktail from **Cocktails** -> **Add/Remove Cocktails**. You first add a new Cocktail selecting the desired group from the dropdown and press **Add**:

Dispensers
Users
Cocktails
Logs
Log Off
Exit

Cocktail	Group
No content in table	

Add New Cocktail

Alcoholic
▼

Add
Remove
Edit

Ingredients

Delete
Add

Name	Size
No content in table	

Once you have the cocktail select it from the list and press **Add** button. This will open a new window for selecting the desired Ingredient and the desired amount:

Dispensers
Users
Cocktails
Logs
Log Off
Exit

Cocktail	Group
Pure Vodka	Alcoholic

Add New Cocktail

Cocktail Group
▼

Add
Remove
Edit

Ingredients

Delete
Add

Name	Size
No content in table	

Dispensers Users Cocktails Logs Log Off Exit

Cocktail

Pure Vodka

Add Ingredient [X]

Add a new ingredient for cocktail Pure Vodka

Vodka

100

Add Cancel

Cocktail Group

Remove Edit

Delete Add

Size

No content in table

When you are ready press **Add**. You can have as many ingredients for the cocktail as you wish.

Dispensers Users Cocktails Logs Log Off Exit

Cocktail	Group
Pure Vodka	Alcoholic

Add New Cocktail

Name

Cocktail Group

Add Remove Edit

Ingredients

Delete Add

Name	Size
Vodka	100 ml

Now you should create an account for the bartender. Go to **Users** -> **Add/Remove Users**. Fill the form. The username will be used on the Login page. Enter a password for the user and press **Add**. As we want a bartender account and not an Admin one do not select the **Admin** checkbox.

Dispensers Users Cocktails Logs Log Off Exit

bar1 John Smith ☐ Admin

.... Set Card **Add** Remove Edit

Username	First Name	Last Name	Magnetic Card Set	Admin
admin			<input type="checkbox"/>	<input checked="" type="checkbox"/>

If you want to set a Magnetic Card for this user to enable logging with a card select the user, press **Set Card** and wait to see **Please swipe a card** message. Then swipe the magnetic card. This should remove the message and you should again be shown the **Add/Remove Users** page.

Dispensers Users Cocktails Logs Log Off Exit

Username Firstname Lastname ☐ Admin

Password Confirm Password Set Card Add Remove Edit

Username	First Name	Last Name	Magnetic Card Set	Admin
admin			<input type="checkbox"/>	<input checked="" type="checkbox"/>
bar1	John	Smith	<input type="checkbox"/>	<input type="checkbox"/>
Please swipe a card				

! If this does not work make sure you have configured the correct card pattern in the server_config.properties. Different cards have different patterns and therefore the system needs configuration per card type.

In order to Log off the application press **Log Off** -> **Log Off** and if you want to exit the whole application (and go back to the OS) press **Exit** -> **Exit**.

Making a cocktail

Log in the application with the newly created bartender account:

Please Login / Swipe Card

Go to the **Refill** page, select the Ingredient, the size of the attached bottle and press **Refill**. This will indicate the remaining amount of liquid in the bottle. If you run out of liquid you will have to Refill the liquid again before being able to make more cocktails:

Welcome User

Dispenser ID	Ingredient	Available
1	Vodka	0 ml

☐ 500
☒ 750
☐ 1000

Welcome User

[Back](#)[Log off](#)

Dispenser ID	Ingredient	Available
1	Vodka	750 ml

☐ 500☒ 750☐ 1000[Refill](#)

Press **Back** to go to the main page. Select a Group and click on a Cocktail. This will trigger making of the selected cocktail:

Welcome John

[Refill](#)[Log off](#)[Alcoholic](#)[Pure Vodka](#)

Welcome John

RefillLog off

Alcoholic

Pure Vodka

Making cocktail in progress. Please wait...

Wait for the cocktail to finish.

Audit

When logged as an Admin you have the access to 2 log pages: **Logs -> Cocktail Log** and **Logs -> Ingredient Log**. In the first log you can see a list of the cocktails made with time and the name of the bartender and in the second one you can see a summary of the used ingredients in a selected date range.

The Cocktail Log:

