AEROCODIC SOFTWARE USER'S MANUAL

AEROCODIC SOFTWARE USER'S MANUAL

1. START UP	2
2. MONOLITH'S ALARMS	3
TYPES OF ALARMS	4
TO ENABLE / TO DISABLE ALARM	7
TO TURN OFF / TO TURN ON ALARM	7
3. MONOLITH INFORMATION	8
GENERAL DATA	8
4. COMMANDS	9
TO RESTART A MONOLITH	9
TO RELEASE TROLLEYS FROM ONE MONOLITH / COME	
BACK TO THE STANDARD OPERATION.	9
TO ADJUST THE NUMBER OF TROLLEYS PER MONOLITH.	10

1. START UP

When we execute the program user's screen will appear, in which we will have to introduce our user name and the corresponding password:



We will choose user's name in the lash of 'Operator ', subsequently in the field Clave(password) '' will write the password and we will click on the button 'OK ', subsequently we will consent to the main screen, where we will be able to negotiate alarms, collections, etc, of the monoliths:



The circles with a number in the inferior side represent each monolith. In the upper right side of the screen we observe a green frame where the state of the monolith will be shown in real time, and hereinafter some control bellboys.

To close the program we will click the button "Salir" (exit).

2. ALARMS OF THE MONOLITH

The system reflects in real time all the alarms of all the monoliths. These are:

Alarms:

- Error of Printer (without Paper)
- Inertial detector alarm (hit monolith)
- Not authorized superior door of the monolith Opened.
- Not authorized Opened door Release Unit
- Several trolleys moved away in a single operation.
- Monolith without connection via LAN.

The System is also able to show warnings that the operator has previously programmed as follows:

- Warning collected amount has reached a certain limit in a monolith.
- Warning one numbers of trolleys in the guide of a monolith it has reached a minimum level.
- Warning number of trolleys in the guide of a monolith has reached a maximum level.

Every time that happens some of these alarms or warnings, the system will show them on screen besides storing them in a historical of alarms.

The color of the monolith must usually be the gray one, this will mean that the monolith doesn't suffer any alarm, if this it's in red color it will be necessary to revise the alarms since the monolith this warning of some accident:



Monolith without alarms

Monolith with alarms

In case the monolith has alarms, we will be able to them to observe visually in the upper right side of the screen:



TYPES OF ALARMS

The types of alarms that we will be able to observe are:



Monolith without Trolleys Alarm: it appears when the one monolith is left without trolleys.	Alarmas j	
Monolith with Too many Trolleys Alarm: it appears when the maximum of trolleys is overcome configured for that monolith.		
Monolith with Few Trolleys Alarm: It appears when a monolith reaches the minimum of trolleys configured for that monolith.	Alarmas j	
Maximum level Collection reached Alarm: It appears when the maximum of collection is reached configured for that monolith.	Alarmas j	

To be able to verify if there is an alarm or of other we can open an additional window clicking the button' Alarm' of the previous frame:



The frame that it appears will be good to verify if it has been activated an alarm or another. For example if the alarm is activated of Door Superior Monolith' it will change the green light to red:

Impresora :	
Inercial :	
Puerta Torniquete :	
Puerta Superior Monolito :	
Varios Carros :	

Without any alarm



With the alarm' Door Superior Monolith'

Besides the visualization for screen, the monolith will emit an acoustic sign.

TO ENABLE / TO DISABLE ALARM

It is possible to enable or to disable the sound of the alarm from the control program. So, if we disable the alarm in a monolith and it happens any incidence this it was reflected in the screen and it will be stored in the historical of alarms but it won't sound in the monolith.



To enable or to disable the sound of the alarm we will locate ourselves on the monolith icon we want to try and we will click the right button of the mouse.

It will appear to us a contextual menu with the options to disable sound Alarm ("desactivar sonido alarma") / to enable sound Alarm ("activar sonido alarma").

With these two options we will enable or we will disable the sound of the alarm in that monolith.

TO TURN OFF / TO TURN ON ALARM

On the other hand, it is possible to make sound the alarm manually, as well as to turn off it manually.

To Select a monolith icon, we will click the right button of the mouse and it will appear to us the options to turn off / to turn on alarm. (apagar alarma)

3. MONOLITH INFORMATION.

In the right side of the screen, clicked the button of information, will appear an additional info panel with the status of the monolith.



In this panel, the System will give us the following information from the selected monolith:

- Number of trolleys into the guides of the monolith at that moment.
- Total amount collected since the last collection.
- Last number of printed ticket issued (in that monolith).
- Badge of the current collection (Id.# Collection)
- Total amount collected in the last collection.

GENERAL DATA

We may know:

- Number of trolleys,
- Current collection,

of from all the monoliths, clicking the Trolleys key (carros) or, \in key (\in "money").

The System will show us a graph with all the monoliths showing the amount of money collected by monolith or, showing the number of trolleys into the guide of the monolith.

It will also show the total amount of money in the System in that instant, and the total number of trolleys in the System in that moment.

4. COMMANDS

From the control computer, with the proper passwords it can be carried out certain operations on the monoliths. These are:

- To restart a monolith
- To allow release the trolleys from one monolith / Come back to the standard operation.
- To adjust the number of trolleys per monolith.
- Operations with the alarms as detailed in the point number 2.

TO RESTART A MONOLITH

It is possible to force the reset of a monolith. This operation can be useful so that the monolith software is upgraded.

To reset a monolith we should select it and to click the right button of the mouse.

A menu of commands will appears.

We will select the option Reset monolith

TO RELEASE TROLLEYS FROM ONE MONOLITH / COME BACK TO THE STANDARD OPERATION.

In certain circumstances it can be useful to release the trolleys from the Monolith. That is to say, it is possible to introduce and to move away trolleys freely from monolith without payment, nevertheless counting system will remain operative at any time.

The System allows from the control computer, to order to a monolith switch to "Free payment operation" mode, and lately, come back to the standard mode.

To carry out this operation, we will select the monolith we want to release and we will click the "liberar" button to release it.



We will observe that the button is clicked indicating us this monolith is the released one.

To come back to the standard mode operation, we click the button again.

TO ADJUST THE NUMBER OF TROLLEYS PER MONOLITH.

From the control system we can indicate to a monolith how many trolleys it has. It is very important that the number of trolleys of a monolith belongs together with the reality in order to get a good operation of the system.

To indicate from the control computer to a monolith how many trolleys it has, first we should select the monolith in the screen.

Then we will make double-click on the indicator of number of trolleys in the info panel.

Mon 3	
Carros:	0 Carros
Recaudaccion :	0 Eur
Ult. Ticket :	0
ld Recaudacion :	0
Importe Recauda. :	0
Impresora :	0
Inercial :	
Puerta Torniquete :	
Puerta Superior Mon	olito : 🔷 🔷
Varios Carros :	

It will appear the following screen:

Asignar Número Carros	×
Num Carros :	
	ок
	Cancelar

We will write the new number of trolleys in the yellow frame and we will click the OK button if we are sure or to CANCEL if we want to cancel the operation.

The System will adjust the new number of trolleys to that monolith.