

"PC" CENTRAL 6.0

REVENUE CONTROL SYSTEM HAND BOOK



COMPLETE PARKING MANAGEMENT

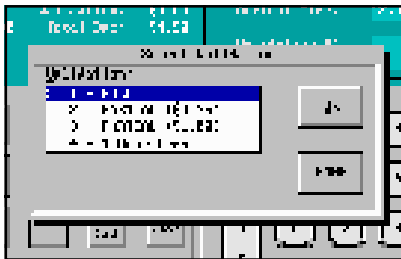
- TOUCH SCREEN CASHIERING
 - MACHINE READABLE TICKETS
 - CARD ACCESS
 - SPACE COUNTING

Simplicity • Speed • Accuracy

With Just A Touch

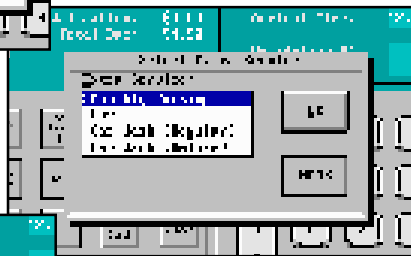


Pull Down Menus Make It Easy



Choose Up To 999
Validation Accounts
Time Or Amount Off

Add EXTRA SERVICES
Fixed Or Variable



Pay With CASH
OR CREDIT CARD
All DETAILS ARE
INCLUDED IN REPORTS



You Must Try It

Five Minute Demo

The "PC" Central Revenue Control Module features high level Machine and Man Readable Ticket cashiering with Touch Screen Technology. The demo software is actually a real system that includes a simulated ticket inventory that allows you to process tickets just as if they had entered the system from entrance lane ticket machines. Also included is the Host Management software that allows you to try your hand at setting rates, designing receipts, and running reports.



Revenue Control Software Demonstration

The demonstration software includes both the Cashier's Revenue Control Program (RCS.EXE) which is used at each Lane Computer, and the Host Management Module (RCSMM.EXE) which can run either at a Lane Computer, or a remote management office computer.

The Revenue Control Program is designed for Touch Screens, but it can also be controlled by a keyboard and/or mouse.

If You Don't Have A Mouse

The 20 non-numbered Touch Screen Buttons may be accessed on the keyboard by using Function Keys F1-F-10. The top row left to right uses Shift F1-F5. The second row uses Shift F6-F10. The third row uses Ctrl F1-F5, and the fourth row uses Ctrl F6-F10.

For Keyboard cashiering, it is possible to use a configurable

keyboard in order to assign each screen button to a single keystroke. A custom mask may be used to describe the key's function.

The screen colors, legends, and names can be easily modified to provide exactly the look you want. These screens are comprised of standard PCX files for that reason

To Load The Software

Place the demo disk in drive A:\ and type: SETUP
A subdirectory named REVENUE will be created.

From the REVENUE subdirectory, type: **RCS** to load the cashier's Revenue Control Screen, or **RCSMM** to load the Host Management Program.

Press the Start Shift button and use 01 for the Cashier's number, and 01 for the Password. (For supervisor functions, use 99 for the supervisor, and 99 for the password.)

To simulate a transaction from a scanned ticket, hit the Enter Ticket # button. Enter any number, and a fee will be displayed. Enter the amount tendered to complete the transaction, or first apply Extra Services and/or validations.

To enter data from a ticket that has not entered the system automatically, just enter the Date/Time In. The format is MMDD. Now enter the "Time In" using the format HHMM. Select the AM or PM button to complete. The earlier the date, the bigger the fee.

The VALidation key can be used after the fee is displayed. Double click on this key to see a list of validation accounts.

To use the Lost Ticket button, hit the button and then enter to

see the default fee.

If you have a printer connected, you can print a receipt, and using the Host Management Module, you can redesign the receipt to give it the message and look you like.

Supervisor Screen

To enter Supervisor Functions, press the Supervisor Button, and use 99 for the supervisor number, and 99 for the password. From here you can print Shift Reports, and Daily Reports. When you run the Daily Report, you can include all transactions if you wish.

To Create A Fresh Demonstration

When the demo program begins, it creates three new files needed to process the ticket transactions. Any ticket number used will be logged when it is first entered into the system, and from that point, will display an error message if an attempt is made to re-enter it into the system.

To begin a new demo session, delete the following files:

rev01101.dta
mtf01101.dta
mtf01101.hdr

Host Management Software

Type RCSMM to start the management module. This program is used for customizing the system configuration, rate structure definitions, reports, downloads, uploads, and file maintenance. You may test the ease and simplicity built into the program for user friendly operation. For example, select System, item B., Receipt Layout. By default, the ticket number does not show on the sample receipt. To make it show, simply place the cursor in the left column, then double click the word Ticket. You will notice that the word [Ticket]

now appears on the left in the exact spot it would be printed on the receipt. You can now move it to the exact spot you want using the space bar.

The foregoing information should allow you to find your way around the program. For a more in depth look at system functionality, see the following section.

Software Instructions

Cashier Sign On

Press the START SHIFT button, and enter the Cashier number and password.

The system is now ready for a transaction by swiping a ticket or manually entering a ticket number, or date and time in.

Cashier Sign Off

Cashier touches END SHIFT key. Confirm Shift End window appears, cashier touches YES or NO key, if the YES key is chosen the cash drawer opens and the screen returns to a shift start mode if the NO key is chosen cashier functions continue as normal. Sample Key touches for the function CASHIER SIGN OFF END SHIFT-YES

Processing Machine Readable Tickets

Parking patron vehicle is present over fee computer arming loop, patron presents ticket to cashier. Cashier swipes ticket through bar code reader. Ticket Number, Arrival Date and Time, and Fee Due appear on the screen. Fee Due is also displayed to the customer on the optional Customer Fee Display. The cashier collects the fee from the patron and enters the amount tendered via the numeric keys, and presses ENTER, or if a receipt is required the cashier touches the RE-

CEIPT key. At this time the cash drawer opens and the receipt begins to print, and the amount of change due is displayed to both the cashier and the customer on the monitor and fee display. The cashier gives the customer the correct amount of change and closes the cash drawer which activates the ticket validator mechanism. The cashier inserts the ticket in the validator and it prints the transaction data on the ticket, the cashier then removes the ticket and stores it as required by management. Opening of the exit barrier gate can be programmed to occur on either the opening or closing of the cash drawer. Closing the cash drawer also causes the transaction data to clear off the screen so the system is ready for the next transaction. Sample Key touches for the function NORMAL TRANSACTION 00.00(amount tendered)-ENTER or RECEIPT.

Ticket Number Transactions (Man Readable)

If the bar code cannot be read by the bar code reader the ticket can be processed by manually entering the bar code ticket number into the system. Patron presents ticket to cashier. Cashier touches ENTER TICKET # key causing the cursor to appear in the Ticket Number field on the monitor. Cashier uses the numeric keys to enter the 6 digit ticket number. Arrival Date and Time, and Fee Due appear on the screen. Fee Due is also displayed for the customer on the Customer Fee Display. The cashier collects the fee from the patron and enters the amount tendered via the numeric keys, and presses ENTER or if a receipt is required the cashier touches the RECEIPT key. At this time the cash drawer opens and the receipt begins to print, and the amount of change due is displayed to both the cashier and the customer. The cashier gives the customer the correct amount of change and closes the cash drawer which activates the ticket validator mechanism. The cashier inserts the ticket in the validator and it prints the transaction data on the ticket. The cashier then removes the

ticket and stores it as required by management. Opening of the exit barrier gate can be programmed to occur on either the opening or closing of the cash drawer. Closing the cash drawer also causes the transaction data to clear off the screen so the system is ready for the next transaction Sample Key touches for this function TICKET NUMBER ENTER TICKET #-000000(ticket number)-00.00(amount tendered)-ENTER or RECEIPT

Date And Time Transactions (Man-Readable)

In the event the ticket number is not found in inventory the ticket can be processed using the man-readable date and time printed on the ticket issue machine. Parking patron vehicle is present over fee computer arming loop. Patron presents ticket to cashier. Cashier touches the DATE/TIME IN key causing the cursor to appear in the Arrival Date field. Cashier uses the numeric keys to enter the arrival date (all 4 characters, MM/DD must be used) cursor moves to Arrival Time field, cashier uses the numeric keys to enter the arrival time (all 4 characters, HH/MM must be used). Cashier touches AM or PM key. Fee due is displayed on the monitor. Fee due is also displayed to the customer on the Customer Fee Display. The cashier collects the fee from the patron and enters the amount tendered via the numeric keys, and presses ENTER, or if a receipt is required the cashier touches the RECEIPT key. At this time the cash drawer opens and the receipt begins to print, and the amount of change due is displayed. The cashier gives the customer the correct amount of change and closes the cash drawer which activates the ticket validator mechanism. The cashier inserts the ticket in the validator and it prints the transaction data on the ticket, the cashier then removes the ticket and stores it as required by management. Opening of the exit barrier gate can be programmed to occur on either the opening or closing of the cash drawer. Closing the cash drawer also causes the transaction data to clear off the screen

so the system is ready for the next transaction Sample Key touches for this function DATE/TIME DATE/TIME IN-00 00 (mm dd)-AM or PM-00.00(amount tendered)-ENTER or RECEIPT

Lost Ticket Transactions

If the customer has lost the parking ticket, the cashier can process the transaction in the following manner. Parking patron vehicle is present over fee computer arming loop. Cashier touches LOST TICKET key and the current date and pre-programmed arrival time appear on the monitor. If the patron entered on a previous date, the cashier uses the numeric keys to enter that date (MM/DD) and touches the ENTER key. Fee due is displayed. The cashier collects the fee from the patron and enters the amount tendered via the numeric keys and presses ENTER or if a receipt is required the cashier touches the RECEIPT key. At this time the cash drawer opens and the receipt begins to print and the amount of change due is displayed to both the cashier and the customer on the monitor and fee display. The cashier gives the customer the correct amount of change and closes the cash drawer which activates the ticket validator mechanism. The cashier inserts a lost ticket form in the validator and it prints the transaction data on the ticket. The cashier then removes the ticket and stores it as required by management. Opening of the exit barrier gate can be programmed to occur on either the opening or closing of the cash drawer. Closing the cash drawer also causes the transaction data to clear off the screen so the system is ready for the next transaction. Sample Key touches for this function LOST TICKET LOST TICKET-ENTER000.00(amount tendered)-ENTER or RECEIPT.

Alternate Rate Transactions

Transactions which use a rate structure different than the default rate are considered Alternate Rate transactions. You may want to create rate structures for Early Birds, Late Birds,

Weekends, Holidays, and Special Events. The procedure is as follows:

Parking patron vehicle is present over fee computer arming loop. Patron presents ticket to cashier. Cashier swipes ticket through bar code reader, Ticket Number, Arrival Date and Time, and Fee Due appear on the screen cashier touches the ALT RATE key. Alternate Rate listing appears and the cashier touches the appropriate alternate rate and touches the OK key. The alternate rate structure chosen is applied to the fee and this new fee is displayed to both cashier and the customer. The cashier collects the fee from the patron and enters the amount tendered via the numeric keys and presses ENTER, or if a receipt is required the cashier touches the RECEIPT key. At this time the cash drawer opens and the receipt begins to print, and the amount of change due is displayed to both the cashier and the customer on the monitor and fee display. The cashier gives the customer the correct amount of change and closes the cash drawer which activates the ticket validator mechanism. The cashier inserts the ticket in the validator and it prints the transaction data on the ticket. The cashier then removes the ticket and stores it as required by management. Opening of the exit barrier gate can be programmed to occur on either the opening or closing of the cash drawer. Closing the cash drawer also causes the transaction data to clear off the screen so the system is ready for the next transaction. Sample Key touches for this function ALTER-NATE RATE ALT RATE-00(proper rate)-OK-00.00(amount tendered)-ENTER or RECEIPT

Validations

At the point in the transaction when FEE DUE is displayed to the cashier, MERCHANT VALIDATION can be applied if stamped on the ticket. The cashier would touch the VAL # key causing the cursor to appear in the Validation Number

field. The cashier uses the numeric keys to enter the validation number in the field (1 thru 1000). If the validation number entered is valid, the fee is discounted the correct amount, and the transaction continues as normal.

NOTE: Validations CANNOT be applied to LOST TICKETS, and only one validation may be applied to any given transaction. By touching the VAL # key twice, a listing of all active validations appears on the cashiers monitor. The cashier can then touch and drag to the desired validation highlighting it, and touch the OK key which enters that validation into the transaction. Sample Key touches for this function MERCHANT VALIDATION VAL #-00(validation number)-ENTER-00.00(amount tendered)-ENTER or RECEIPT

Host Management Software Module

RCSMM is the revenue control software module used to define and program all system parameters, import fee computer data, and run management reports.

SETUP PROCEDURES (Not necessary for demo)

RCSMM may be included in the REVENUE subdirectory, or a separate subdirectory may be created:

1. Create a Directory: C:\> MD _RCSMM
2. Change to that directory:C\>CD _RCSMM
3. Copy the programs to directory: C:\RCSMM>COPY A:**
4. Start the software program: C:\RCSMM>RCSMM

The main menu screen will appear with five headings: "Systems" "Tables" "Activities" "Print Reports" "Exit"

Keyboard or Mouse Operation

Pressing the "Alt Key" highlights the Hot Key letter for each Menu Function .The "Alt Key" also operates as an escape from within in the menus.

Once in a program the “Tab Key” is used to move from field to field.

A space bar strike will enter and “X” into or out of a field.

The Arrow key will move “*” selectors for the various fields.

Once a menu has been selected, any highlighted item is active and may be selected. Un-highlighted items are not supported in this software.

Do not hit enter once in a program until you are in a box which contains a command such as: OK, Cancel, End, Add, Change, Delete, Etc.

SYSTEM

A. Configuration is inactive at this time.

B. RECEIPT LAYOUT

This program allows the user to custom design receipts. An easy method to begin is to copy file “RECEIPT.SMP” which is a sample receipt layout to the RCSMM directory. Once the file is in the directory “rename” the file RECEIPT.DTA and return to RCSMM. The sample layout is now in the program and can be modified.

NOTE: On existing projects copy RECEIPT.TXT to RCSMM and rename the file RECEIPT.DTA thus the same layout will be utilized.

C. VALIDATOR LAYOUT

This program allows the user to custom design the information to be validated on the ticket.

NOTE: Same as above, but named: VALIDATR.DTA”.

D. ENTRY/EXIT MODULES

This function defines the entry and exit lane numbers and corresponding module codes. Module codes are determined by the command module ID for on-line systems, and once set will not have to be modified.

TABLES

A. ALL TO LANE

This program will automatically download the tables, receipt layout and validator layout to the disk drive identified in the MM.INI.FILE. The information can then be taken to a lane computer and copied into the RCS subdirectory.

NOTE: When RCSMM is utilized on a lane computer the new or changed information automatically updates the RCS program.

B. CASHIER

This program is where cashiers and supervisors are added, deleted or changed. The system is capable of handling 99 cashiers. Cashier number 98 is used to activate the gate key on the cashier screen. When the gate key is pressed the cashier number “98” is automatically entered, and the operator needs only to enter a password. Each operator will need to decide if cashiers can open the gate via the gate key. If you decide to allow this feature, we recommend a single digit password for speed of operation. There are three levels of authority 1) Allow shift-which allows the individual to process parking transactions 2) Supervisor status-which allows access to a supervisors screen where reports are generated.

TO ADD A CASHIER

Tab to the add button and press enter.

Enter the cashier number

Tab to status, use the arrow keys to mark active or inactive

Tab to name, type cashier or supervisors name

Tab to password, enter password from 1 to 4 digits

Tab to shift adjustment, this field is for 24 hour operations.

This allows a cashier to sign in prior to their actual shift start time, and the computer will report their shift in the proper day. Leave blank for non 24 hour operations.

Tab to authority, use the space bar to place an "X" in supervisor, cashier (allow shift) or both.

Tab to "OK"-Press enter.

The new person has been added and you are prepared to enter another person. When you are finished tab to cancel and hit enter.

TO DELETE OR CHANGE:

The first thing you need to do is select the cashier to be deleted or changed by using the arrow key once the cursor is flashing in the first position. Then follow the computer prompts.

C. EXTRA SERVICES

The system is capable of handling 99 extra services accounts which can be "fixed amount "OR" input amount. These are used for such things as car washes, gas, valet parking, etc and are all user defined. The adding, deleting and changing of these accounts are very similar to cashiers and are self explanatory.

D. VALIDATIONS

The system is capable of handling 99 validation accounts which can be "Full", "Maximum amount "or "Maximum time". A "full" validation will reduce the entire parking fee

to \$0.00 unless there are Extra Services involved. The “maximum amount” validation will reduce the parking fee by the dollar amount entered as the maximum amount. If the fee is less than the maximum, the validation will function as a full validation, however if the fee is greater it will reduce the amount owed by the maximum dollar. The “Maximum Time” validation will reduce the parking fee by deducting the validation time from the time of entry.

E: Rates

You may completely define Default and Alternate rate schedules using multiple time window scenarios. You may set maximum daily and 24 hour rates, and you may define rate sequence iterations to apply differing amounts depending upon the length of the stay. To get the feel for rate schedule definitions, study the rate definitions contained in the demo software.

F: Credit Cards

You may enter a list of acceptable credit cards so that transaction reports indicate the method of payment.

G: Tax Names (Not currently supported)

Print Reports

The RCSMM program generates consolidated printed reports based on data imported from the Lane Computers. Sample reports are available on request.

Parking System Specifications

Basic System Requirements:

The Parking Management System shall be capable of sup-

porting the following features utilizing a single IBM "PC" compatible computer, and a single two twisted pair field cable connecting ticket dispensers, card access readers, alarm inputs, loop inputs, and lane computers.:

- Machine Readable Ticket Cashiering
- Man Readable Ticket Cashiering
- Space Counting and Automatic Lot Full Sign Control
- Card Access
- Alarm Monitoring
- Multiple Lane Fee Computers
- Host Management Software
- Customer Programmable Rate Scheduling
- Up To 999 Unique Validation Accounts

Lane Computer (Minimum requirements)

1. IBM "PC" or compatible 486/66 or higher
2. Min. 500 MB hard drive, & 1.4 HD floppy drive
3. Graphic card
4. Quad relay card
5. Four configuarble COM ports
6. Two printer ports
7. Touch Screen Monitor

Machine Readable Ticket Cashiering

When entrance lane ticket dispensers, and exit lane fee computers are equipped with bar code readers, revenue calculations shall be fully automatic. When a ticket is presented to the cashier, and then swiped through the reader, the fee shall be displayed on the cashier's Touch Screen Monitor, and shall be based on the applicable rate structure as defined by the user. The date and time in shall also be displayed, and the prompt shall move automatically to the amount tendered. The cashier shall now be allowed to select any applicable validation account, add the amount

of any extra services, or simply enter the amount tendered. The amount of any change shall be displayed, and the cash drawer shall open. If validation of the ticket is required, a prompt will be displayed to remind the cashier, and a receipt may be generated if requested.

Man Readable Ticket Cashiering

The cashier's Touch Screen Monitor shall allow the manual entry of ticket date and time in to invoke all available cashiering functions as described above.

Space Counting

The Revenue/Access Control software shall provide up to 64 counters capable of being defined for sequential, decremental, or differential counting. Differential counters shall be capable of triggering relay outputs to control lot full signs. The system shall log all counter activity and provide count reports that may be based on any criteria.

Card Access

The system shall support the following card reading technologies:

- Differential Optics
- Mag Stripe
- Bar Code
- Touch
- Proximity (Motorola or Hughes)
- Vehicle I.D. systems
- Radio Key (Click systems)

Any of the above technologies may be mixed or matched on the same system.

All of the features of the "PC" Central Access control system shall function concurrently with the Revenue system as described in a separate specification, but shall

include:

- 65,000card capacity
- 127 reader capacity
- Card Use debiting
- All variations of Hard, Soft, and timed Anti-Pass-Back
- Valet and Anti-pass-back exemptions
- Car pool control
- Tenant Specific Space Allocation
- Hard Nesting
- Pay on foot cashiering

Alarm Monitoring

The system shall be capable of providing up to 2,000 binary inputs to monitor devices, and the status of equipment, gates, loops, and other events. The computer shall annunciate the existence of an incoming alarm with beeps generated by the "PC". The access control screen shall display the status of alarms, and shall log them for future reports.

Multiple Lane Fee Computers

Although a single lane computer can run access control, revenue control, and perform host management functions, the system shall be capable of supporting any number of exit lane computers.

Host Management Software

Host management software shall be provided to permit users to define rate structures, validation accounts, extra service accounts, and to print consolidated lane reports reflecting the activity of the entire system. The Host Management Software shall provide the following features:

- Rate schedule definitions
- System Device Configuration
- Custom Receipt and validation layout
- Import of individual lane computer data
- Consolidated printed lane activity reports

Equipment Sources

Ticket Dispenser:

Stanley Parking

Ticket Reader/Command Module/RS-232 Converter:

Toye Corporation

Bar Code Tickets:

Digital Printing (818) 303-8777

Lane Computer Requirements:

IBM PC or Compatible Min 486/66 500 MB

2 Parallel printer ports

Relay board CIO-PDIS08

Computer Board (508) 261-1123

I/O board with configuarble serial port

Boca AT 66 -- 407 997-8621 ext 218

Touch Screen:

Microtouch (508) 694-9900 or 659--9000

IBM

STS-5 Fully Integrated Lane Computer (Optional)

Data Transfer Corp. (Tony Sigler) (614) 436-6300

This is the Lane Computer designed for Stanley which features an environmentally safe stainless steel enclosure containing the computer, receipt printer, and validator.

Fee Display

Pro Lite: Serial 10 character color (714) 668-9988

Cash Drawer: (Serial type)

Receipt printer: Citizen DP600 (Ribbon: 160337)

Validator: Epson 290II Slip Printer (Ribbon: ERC-27)

Receipt Paper: 3" Wide x 128' Long Roll NCR # 977032

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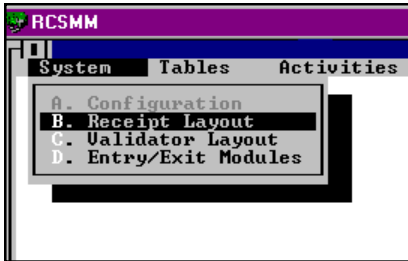
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HOST MANAGEMENT SOFTWARE

DEFINE SYSTEM PARAMETERS & PRINT REPORTS

The Host Management Software Package may reside on a management office "PC" or may be used at any Lane Computer. This software provides for all the system definitions, setup, downloading of tables rate structures, and uploading of lane transaction data.



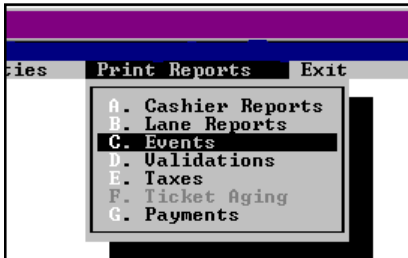
Pull down menus feature mouse or keyboard control.

You can design your own receipt and validation layout to contain the exact data and information you want printed.

All tables, rates definitions, services, and validation accounts may be easily defined by the user and downloaded to the lane computers.



Although each lane computer can generate its own reports, the Host Management Package Software provides separate reports that consolidate system wide activity.



WHAT'S INSIDE

- FIVE MINUTE DEMONSTRATION
- SOFTWARE INSTRUCTIONS
- SYSTEM SPECS
- SYSTEM EQUIPMENT SOURCES

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