



# Coin Collect App.



Revolutionising digital interaction.

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### Introduction.

Part of the Payment Processing App Pack, this page app interacts with a "cash mechanism" (e.g. coin validator hardware), to detect and record which coins have been inserted by the user.

It performs actions in your project depending on its configuration the cash levels of the mechanism.

The cash mechanism is controlled by the Watchdog/Sentinal CashMech app and this app requires that app to be installed.

*Please refer to the Watchdog/Sentinal CashMech app manual for details on how to configure your cash mechanism.*

This app was tested with the Suzo Happ Coin Validator available from <http://www.suzohapp.co.uk/>

### Usage.

This app can be used in various ways. For example you might have an "insert coins" part of your project where the user is allowed to insert cash into the mechanism to pay for a service.

This service might be a one-off use (e.g. taking a photo in a photo booth) or time-paid usage (e.g. using an internet browser for a certain period depending on how much was paid).

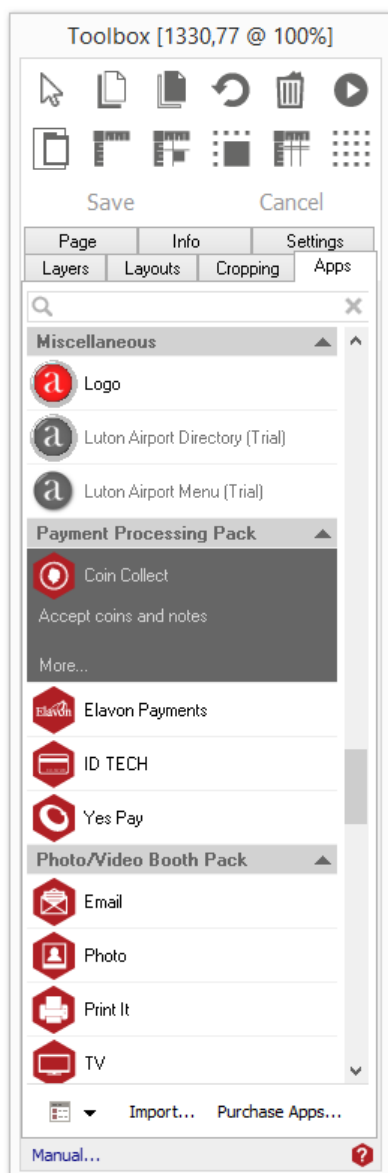
When the enough coins have been entered the app can be set to jump to the "usage" part of your project.

For time-paid usage the app can decrease the cash level over time, until the user has used up their bought time, and then exit the usage part.

In your project you place the app on each page and configure it to perform these different tasks. Tasks are performed when the page is first shown.

## Using the Coin Collect App.

To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licencing apps](#).

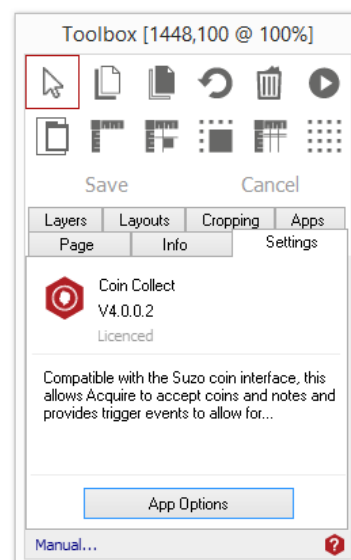


Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

Once you have selected your app draw an area on your page where you would like to use the app.

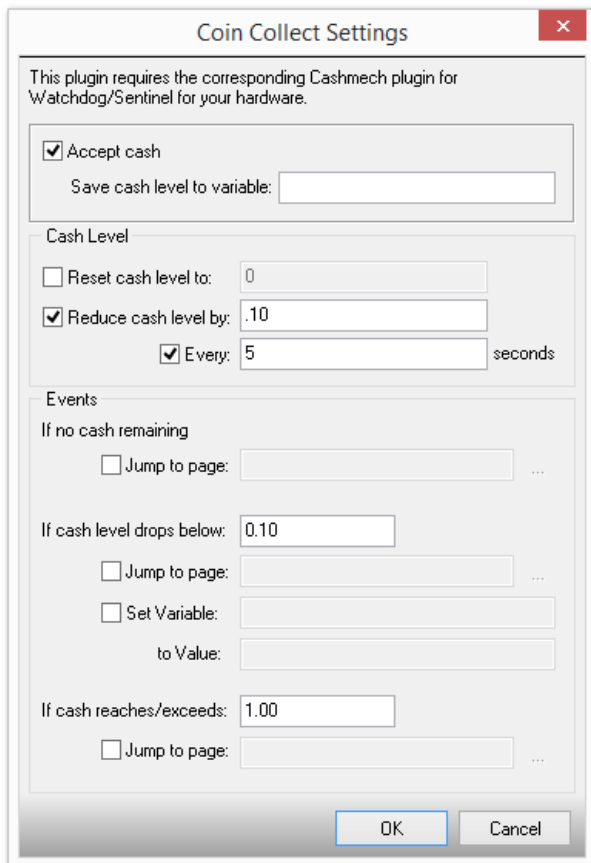
The 'Settings' tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the 'App Options' button.



## Understanding the App Options.

Use the three panels to configure the app. Press OK to save changes and close the window or Cancel to close without saving.

The image shows the 'Coin Collect Settings' dialog box. It has a title bar with a close button. The main area is divided into three sections: 'Accept cash', 'Cash Level', and 'Events'. The 'Accept cash' section has a checked checkbox and a text field for 'Save cash level to variable:'. The 'Cash Level' section has a 'Reset cash level to:' checkbox with a value of 0, a checked 'Reduce cash level by:' checkbox with a value of .10, and an 'Every:' checkbox with a value of 5 seconds. The 'Events' section has three conditional triggers: 'If no cash remaining' with a 'Jump to page:' checkbox, 'If cash level drops below:' with a value of 0.10 and 'Jump to page:', 'Set Variable:' and 'to Value:' fields, and 'If cash reaches/exceeds:' with a value of 1.00 and 'Jump to page:'. At the bottom are 'OK' and 'Cancel' buttons.

### Accept Cash.

Select this to allow the mechanism to accept cash. E.g. you could set to accept cash on your "insert coins" page/s and to *not* accept cash while on your "usage" page/s. Enter an Acquire Variable in the *Save cash level to variable* box to store the cash level for use elsewhere in your project.

### Cash Level.

Select *Reset cash level to* and enter the amount to reset the mechanisms cash level.

E.g. when going to "take photo" page of a photo booth you might reset this to 0 as the user made one-off payment for this use.

Select *Reduce cash level by* and enter the amount to decrease the mechanism's cash level.

You can also select to decrease by this amount at regular intervals for the duration of the page. E.g. when going to an internet browsing page you can set this to decrease the cash level over time until their paid-for time is up.

### Events.

If no cash remaining

Select "Jump to page" and enter the ID of a page to jump to when the cash level reaches 0.

E.g. in the internet browsing example, when the user's paid-for time has run out (you have set the cash level to decrease over time) then jump away from the browser page.

If cash level drops below

Enter a cash level and then:

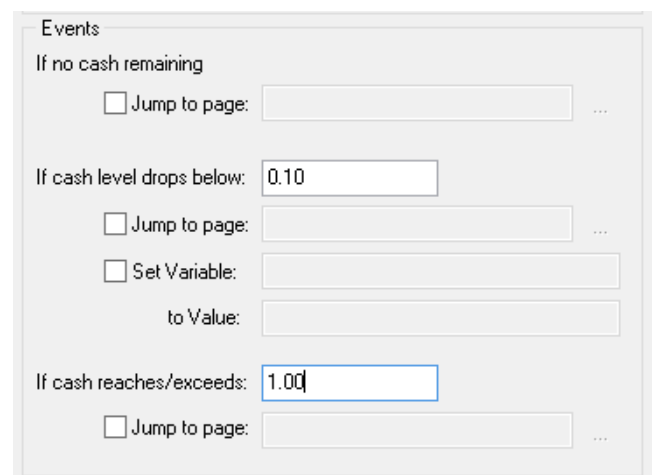
Select "Jump to Page" and enter the ID of a page.

When the cash level drops below the entered amount this page will be jumped to.

Select "Set Variable Name" and enter an Acquire Variable name and a value.

When the cash level drops below the entered amount the variable will be set to the value.

