# 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.6.pin=6
dispenser.9.pin=9
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.

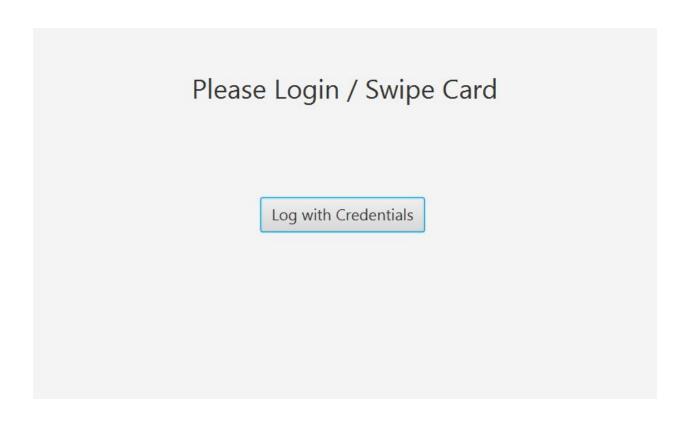
## **User Guide**

## Configuration

The Configuration module is accessed by the so called Admin users. In this module you configure ingredients, map then 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:

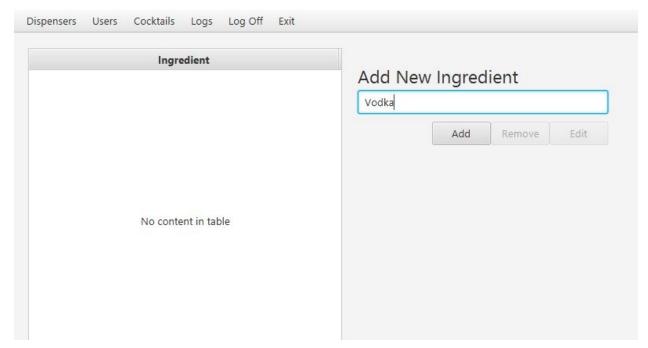


Log in the application using the default credentials

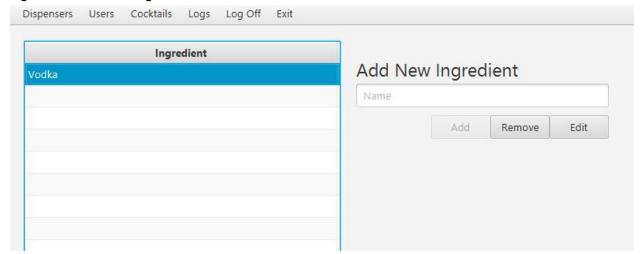
Username: adminPassword: admin



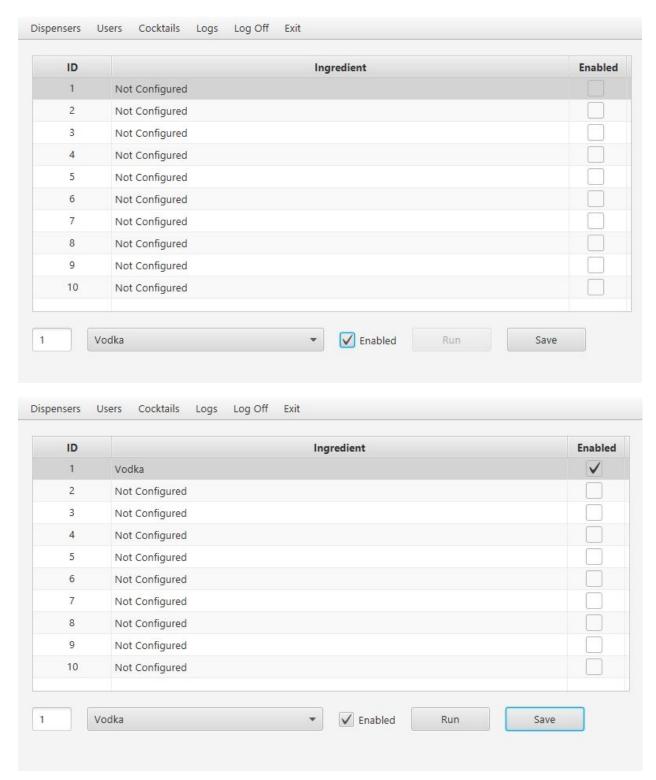
Go to **Dispensers** -> **Add/Remove** Ingredients from the menu, enter the name of an Ingredient and press Add:



