

Volume

1



handPoint Retail 5.6.2– Release Notes

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HANDPOINT RETAIL

handPoint Retail – Release Notes

version 5.6.2

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Included Features

OS Support in handpoint Retail

handPoint Retail supports device synchronisation on Microsoft Vista and Windows 7.

Devices running PocketPC 2002 and older are no longer supported within the handpoint Retail client.

Devices running WindowsCE 4.0 and older are no longer supported within the handpoint Retail client.

Devices running Windows Mobile 6 and Windows CE6 are now supported.

handpoint Retail Client GUI Enhancements

Numerous changes have been made to the handPoint Retail GUI.

Merged Layout for Windows Mobile and WindowsCE retail clients. Now handpoint Retail clients for Windows Mobile and WindowsCE look the same.

Static buttons on the input and output screens can be hidden

Button captions and colours are now scriptable.

The master screen is now able to process dynamic button files.

Calculator screen now supports UK fixed point entry via "fixedpoint" flag supplied through ShowCashCalculator and InsertCardPayment buttons.

handpoint Retail Client Functionality

New scripts have been implemented

1. <LISTSELECTION> picks up what is selected in a previously displayed list in the handpoint Retail Client.
2. <PREASSIGN> assigns a value into a specific column in a selected job comment line in the handpoint Retail Client.

POS functionality

1. New button response IDs have been implemented: Return and Goto enable the developer to dynamically display whatever screen in whichever order.
2. "allowexchange" flag now exist to allow operators to mix refund and sales items in the same transaction. This flag works with RefundOrder and PayOrder.
3. Rollback functionality has been implemented when committing sales that can not be finalised properly.

Stock management functionality

1. Caching functionality introduced in Checklists. Now big checklists are loaded more intelligently and if a checklist needs to be updated frequently then it is written down to disc in batches which improves performance.
2. It is possible to allow empty product id when not using master in job

Developer can enable this functionality by creating this configuration in the dynamic file for the input screen: #Settings;AllowEmptyProductID=true

3. It is possible to restrict access to the Item Master list by creating a GVAR called RestrictMaster and set it as "1" or "true" to restrict access.

Create a GVAR called RestrictMasterMessage to adjust what message is shown , if undefined the message "Access to the Master is restricted" will be shown.

4. A new script has been implemented to run scripts when user enters the Input screen in the Retail Client.

Enter the script into the Input screen script field in Job settings in the handpoint Designer.

handpoint Retail Client X/Z Reports

Sections in X/Z-Reports are now optional (default is include ALL).

Available options are: ALL, SALES, REFUNDS, RECEIVED, PAID, DRAWER, TAX, EXTRA, FISCAL.

X/Z-reports provide break down by type as well as having number of txn per tender.

X2 reports are now supported.

**handpoint Retail
Licensing**

Client licencing

1. ActivateDevice.exe now supports auto activation. Licenses can now be setup as templates ActivateDevice reads and performs activation from.

Desktop licensing

1. handPoint Desktop server does not require licensing. It can be freely distributed.

**handpoint Retail
Simulator**

The handpoint simulator can now be used to test EFT transactions against handPoint Payments.

handPoint Designer Modules

Module	Version	Filename
Handpoint Retail Designer	5.6.2	handPointRetail.exe
Handpoint License	5.6.2	handPointRetailLicense.dll
Handpoint Project converter	4.0.0	handPointRetailProjectConverter.exe
Handpoint Project Wizard	-	ProjectWizard.dll
Handpoint Retail Simulator	5.6.2	RetailSimulator.exe
STL Library	5.0	stlport.5.0.dll

handPoint Synchronisation Modules

Module	Version	Filename
Handpoint Desktop server	5.6.2	handPointRetailRuntime.exe
Handpoint ActiveSync Link	5.6.2	SyncActive5COM.dll
Handpoint ActiveSync Manager	5.6.2	SyncActiveMFC.dll
Handpoint ActiveSync Runner	5.6.2	SyncActiveRunner.exe
Handpoint ActiveSync GUI	5.6.2	SyncGUI.dll
Handpoint Desktop Sync tool	5.6.2	SyncTool.exe

handPoint Device Modules

Module	Version	Filename
Handpoint Retail Client WINCE/WM	5.6.2	handPointRetail.CENET.ARM.NoScanner.CAB
HandPoint Retail Client PPC2003	5.6.2	handPointRetail.PocketPC.ARM.NoScanner.CAB
Handpoint HAL BPAD	1.0.0	hhal.CENET.ARM.BPAD.CAB
Handpoint HAL MOTOROLA	1.0.0	hhal.CENET.ARM.MOTOROLA.CAB
Handpoint HAL XPDAS	1.0.0	hhal.CENET.ARM.XPDA.CAB
Handpoint HAL XPDAV	1.0.0	hhal.CENET.ARM.XPDAV.CAB
Handpoint HAL IPAQ	1.0.0	hhal.POCKETPC.ARM.BOM.CAB
Handpoint HAL Symbol	1.0.0	hhal.POCKETPC.ARM.SYMBOL.CAB
Handpoint ActiveSync handler	1.0.0	SyncActiveCOM.ARM.CAB
Handpoint Install CAB	-	InstallCe.EXE

Release Notes

This release contains all of the handpoint Retail exe and related modules, plus all versions of handpoint HAL. This release is based on handpoint Retail 5.4.2.

