



Parks and Camps User Manual



The Baldwin Group, Inc.

7550 Lucerne Drive

Suite 306



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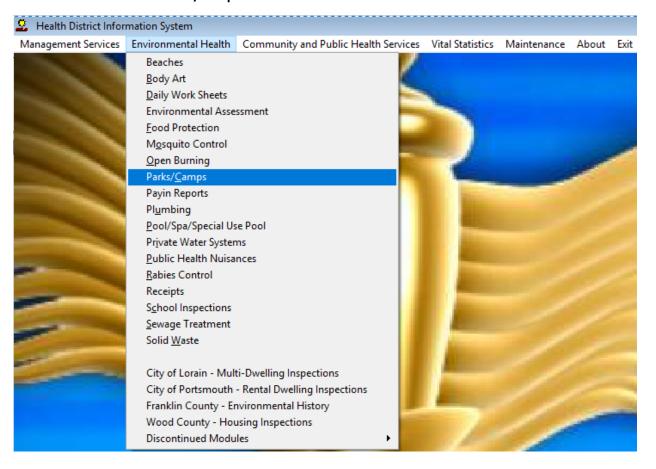




Chapter 1: Getting Started

Once the **Parks/Camps** module has been installed, it can be accessed by going to:

Environmental Health > Parks/Camps

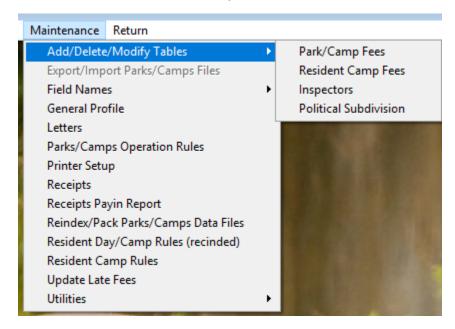






Once inside **Parks/Camps** navigate to:

Maintenance > Add/Delete/Modify Tables



This section holds the control files that will drive the module.

When entering data into Parks/Camps, there will sometimes be drop-down boxes for quick data entry.

The tables in the Maintenance > Add/Delete/Modify Tables section hold the data that fill those drop-down boxes.

Entering the frequently used, fixed data ahead of time will make things a lot easier.





Buttons found in Parks/Camps Fee Tables

The *asterisk on a button means to right-click the button.

Blank Person to Contact* Goes through and updates ALL records with Park/Camp fees. Button clears out specified details.

Blank Audit #s* Goes through and updates all records – Clearing out audit numbers.

Blank License #s* Goes through and updates all records – Clearing out License numbers.

Zero All Late Fees* Goes through and updates ALL records - Clearing out specified details.

Update Fees & Intervals* If you change the fee amount and click this button it will update ALL records with that fee. We recommend using this with extreme caution as it would gloss over reference to prior fee amounts.

Blank Date Issued* Goes through and updates ALL records - Clearing out date issued.

Blank Date Paid* Goes through and updates ALL records – Clearing out date paid.

Blank Receipt#* Goes through and updates ALL records – Clearing out receipt numbers.

Update New Fees * If you change the fee amount and click this button it will update ALL records with that fee. We recommend using this with extreme caution as it would gloss over reference to prior fee amounts.

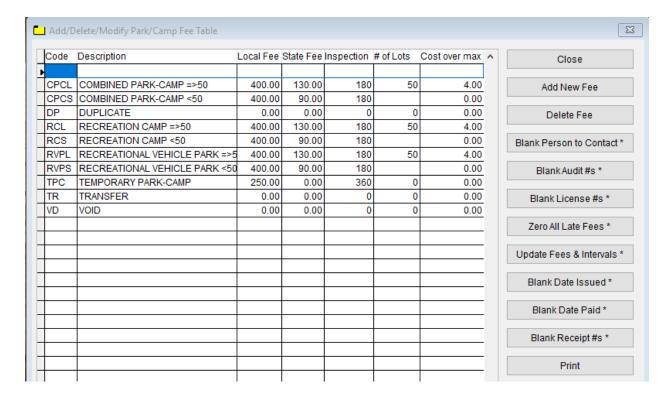
Blank Comments* Goes through and updates ALL records - Clearing out specified details.

For more information on the other options under the "<u>Maintenance</u>" section refer to the "<u>Maintenance</u>" Chapter.