E.g. you could use this to display a warning when the cash level gets low in the internet browser example.

This image is a close-up of the 'Events' section of the 'Coin Collect Settings' dialog box. It shows three conditional triggers: 'If no cash remaining' with a 'Jump to page:' checkbox, 'If cash level drops below:' with a value of 0.10 and 'Jump to page:', 'Set Variable:' and 'to Value:' fields, and 'If cash reaches/exceeds:' with a value of 1.00 and 'Jump to page:'. The 'Jump to page:' fields have ellipsis buttons to the right.

If the cash level reaches or exceeds

Enter a cash level and then select “Jump to page” and enter the ID of a page.

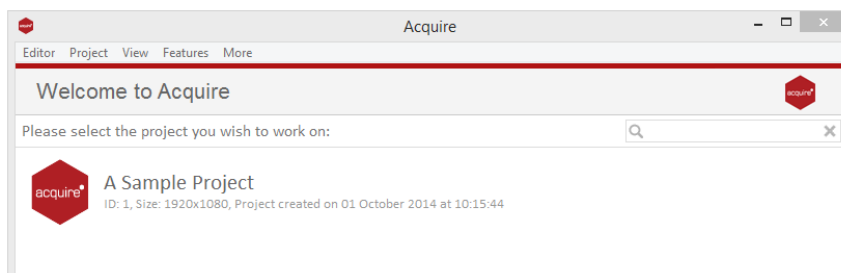
When the cash level reaches or exceeds this amount the app will jump to the page.

E.g. use this in your “insert coins” page/s to jump to your “usage” page/s when the correct amount has been entered.

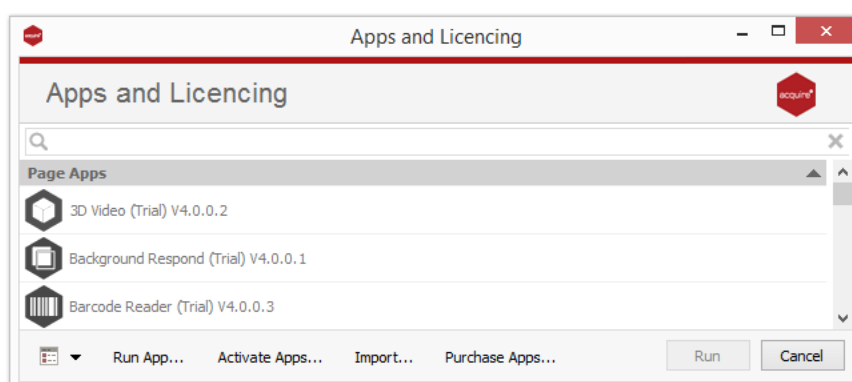
## Licencing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.

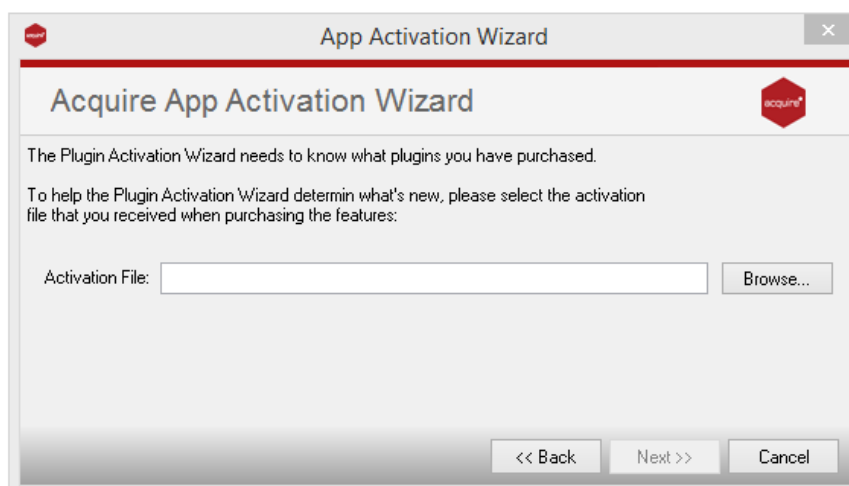
From the main 'Welcome Screen' click on *Editor* and select Apps and Licencing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.