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

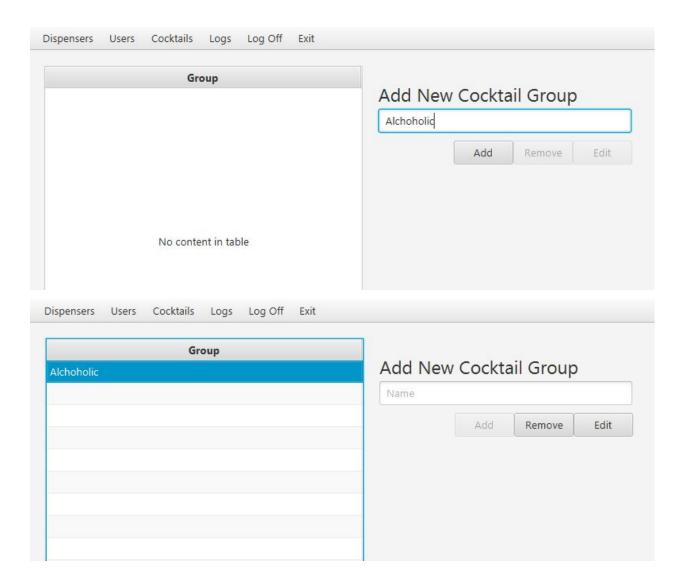


Go to **Dispensers** -> **Set Dispensers** to map a dispenser (a physical pump) with the ingredient. In order to do se select the desired Dispenser from the list, select the ingredient from the dropdown menu, check the Enabled checkbox and press **Save** 

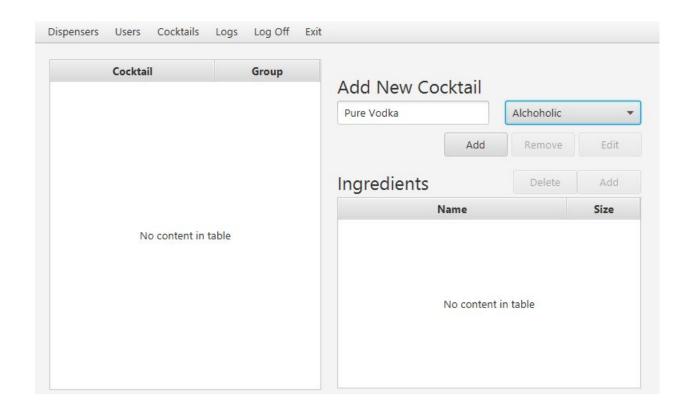


Once you have the Dispenser mapped to an Ingredient you can press the **Run** button to run the dispenser for a second. This can be used to fill the empty pump hoses with liquid.

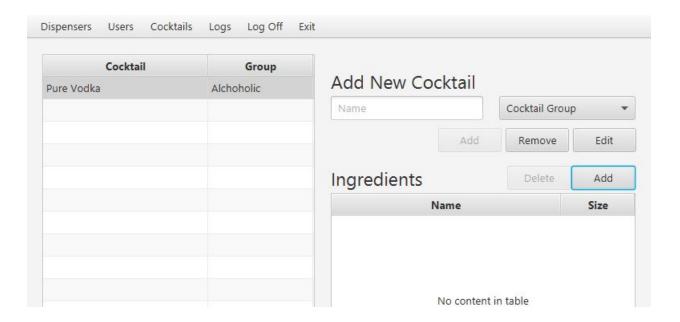
Now go to **Cocktails** -> **Add/Remove Groups** and create a new Cocktail Group. Again from this page you can later on change the name of existing group:

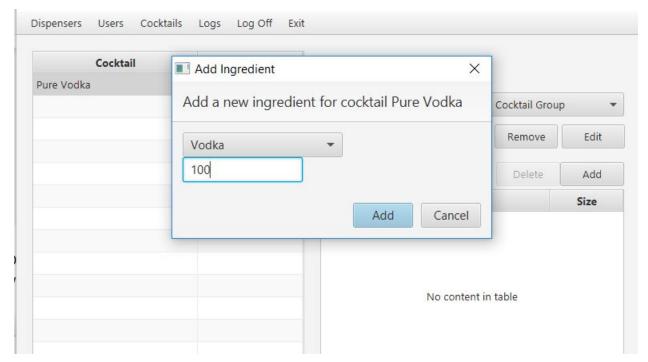


After that add a new cocktail from **Cocktails** -> **Add/Remove Cocktails**. You first add a new Cocktail selecting the desired group from the dropdown and press **Add**:

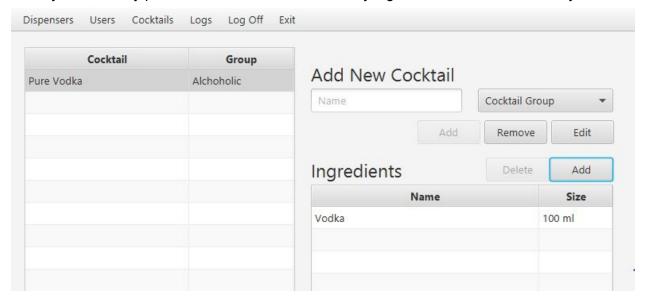


Once you have the cocktail select it from the list and press **Add** button. This will open a new window for selecting the desired Ingredient and the desired amount:

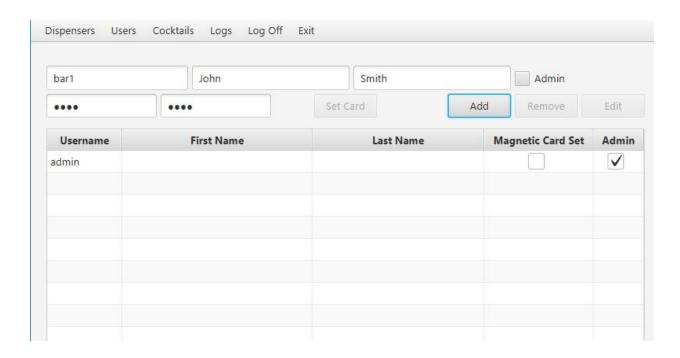




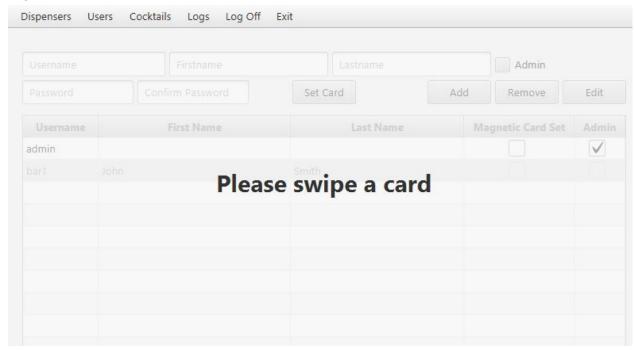
When you are ready press Add. You can have as many ingredients for the cocktail as you wish.



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.



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.

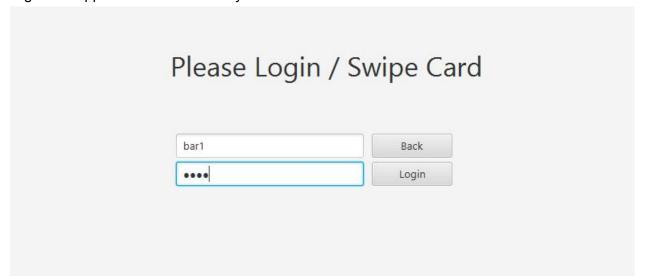


! If this does not work make sure you have configured the correct card pattern in the server\_config.properties. Different cards have different patterns and therefore the system needs configuration per card type.

