

3.2 RELEASE NOTES

Hilti ON!Track

Release date:

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1. RELEASE HIGHLIGHTS

1.1 NEW FEATURES

Release 3.2 brings several improvements to ON!Track for both the web and mobile. All employees are encouraged to update their mobile app to benefit from these features.

In this release we are introducing new features to:

Mobile:

- Home screen updated
- A newly added request feature
- Add to transfer cart updated
- Edit asset details updated
- Add item barcode scanner updated
- Image upload failed messages added
- Task code field added to transfer.

Web:

- · Counter for selected assets added
- Automatically e-mail delivery note on transfers
- Same location-transfer between employees
- Check inventory PDF saved to the S3 bucket
- Task code field added to transfer

Active Tracking:

- Bluetooth Active Tracking Disclaimer (Android only)
- New column in the grid "BLE LAST SEEN"

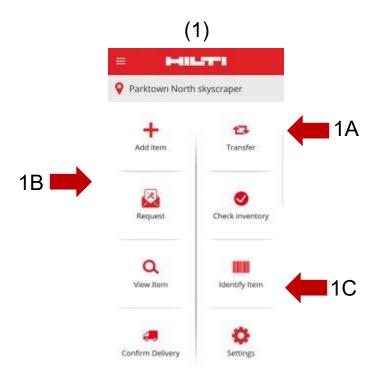
2.1 MOBILE: HOME SCREEN UPDATED

The mobile home screen has been updated to allow for more functionality to be accessed directly from the start (1). The grey overview bar at the top of the home screen is now smaller, and the user is now able to logout from the side menu if required (1A).

Also, it is now also possible to access the *New Request* (1B) feature, as well as the *Settings* (1C) directly from the beginning. The side menu has also been updated to reflect the home screen.

NOTE:

• When there is upcoming system maintenance the Maintenance Alerts Notification will appear on the grey header bar at the top of the home screen.



2.2 MOBILE: REQUEST FEATURE

The new request feature allows the user to request assets, commodities, or consumables that are needed at the location. A specific asset cannot be requested, but the user can request a similar asset, e.g. a drill.

Once the request has been completed on the mobile, an email with a PDF- document containing the details of the request will be automatically sent to the person selected, and they must fulfil the request based on availability of the items requested.

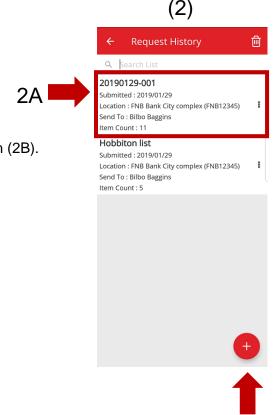
On the mobile the user can:

- <u>Create new Requests</u>, and select who the request is for, and which location it is needed for:
- <u>Save Request templates</u>, for when the user needs to request the same items regularly to a location:
- View Request history, which allows the user to view their previous requests; and
- Resend Requests, in case the user will need to resend the same request to someone else.

When selecting the request feature from the mobile home screen, the user will land on the *Request History* page (2).

This page will show a list of the previous requests, with the latest one being at the top (2A).

In case the user has no previous requests then they can initiate a new request from this screen by selecting the + icon (2B).



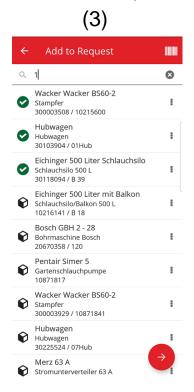
Once this is done, the user will proceed to the *Add To Request* screen (3). The following Information is included in the requested asset list (4): Manufacturer; Model; Description; Asset Group; Quantity Icon for the asset type.

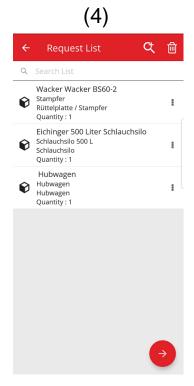
On each line item in the list, it is now possible for the user to perform the following actions:

- Edit Quantity (this will allow you to edit the quantity of the item you need)
- <u>View Asset Details</u> (this will show you the details of the asset you have selected)
- Remove (this will remove the item from the Request list)

NOTE:

- Only if there is a minimum of one item in the Request list then you will be able to proceed to the next screen.
- The maximum amount of items that can be added to the Request list is 250, and once you have reached this limit you will need to submit the Request.