Differences compared with release handpoint Retail 5.4.2 follow. Each change is marked with revision number.

Revision: 745

bugfix: moved definition of function variables to the top, to try to deal with an unexplained data misalignment crash. This resolves issue with synchronising via Activesync while handheld client is running.

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Revision: 742

bugfix: RetailLockFile was not being created when retail client was using startscreen setup.

Now it is possible to set #Syncable directive into one of the button screens that allows Activesync synchronisation. The #Syncable directive closes the data tables and removes RetailLockFile.

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Revision: 737

buildfix: mfcce400.dll and olece400.dll are now included in the install cabs for MC3000, Other CE.NET NoScanner and Symbol CE.NET. This allows support for WM and CE6.1 OS

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Revision: 733

buildfix: SyncClientServer documentation now included.

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Revision: 732

buildfix: Symbol CE.NET install target is now known as Motorola CE.NET install target

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Revision: 725

build fix: MC3000 and Symbol builds re-enabled.

build fix: Symbol PPC build target created in EVC4 (existed previously in EVC3).

build fix: removed the MCxxxx build as it didn't full fill our requirements (i.e. symbol scanner configurability).

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Revision: 724

enhancement: new POS Button Guide and Scripting guide included.

enhancement: updated old scripting guide to the newest available version.

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Revision: 718

Bugfix: Few Focus Issues fixed in retail client

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Revision: 717

bugfix: issue with displaying hidden pan fixed in retail client.

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Revision: 716

bugfix: issue with setting delay between receipts fixed in retail client.

bugfix: SearchNeedle will now only be visible for Category Masters.

bugfix: IndexMasters are now the only type viewable as a Master in Jobs (the other types are not supported by Retail and will crash the application).

bugfix: the retail simulator will now create directories required for proper operation of various functionality in Retail.

bugfix: The Parked directory is required for proper operation of parked orders. This is now fixed.

bugfix: when doing refunds, CVV is not required. This is now fixed in the retail client.

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Revision: 693

bugfix: Issue with partial key search in btree. This was resulting in incomplete search results when doing search in Product Comments.

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Revision: 654

enhancement: Using "111111" as a passphrase in ActivateDevice.exe will now display version information in the information box.

—

Revision: 653

enhancement: ActivateDevice now has a DONE button that will allow the user to exit (even on PPC when the taskbar is missing).

enhancement: Pressing the OK button on PPC will now try to activate the device before exiting IF there is a passphrase and the device isn't licensed to anything.

enhancement: ActivateDevice now has a menu on PPC.

enhancement: Retail will now check for its license BEFORE doing anything else (thus popping up ActivateDevice before the splash screen and allowing it the luxury of a visible taskbar).

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Revision: 650

enhancement: RetailSimulator can now be used to test EFT transactions against handPoint Payments.

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Revision: 649

enhancement: Retail Client now handles corrupted databases in a more graceful manner (after detecting the corruption it is not possible to go into a job).

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Revision: 644

enhancement: Retail supports now device synchronisation on Vista.

Sync is constantly retrieving the device name and it has to be cached within the sync since it can not be retrieved constantly over rapi.

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Revision: 641

Devices running PocketPC 2002 and older are not supported within retail client

Devices running WindowsCE 4.0 and older are not supported within retail client

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Revision: 638

enhancement: Merged Layout for Windows Mobile and WindowsCE retail clients

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Revision: 623

Added new script <LISTSELECTION> that picks up what is selected in a previously displayed list

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Revision: 622

bugfix: ActivateDevice application now decides on its own if it wants to be full screen or not.

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Revision: 619

bugfix: CLogs will no longer crash randomly due to uninitialized memory.

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Revision: 615

Removed CBS_SORT from combobox4 in the output display in retail client. The combobox now works correctly

Revision: 612

Added <PREASSIGN> Script. It assigns a value into a specific column in a selected job comment line.

Added InputScript in designer. It is run when user enters the input screen in the retail client.

enhancement: Template Manager is now displayed when handpoint Designer is started, unless opening an old file.

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Revision: 608

enhancement: Offline activation now works for HHAL and HEFT, as well as Retail.

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Revision: 607

enhancement: Made the color of buttons scriptable

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Revision: 606

enhancement: Button captions are now scriptable in more places.

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Revision: 583

enhancement: ActivateDevice now supports a command line option that allows it to better inform the user whether a particular module has been activated or not.

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Revision: 581

enhancement: ActivateDevice now supports auto activation, if successful ActivateDevice will exit immediately.

bugfix: Better error handling in ActivateDevice application.

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Revision: 562

bugfix: Timeout issue fixed in X/Z reports.

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Revision: 559

enhancement: Adding signature caption to signature dialog in retail client

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Revision: 539

bugfix: Timeout issue on XPDA. After turning on/off printer/msr we now wait for one second before using the device or starting up the msr/printer

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Revision: 535

enhancement: Caching functionality introduced in Checklists. Now big checklists are loaded more intelligently.

