

SenseScan v5

Instructions



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Please read our recommendations carefully before installing and using this self checkout. Their observance ensures reliable operation of the system. All users of the cash register should know the rules of its operation. Keep these instructions in case the cash register has to be moved to a new location or sold. Whoever uses it after you should be able to familiarise themselves with the system and its functions, as well as with the instructions for its safe operation.

Introduction

About this product

SenseScan (formerly Avonic S4) generation 5 is the flagship self–service checkout system developed by SGR Systems. This product began its development in 2022, and today includes many functions and features, many of which remain unique in the market.

A self—service checkout (SCO) is a device with which a customer can pay for purchases on their own, without the participation of a cashier. The English equivalent of the name is self-checkout (SCO), which means "self-ordering" SCO is installed at retail outlets, used in the field of catering and services.

SCO machines are usually implemented in points with medium and high customer flow in order to relieve cashiers and get rid of queues.

Advantages of SenseScan

- Simple design;
- Customisable;
- Integration ability;
- 3rd-party systems support;
- Unique functions;
- API;
- Support from SGR Systems;
- ...and much more.

About this instruction

This guide contains information about everything you may need to install (software and hardware), operate and maintain your SenseScan. To set up, you will need a stable Internet connection and a device that supports working with Roblox Studio.



Do not use these instructions for other systems



Improper installation may cause damage to the product

Some information may be missing in this documentation. Basic knowledge of Roblox Studio is required to better understand this document. Please contact an SGR Systems representative for detailed assistance.

Please note that this instruction is relevant for systems of the following versions:

- **SenseScan Generation 4 (v4.2)**
- **SenseScan Generation 4 (v4.25S)**
- **SenseScan Generation 5 (v5)**

It is not recommended to use this documentation for other versions.

A brief overview



Devices

SenseScan includes several models. Some models, such as the S370, may support additional functions.

Interfaces

The main interface of the product is "Basic" – it is set as the "default" interface for most SenseScan models. Some models support the Levit and Minima interfaces. In most cases, the differences between the interfaces are only visual.

You can create your own interface using the template. For more information about modifying the interface and other system components, see page 8.

Installation

Game preparation

Open the desired place in Roblox Studio and go to "Experience Settings" (File → Game Settings).

- Enable HTTP requests;
- Make sure that the game is published on your account;
- Publish your game (File → Publish to Roblox)

Download "SGRLauncher" и "SGRWhitelist" from SGR's Discord-server.

- Place "SGRLauncher" in Workspace.
- Place "SGRWhitelist" in ServerScriptService.

These components are necessary for the proper launch of your product. If the above components are already installed in your game, skip this step.

System placement

Drag the SenseScan file from Explorer to Roblox Studio. The model will be automatically added to your game.

You can move your SenseScan devices in any way you want; this product is not location-based.

System configuration

The configuration of the SenseScan series systems is divided into 2 types of configuration:

1. **MainSettings** – It is used to change the settings for the entire SCO group. It is the main module of the SenseScan configuration.
2. **Settings** – It is used to change the settings of a specific device of SCO group. Changes to the values of this module will not affect other devices in the group..

MainSettings contains several categories of settings, each of which has a brief description.

Quick introduction to MainSettings categories

- **StoreSettings**— *Store settings (Employees, Prices);*
- **SystemSettings** — *SCO behaviour settings;*
- **CashPayments** — *Cash payments;*
- **Users** — *Access settings;*
- **EANs** — *EAN items settings;*
- **Security** — *Additional information;*

You can change the system settings by replacing the values after the "=" symbol. These are usually **True/False** values.

Unlike MainSettings, **Settings** is responsible for configuring only a specific device. The standard module includes a limited set of settings and depends on the main configuration module, however, you can “unlink” your device from the MainSettings module by replacing the path to MainSettings in the configuration module using this template:

`script.Parent.Parent.Parent.MainSettings`

By default, the Settings includes one basic setting – **Lane**. For SenseScan to work correctly, Lane values must be unique for each device.