Once the user has completed the request list, they will click on the proceed-button and land on the *Request Details Screen* (5): On this request details screen the user will need to capture the following information, please note that the mandatory fields are marked with the red border:

(5)

<u>Send Request To</u>: This is the person that the user will be sending the request to, and who will be responsible for fulfilling your request once they have received the email e.g. Your Warehouse manager.

<u>Date Required</u>: This is the date that the user would like the requested items to reach them

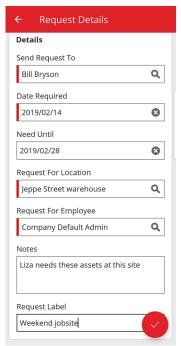
<u>Need Until</u>: This is the date that the user would like to keep the requested items until. This is an optional field.

<u>Request for Location</u>: This is the location that they need the requested items to be sent to.

<u>Request for Employee</u>: This is the employee that the user is requesting the items for. This could be for the user themselves, or for someone else.

Note field: This will allow the user to capture any notes they may have for the person that they are sending the request to.

Request label: This field will allow the user to capture a unique name for the request, and it will make it easier to identify the request when they look at their request history. This name will also be helpful if they would like to reuse the request as a template.





Once all of the mandatory fields have been completed, the submit button (5A) will be enabled.

After having submitted the request, the user will return to the home screen and see a message informing that the request has been submitted, and an email will be auto generated with the request attached and sent to the person who you have selected.

Note: If the user will select the request feature, and they have previous requests in their history, they will see these listed on the Request History screen. The user will be able to perform the following actions for each of these Requests that are in the list:

<u>Forward Request</u>: this allows the user to forward the original Request to someone else. After selecting this option, they will land on the *Request Details* screen and they can select the name to forward this request to, and then submit. Once they have clicked submit, the request will be emailed to the new *Send Request To Employee*, and a copy will also be emailed to the person who was selected for the original Request (so that they can see that the request has been sent to someone else for fulfillment).

<u>View Requested Items</u>: this allows the user to view the list of items in the request, along with the quantities of each line item.

<u>View PDF</u>: this will allow you to view and download the PDF to your mobile device.

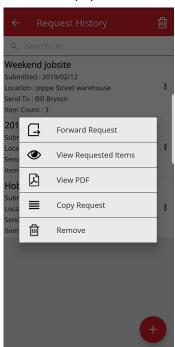
<u>Copy Request</u>: this will allow the user to copy the items in this request to a new request list. If there is already an open Request list containing items, these copied items will be added to this list.

Remove: this will allow the user to remove the request from the history-list. If the user wants to do delete more than one request off

the history list, they can do this by using the delete icon at the top of the screen, and this will allow them to select the dates that they want to delete the history from.

<u>NOTE:</u> There is a limit for Request history of 250 Requests. Once this limit is reached the oldest Requests will drop off the list.

(6)



2.3 MOBILE: ADD TO TRANSFER CART

It is now possible for the user to add assets to the *Transfer Cart* (7A) by selecting *Add to Transfer Cart* while performing any of the following actions: Request, Check Inventory, View Item, or Identify Item.

By either selecting *Add to Transfer Cart* from the dropdown actions on each line item, or if they select *View Asset Details* and land on the *Asset Details* screen (8), they will be able to select the *Transfer* icon (8A) at the top of the screen to add the item to the transfer cart. Once the item has been added to the transfer cart, they will see a message informing of this.