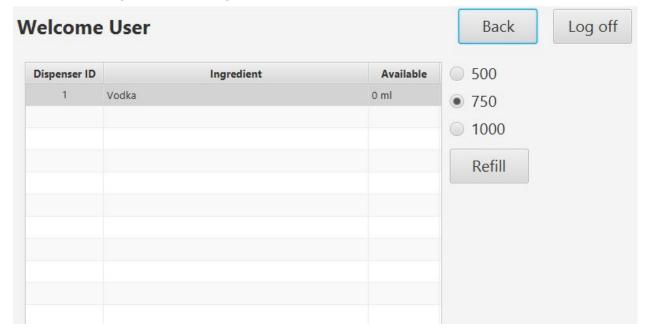
In order to Log off the application press **Log Off** -> **Log Off** and if you want to exit the whole application (and go back to the OS) press **Exit** -> **Exit**.

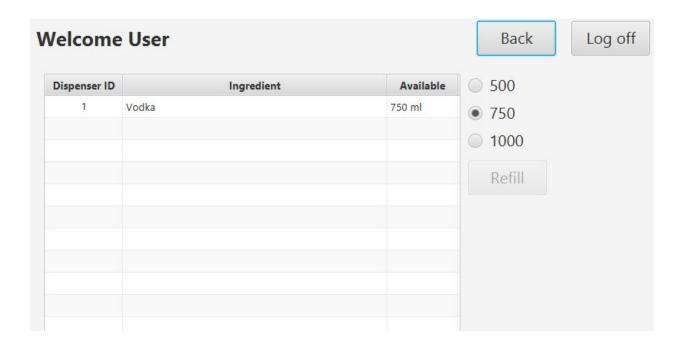
## Making a cocktail

Log in the application with the newly created bartender account:



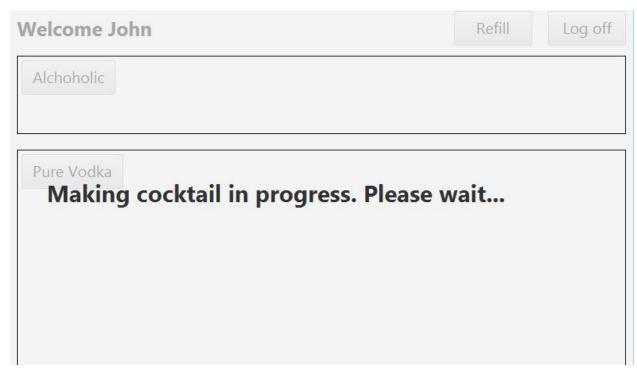
Go to the **Refill** page, select the Ingredient, the size of the attached bottle and press **Refill**. This will indicate the remaining amount of liquid in the bottle. If you run out of liquid you will have to Refill the liquid again before being able to make more cocktails:





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



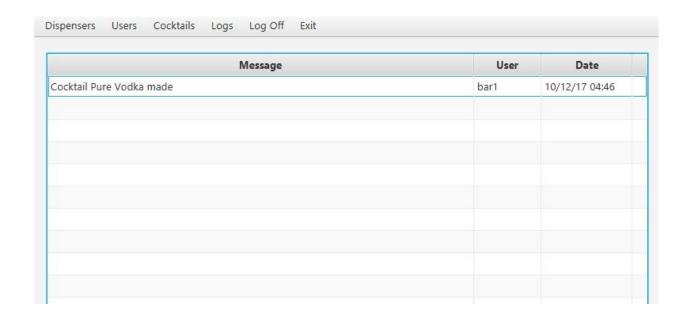


Wait for the cocktail to finish.

#### **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:



#### And here is the the Ingredients Log:

