Asset Tracker Lite Readme

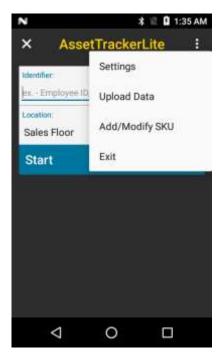
Asset Tracker Lite allows businesses to count and record all their valuable assets. Users can sign in, scan several items, and save a list of inventory which can be viewed locally or on an FTP server.

Usage

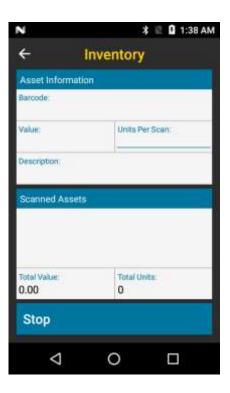
• When the application is launched, the following screen is presented where the user enters their name or employee ID, selects their location, and begins the inventory session:



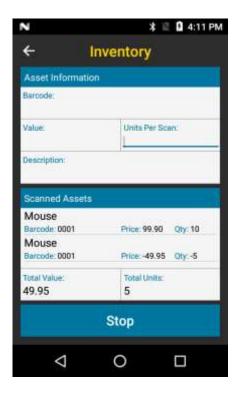
• The user is also able to access the settings screen, and upload data using the app menu in the top right:



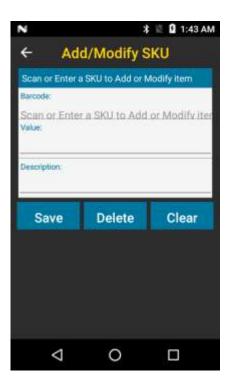
• When the user starts the inventory session, they are presented with the following screen where they can scan assets and leave the session (with an option of saving inventory data to the SD card):



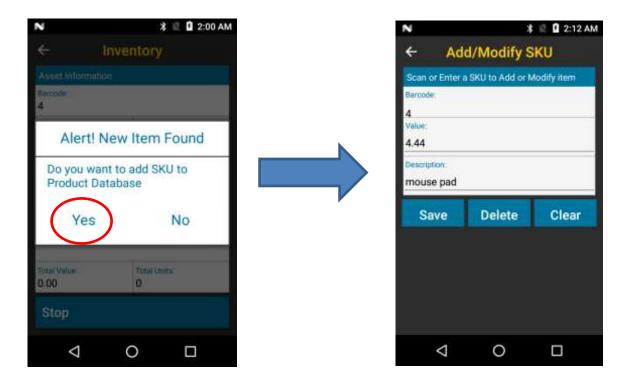
• When assets are scanned, the most recently scanned asset is shown on top, while a history of all scanned assets is shown below:



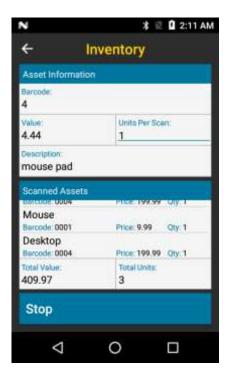
- If Units per scan is "0" the item will not be added to the Scanned Assets
- To remove items enter a negative value for Units Per Scan. Both entries will be included in the summary, total value and unit counts will be adjusted accordingly
- When the Units Per scan is Blank the user will be prompted to enter a value
- Enable/Disable Add/Modify SKU
 - The activity to Add/Modify SKU is controlled through an option in /sdcard/AssetTrackerLiet/settings.xml
 - When <AllowDBUpdates>True</AllowDBUpdates> a user will see the menu option for launch the Add/Modify SKU activity. In addition the user will receive a popup message when an item is scanned that is not in the inventory allowing the user to add the new item.
 - When <AllowDBUpdates>False</AllowDBUpdates> The Add/Modify SKU is removed from the menu options and the user will not receive a popup when an item is scanned that is not in the current inventory DB.
- Add/Modify SKU allows you to enter and modify entries in the product database. When adding a new item scan a SKU/barcode or tap the Barcode line to manually enter a SKU. Then complete the Value and Description sections. When done press "Save". You can enter more items or return to main menu
- To modify an existing entry scan the item's barcode which will retrieve the item from the database. Then tap the Value or Description field to modify the information. Press Save to commit the change.



• In the inventory activity if a barcode is scanned with no matching entry in the data base the user will be prompted to add the item. Selecting Yes opens the Add/Modify SKU activity.



Once the item has been entered it will be displayed in the Inventory activity



Changing settings

- The settings screen can be accessed using the context menu in the top right of the app home screen
- Device admins can also remotely stage settings by placing settings.xml in \sdcard\AssetTrackerLite\
 with the following format:

```
<?xml version="1.0" encoding="utf-8"?>
<Settings>
 <Connection>
  <Server>server</Server>
  <AutomaticSendResults>true</AutomaticSendResults>
  <User>user</User>
  <Password>pdd</Password>
 </Connection>
 <Application>
  <AreaList>
   <Item>Sales Floor</Item>
   <Item>Stock Room
  </AreaList>
  <ItemGrouping>false</ItemGrouping>
 </Application>
 <Options>
  <OutputDirectory>\sdcard\AssetTrackerLite\OutputFiles\</OutputDirectory>
  <AllowDBUpdates>True</AllowDBUpdates>
  <SelectedOutput>CSV</SelectedOutput>
 </Options>
</Settings>
```

Inventory Files

Inventory files saved during an inventory session will be stored on the device the default location is /sdcard/AssetTrackerLite/OutputFiles/

The file formats are as follows:

XML – output of scanned data:

CSV – output of scanned data:

Application.exeVersion,Device.serialNumber,License.key,MasterFile.location,Login.identifier,Login.date,Inventory.area,Inventory.startDate,Inventory.endDate,Inventory.totalUnits,Inventory.totalValue,Item.enteredValue,Item.Units,Item.value,Item.description,Item.symbology

1.1,14139523020521,987654312,"""/Program Files/Inventory/AppMasterFile.sdf""",112131,2015-03-24T21:38:04, Sales Floor,2015-03-24T21:39:15,2015-03-24T22:12:42,11,71587.73,734524440737,1,9522.71, Cannon Video Camera, UPCA

1.1,14139523020521,987654312,"""/Program Files/Inventory/AppMasterFile.sdf""",112131,2015-03-24T21:38:04, Sales Floor,2015-03-24T21:39:15,2015-03-24T22:12:42,11,71587.73,625828596704,1,9918.65, Wireless Router, UPCA

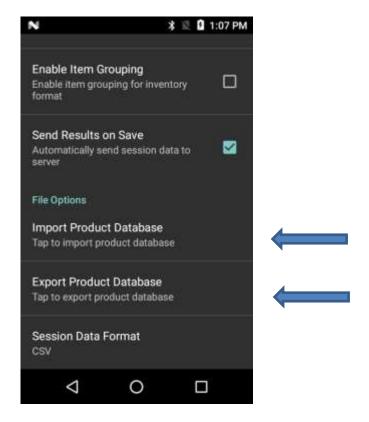
1.1,14139523020521 987654312,"""/Program Files/Inventory/AppMasterFile.sdf""",112131,2015-03-24T21:38:04, Sales Floor,2015-03-24T21:39:15,2015-03-24T22:12:42,11,71587.73,625828596704,1,9918.65, Wireless Router, UPCA

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Importing and Exporting Inventory

From the settings screen you can import or export the product database.



- For the application to know what barcodes are what items/price, the store inventory will need to be
 imported into the application database. Place <u>inventory.csv</u> in /sdcard/AssetTrackerLite/ and
 navigate to Settings > File Options > Import Inventory. Any items that are not imported will show as
 'unknown' with a price of 0.00.
- Note AssetTrackerLite will only import an inventory.csv file in the /sdcard/AssetTrackerLite folder

inventory.csv format [barcode,price,description]:

000001,1.00,candy 000002,2.00,bread 000003,3.00,milk 000004,8.00,paper 000005,25.00,beer 000006,0.00,cup of water 000007,10.00,diaper 000008,4.45,chocolate 000009,12366.67,ink • Changes are made in the Product Database can be exported to the output folder (/sdcard/AssetTrackerLite/OutputFiles) in the form YY.MM.DD.HH.MM.SS.ProductDataBase.csv(xml)

Known Issues

• Edit/Modify SKU – Requires scanning a barcode to retrieve the product information, it will not work with keyboard input