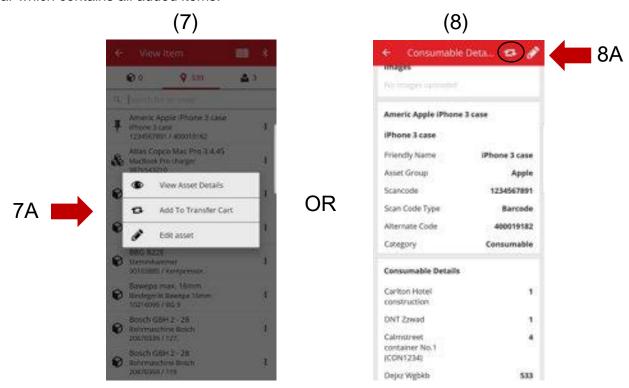
NOTE:

- If the transfer cart has reached the maximum amount of 250 items then you the user will see a message informing them that the "Transfer cart is full".
- If the user selects an item that is already in the cart they will see a message informing them that "This item is already in the cart".

If the user selects a consumable/commodity to add to the cart from a list, they will see the *Edit Quantity* screen. If there are already any of this consumable/commodity already in the cart, then they will see the amounts per location that are in the cart on the *Edit Quantity* screen.

After the user has added an item to the transfer cart, they can continue doing what they were previously doing.

Once the user has completed their actions, they can then go to the transfer cart and submit the car which contains all added items.



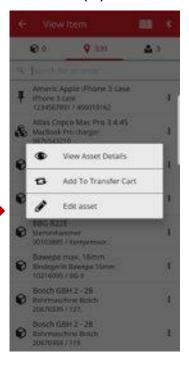
2.4 MOBILE: EDIT ASSET DETAILS

The user can now edit certain asset details on the mobile by selecting "Edit Asset" (9) while performing any of the following actions:

- 1. Transfer,
- 2. Check Inventory,
- 3. View Item, or
- 4. Identity Item.

The user can select *Edit Asset* (9A) from the drop down actions alongside each item, or once you are on the *View Asset Details screen*, you can select the edit icon (10A) which is at the top of the screen.

(9)





You will be able to edit the following details from the mobile (11)

Update image: this allows the user to replace the image

<u>Asset Status</u>: this allows to update the status of the asset. Even if the user does not have edit permissions, they will still be able to edit the Asset Status from the mobile.

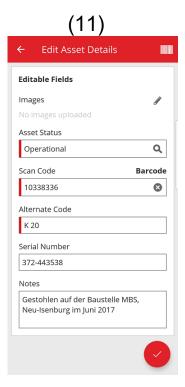
Scancode

Scan Code Type

Alternate Code

Serial Number

Notes field: The user can able to add more notes to the existing notes. There is a limit of 2048 characters.



NOTE:

- Once you have submitted your changes, you will see a message informing you that the details have been updated.
- For Consumables and Commodities, you will be able to edit the following details: Update image, Scancode, Alternate code & Notes.

2.5 MOBILE: ADD ITEM BARCODE SCANNER UPDATE

When adding a new asset on the mobile (12), you can now also use, on top of the scan code, the barcode scanner to add the alternate code and serial number.

<u>Scan Code field:</u> This field can only be captured using the scanner, the user can't type in this field. Once the user taps on this field the scan code type screen will appear, and they must select a type (Hilti Smart Tag or Barcode). Once they have selected a type the scanner will automatically open. Once they have scanned the tag they will land back on the Add Asset Screen and the Scan code field will be populated with the tag information.

<u>The Alternate Code field:</u> this field allows the user to either type the alternate code, or you they also scan the barcode. In order to scan, the user will need to tap in the field, and then tap the barcode icon at the top of the screen to open the scanner. In order to manually capture the barcode, they only need to tap in the field in order begin typing.

<u>The Serial Number field:</u> this will work in the same way as the alternate code field, allowing the user the option to either type or scan the barcode.

Asset Identification
Scan Code
Add Scan Code
Alternate Code
Enter Alternate Code
Serial Number
Enter Serial Number

(12)

2.6 MOBILE: IMAGE UPLOAD FAILED MESSAGES

When uploading images, new messages have been created that inform the user of the status of their image uploads. Large images will be compressed, and after compression the image must be 10MB or less. If the image is still larger than 10MB after compression then the user will see a message informing you of this.