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Revision: 534

enhancement: Implemented writerpolicy for structured simpletable. Now it is possible to keep changes in memory and then commit those changes with one Flush to database.

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Revision: 530

bugfix: Setprecision function is now controlling how many decimals user can type in for floatfield in retail client.

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Revision: 529

enhancement: Buttons on the Output screen can be hidden

enhancement: Buttons on the Input screen can be hidden

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Revision: 526

enhancement: Added Master restriction scripts to OnScanEvent and OnEnter

RestrictMaster "1" or "true" to restrict access

RestrictMasterMessage to adjust which message is shown , if undefined the message "Access to the Master is restricted" will be shown

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Revision: 525

Added two ResonseID's: Return and Goto to be able to display dynamically any screens.

enhancement: The master screen is now able to process buttonfiles.

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Revision: 523

bugfix: http POST now understands that "201 Created" is a successful operation.

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Revision: 521

bugfix: buttons and static controls will now script [labels] when being created.

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Revision: 511

bugfix: XPDA printing is now better (single worker + queued up requests will now only wake up the printer once, instead of turn off/on between requests).

bugfix: Sleep after each receipt in print spooler was moved into the printing code (xpda, hal).

enhancement: actions can now wait for a configured time after execution, before continuing execution (e.g. wait 3000 ms after printing a receipt).

Revision: 510

Bugfix : Deletion methods differed from device and Pc , made sure that it works on both platforms as intended

Revision: 507

enhancement: Sections in X/Z-Reports are now optional (default is include ALL).

options are "ALL|SALES|REFUNDS|RECEIVED|PAID|DRAWER|TAX|EXTRA|FISCAL".

Revision: 504

Adding the standard POS template for LS Retail.

Revision: 502

BugFix : Retry dialogs guards in syncclient , making sure that the don't loose focus

Fixes for the scanning on the jobscreen bug

Fix for "Edit/Create Language in the Designer"

Changed the syncclient , it should now handle retries correctly , also changed the display name of the filename and added better error codes to HTTP failures.

Revision: 501

enhancement: Signature script now can create subdirectories

Revision: 496

enhancement: card filters in the currency file changed(the largest matching filter takes precedence)

enhancement: eft transactions in z-reports now use the card id from the provider (only used if ID from currency file is CARD).

enhancement: x/z-reports are now better (providing break down by type as well as having # of txn per tender).

bugfix: the value for currencies is now cached improving performance.

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Revision: 491

enhancement: It is possible to allow empty product id when not using master in job

- #Settings;AllowEmptyProductID=true in the dynamicbutton file for the Input screen enables this functionality.

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Revision: 486

bugfix: <ACTION> script will now display an error box on if it fails.

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Revision: 483

Numerous bugfixes and enhancements on payment module within retail client.

bugfix: static text control on buttons only pos screens now covers the entire screen.

bugfix: Retail error dialogs are now topmost and can not fall behind the retail client application.

bugfix: VoidAll now ignores charges that have already been voided, instead of failing on them (since we can't void a voided charge).

bugfix: x and z reports will now correctly support refunding

bugfix: Payment screen handler now works correctly in regards to refunds on icc, pke, card and change. Displaying Refund in the dialog when appropriate.

bugfix: We now print REFUND or CHANGE correctly and according to how the tender value was inserted into the payment manager.

bugfix: Refunds are now passed down for processing correctly (with the correct sign).

bugfix: fixedpoint now works with InsertCardRefund and ShowChangeCalculator

bugfix: a new Enable=x directive now exist. zerobalance that enables if all charges cancel each other out (i.e. are zero)

bugfix: RefundOrder and PayOrder now let operators know if they try to enter the payment screen with an illegal total (>0 into refund, <0 into payment) and tell them to use the other functionality.

bugfix: Barcode Scanner will now make an error sound when busy (and not a success sound)

bugfix: Refund Order will now correctly apply vat and promotions after all quantities have been set to a negative amount

bugfix: CommitOrder[ExecuteAction], with no payments, no longer allows commit if the tender exceeds the allowed limit (i.e. we try to add the tender before doing anything else).

bugfix: CommitOrderExecuteAction response id will no longer crash Retail if the action name is missing

enhancement: Retail is now single instance only (i.e. other instances will make the older instance pop into the foreground). This does not interfere with normal sync operations (i.e. sync will run in another process).

enhancement: "allowexchange" flag now exist to allow operators the mix refund and sales items in the same transaction. This flag works with RefundOrder and PayOrder.

enhancement: http timeout value for http action is now scriptable.

enhancement: Calculator screen now supports UK fixed point entry via "fixedpoint" flag supplied through ShowCashCalculator and InsertCardPayment buttons.

enhancement: Committing Order now uses PrepareCommitOrder and FinishCommitOrder rollback functionality

enhancement: The tax info now defaults to 6 letters per amount column

enhancement: Tax info now looks nice with columns auto resizing with amounts

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Revision: 475

bugfix: Payment Display must not handle scan events. This has now been fixed.

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