How to use SenseScan

The process of using SenseScan is identical to using any other SCO system.

Process:

- The customer puts the product on the pad and scans its barcode;
- Scanned product is displayed on the screen;
- The cashier checks the data: quantity, price. If something doesn't match, he requests the help of an assistant.
- The total amount for all purchases appears on the screen. At this point, you need to click the button to pay or cancel the purchase..
- The customer chooses the payment method: by card, smartphone, cash.
- The SCO system accepts the payment, prints a paper receipt, or sends an electronic.
- The customer packs up his purchases and leaves.

In some operating modes, the process of interacting with the system may differ. We strongly recommend that you familiarise yourself with the system's functionality in advance through the official demo platforms.

System personalisation

Interface creation

As mentioned above, you can modify the interface of your product. In order to do this, follow these steps:

1. Modify the provided interface sample without violating the names of the elements and their classes;
2. Make a duplicate of your SurfaceGui and move it to the root of the "SenseScanCustomUI" folder;
3. Move the "SenseScanCustomUI" folder to "ServerStorage";
4. Go to the settings of the desired device and replace the values of the "UIModel" setting with "Custom";
5. Change the value of "CSName" to the SurfaceGui name that you have designated for your interface.

After these steps, SenseScan will load your interface.

Cash payments support

For this component to work properly, it is necessary to set up the cash payment elements correctly. Follow these steps:

- Drag "SG_Cash" to "ServerStorage";

If you wish to change the supported denominations, you can change them via **MainSettings** by first changing the banknotes and coins in "SG_Cash" to the desired ones.

Handheld scanner installation

A handheld scanner allows you to efficiently scan products. To configure this SenseScan component, you must... :

- Make a duplicate of the "Charger" model and move it to the root of the CSR model.;
- Move "SGR Handheld Scanner" from the "Additional" folder to "ServerStorage".

You can change the size and position of the "AutoReturn" sensors inside the "Charger". For accurate sensor operation, place them around the CSR.

Adding discounts

Your product can recalculate the final price when using a store card, voucher, or coupon.

In order to add a special price for a certain product, you need to add its name to the "CouponPriceCfg" module.

Item whitelist configuration

SenseScan generation 5+ allows you to limit the list of products that can be scanned. To do this, do the following:

- Change "UseItemWhitelist" to **True**;
- Specify in the "ItemList" all the products that the system can scan.

Possible problems

How to diagnose the problem

You can independently discover the cause of the system malfunction using the Roblox Studio functionality.

- To start the diagnostic process, open your game in Roblox Studio, and run it;
- Perform all the actions necessary to cause the problem;
- Stop session;
- Open the "Scripts" tab, and then press Output.

Often in Output ("Developer's Console") will display brief information about the problem the system is facing. Using this data, you can fix the problem yourself.

Common errors

The errors described in the table below can be solved by the user independently without the intervention of a technical specialist.

If necessary, you can provide the information from this table to your SGR Systems technical support agent.

Description	Type	Reason
Black screen	Incorrect installation	An error occurred when starting the system
"Lane is unavailable" screen	Incorrect installation	Lane specified for the device is already occupied (you need to change the line number to a new one)
Warning with siren	Incorrect installation	Incorrect preparation of the game for installation (see "Installation")
ERR-011, ERR-013	Incorrect installation	The interface specified in the setting does not exist
ERR-012, ERR-014, ERR-015	Incorrect installation	The system could not find the interface in the ServerStorage
ERR-016	Incorrect installation	The system failed to initialise product component
ERR-019	Malfunction	Unexpected system shutdown

Any other incorrect behavior of the system must be reported to the SGR Systems representative.

Conclusion

If you have any problems working with the equipment, please contact our service center in any way convenient for you.

Thank you for choosing SGR Systems' services.