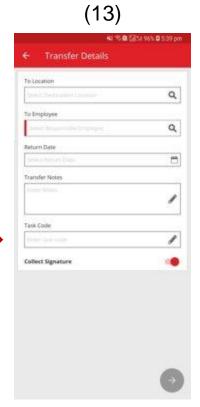
These image upload messages will be seen when performing image uploads during the following activities:

- Add asset
- Edit asset
- Complete service

2.7 MOBILE/WEB: TASK CODE FIELD ADDED TO TRANSFER

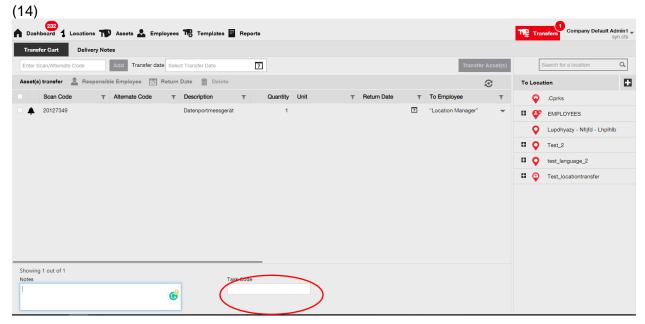
The users are now able to capture a Task Code when doing a Transfer (13). The user can assign a cost code/task code/work code to an asset when the asset is transferred to another location. The value for this field may be different every time the asset is transferred.

When doing a transfer from the mobile, the user will now see a new optional text field beneath the notes fields, where the user can capture a task code (13A).

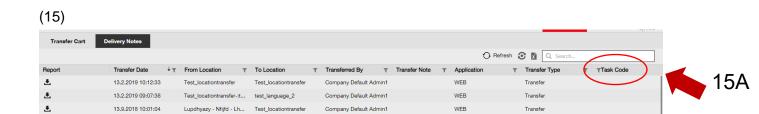


When doing a transfer from the web (14), a new optional text field has been added, near the notes field, where the user can capture a task code (14A).

13A



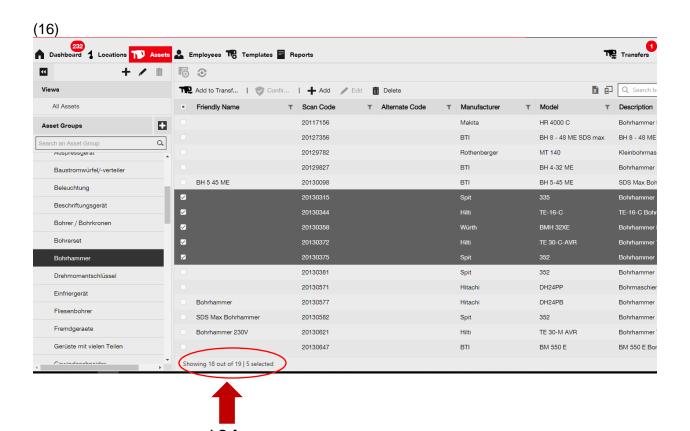
Any information captured in this field will be available on the *Transfer History Reports* (15), and a new column has been added to the *Delivery Notes* for the Task Code (15A).



3.1 WEB: COUNTER FOR SELECTED ASSETS

The user can now see how many items they have selected on the web (16). At the bottom of the screen, once they have selected at least one item, they will see the following information displayed (16A): "Showing xx out of xxx | x selected"

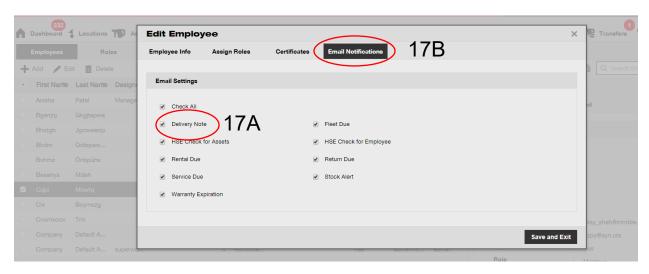
The aim of this update is for the user to have the ability to select from the location grid either all (select all check box), or a subset or the assets (individual check boxes).



