## Warehouse Initiation

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## Navigation Systems

We have wanted to maintain the hierarchy of Menus because it is very easy to explain where when you require the maintenance service. The navigation systems of the Application, besides being managing a browser, are the following:


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## Navigation Systems. Favorites / History

As we have seen we have 2 icons:

Access to Favorites, in which we can define for each user what their Favorites are within the Application.
Access to Historicals, it shows us the last options that this user has accessed.


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## Operative. Data Maintenance

You must start by creating the masters so that you have Data in the Application. The system we follow is always the same (insert + sign, Edit or modify pencil also double click on the row we want to modify, Cancel Cross, the sign Zoom.

In the top line indicates the option we are in, the user we have entered, the language of it and we also have the ability to close the application with the Power button.

In this application cancellations are not allowed, they are marked with the color red, which for all effects is as if they had been removed, but at no time are inconsistencies created in the historical.


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## Operative. Data Output



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## Operative. Data Maintenance

In the screens of the Elements you can:

To jump from field to field press Enter or Tab
To Backspace Field press Esc or (Shift+Tab)

Within each screen you can scroll to the next or previous item by pressing pgup or pgdn.
With home it goes to the first element and with End it goes to the last element.


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## Operative. Data Maintenance

The following letters are used in table-type screens:
i: insert a new element
m : edit or modify the element in which we have positioned ourselves
d : delete the element in which we have positioned ourselves


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## First Data

You will start by registering the Masters, see manual http://www.reservahotel.com/30/indexStarEcon/en/menua0.html

Before starting to create the masters, spend some time reviewing how to code them, although the codes of any of the masters can always be modified, they are not identifying.

It would be a good idea to open a folder on your computer in "Pictures" with those figures that you later want to be seen in Plates and Plates Groups. Make sure that they have the least "weight" so that the application goes faster and if possible that they are in PNG format.

When we provide you the application has been given a username and password administrator (admin admin), the user can not be changed, but your password must be changed for an exclusive yours.

You should then create the waiters/users. At this point there are several options that you must decide which is the best and most correct for your use. If you want to have a great control of the waiters it is best that you create as many users as you have waiters, in addition to the other people (not waiters) who also participate. Another procedure is to create a user WAITER and without being associated with any waiter, and then associate it in the command. It is usually very useful the option of direct entry to an option, so that they only enter the same (Waiter, Hald Held or Kitchen).

To the different users that you have created you must decide which accesses you are going to allow them, you have up to 6 different "roles" of behavior privilege.


## Iniciación del Restaurante

## First Control Data

Accesing to: : $\underline{h t t p: / / w w w . r e s e r v a h o t e l . c o m / 30 / i n d e x S t a r E c o n / e s / S C e n b 70 . p d f ~ y o u ' l l ~ f i n d ~ a ~ w a y ~ t o ~ m a k e ~ a ~ g o o d ~ i m p l e m e n t a t i o n . ~}$
We recommend that you read with special attention all the different options you have, because depending on how they are configured the application will behave in one way or another.

A special chapter is how we want the application to behave, so we must access Configuration.
Connectivity (for sending email, interconnection between different applications, virtual POS, PayPal, Social Networks)
Privileges, ...