3.2 WEB: TRANSFERS: AUTOMATICALLY EMAIL DELIVERY NOTE

Delivery notes can now be automatically emailed to the user once a transfer has been submitted (17). The email will contain the PDF delivery note attached. You, or your administrator, can select this option (17A) under Email Notifications on the web (17B).

(17)



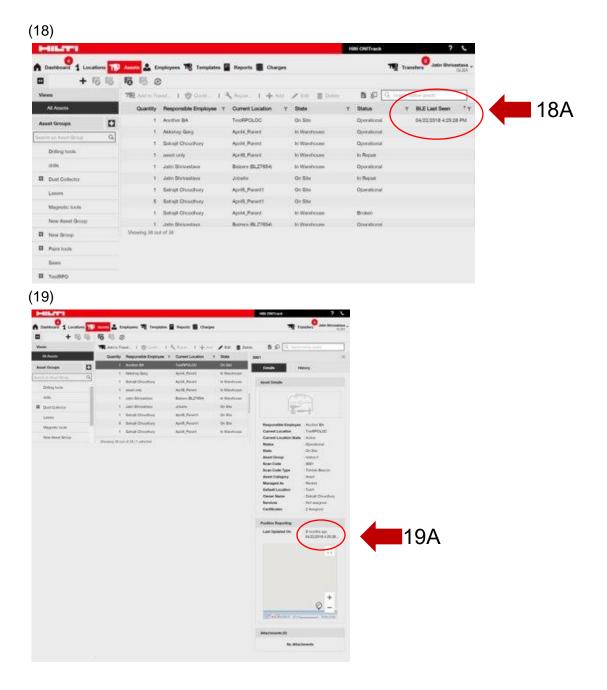
3.3 WEB: EDITING STOCK LOCATIONS FOR CONSUMABLES AND IMPACT ON ARCHIVE LOCATION

The users can now archive a location that has consumable quantity, but is not a consumable stock location.

The definition of Consumable Stock Location is any Warehouse, Vehicle, Container or Employee location that has had any quantity of a consumable at its location.

4.1 ACTIVE TRACKING: NEW COLUMN IN THE GRID "BLE LAST SEEN"

If the user is using BLE Active Tracking tags, they will now be able to see the last time that these BLE tags have been scanned (18A). The user can select this column *BLE Last Seen* from the column selector on the web, and the user can filter and sort on this column so that they can see which BLE tags have not been recently scanned. The user can also see the BLE Last Seen on the side panel of the asset (19A).



5.0 Bug Fixes

In this release we fixed the following issues/ bug fixes:

The search function is now faster.

Fixed bug in transfer workflow which affected assets that had quantities in hundreds of locations.

Increased compatibility with multiple domain name formats.

Fixed bug in Active Tracking- workflow that caused inconsistency of map updates between web and mobile.

Fixed bug in mobile app that caused inconsistencies of assets in the same location on different mobile phones.

Fixed but in Check Inventory- workflow that was causing summary e-mail not to be sent.

Fixed bug in Active Tracking- workflow that caused the same scan-code to appear twice in the Bluetooth scan search results.

Increased security of different workflows

Fixed bug in mobile app that was affecting users that were deleted and recreated.

Fixed bug that was still sending e-mails to inactive accounts.

Improved PDF- report time stamp to include generated time-zone.

Improved the days on site calculation algorithm in the asset allocation - grid.

Fixed bug in mobile app that was affecting separator when setting the cost for a service.

Fixed bug that was causing the contact number to not be visible and saved in the location information.

Fixed bug that was affecting the dashboard alerts for asset certificates.

Fixed bug in mobile app that was affecting different phone models causing the keyboard to be flickering.

Fixed bug in mobile app that was blocking users from placing quantities for commodities or consumables.

Improved error message in a specific transfer scenario.

Improved usability of asset creation.

Fixed bug that was affecting the Add Asset -workflow, which caused some fields to appear as disabled, when they could actually be used / selected.