Parks/Camp Fees



To enter Parks/Camps Fees, follow these steps (use the tab key to advance to each field):

- Click Add New Fee and enter a Code to identify the Fee
- Enter the **Description** under **Description** column
- Enter the Fees: Local Fee and State Fee under their columns
- Enter the number for **Inspection intervals** under the Inspection column
- Enter the # of Lots and Cost over max under their columns

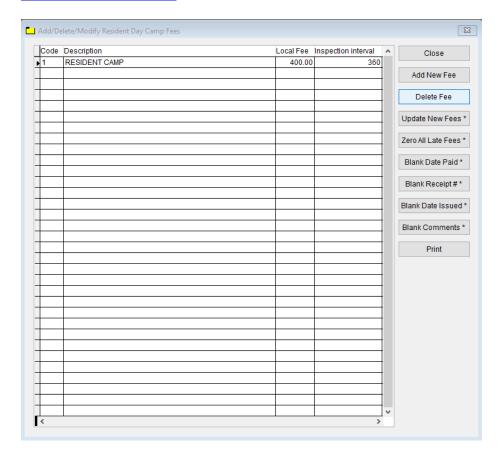
<u>Click here to view all buttons with an Asterisk</u>. Other button options are as follows:

- Print button will open printing option's window.
- **Delete button** will delete selected fee.
- Click **Close** to exit the table.





Resident Camp Fees



To enter Parks/Camps Resident Camp Fees, follow these steps (use the tab key to advance to each field):

- Click **Add New Fee** and enter a **Code** to identify the Fee
- Enter the **Description** under **Description** column
- Enter the **Local Fee** under Local Fee column.
- Enter the number for Inspection intervals under the Inspection Interval column

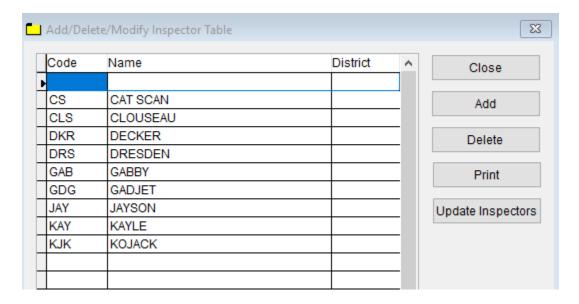
<u>Click here to view all buttons with an Asterisk</u>. Other button options are as follows:

- **Print** button will open printing option's window.
- **Delete button** will delete selected fee.
- Click **Close** to exit the table.





Inspectors



To enter Parks/Camps Inspectors, follow these steps (use the tab key to advance to each field):

- Click **Add** and enter a **Code** to identify the Inspector.
- Enter the Inspector's Name in the Name field.
- Enter the Inspector's District in the **District** field.

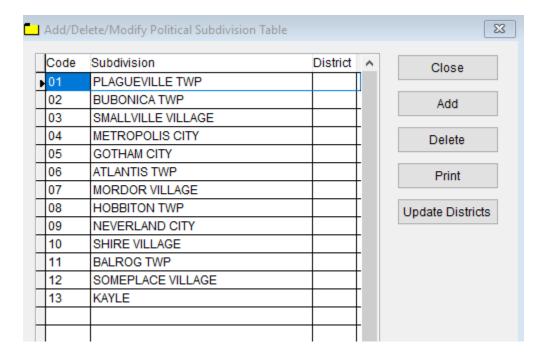
Other options on this screen can be used as follows:

- To **Delete** an Inspector, select the Inspector's Code, **Name**, or **District** and click **Delete**.
- Print button will open printing option's window.
- Update Inspectors button will update the Inspectors in Public Health Nuisances.
- Click **Close** to exit the table.





Political Subdivision



To enter Parks/Camps Political Subdivision, follow these steps (use the tab key to advance to each field):

- Click **Add** and enter a **Code** to identify the **Subdivision**.
- Enter the **Subdivision** Name in the Subdivision field.
- Enter the District in the **District** field.

Other options on this screen can be used as follows:

- To **Delete** a Political Subdivision, select the Code, Subdivision, or **District** and click **Delete**.
- Print button will open printing option's window.
- Update Districts button will update the Political Subdivision table in Public Health Nuisances.
- Click **Close** to exit the table.





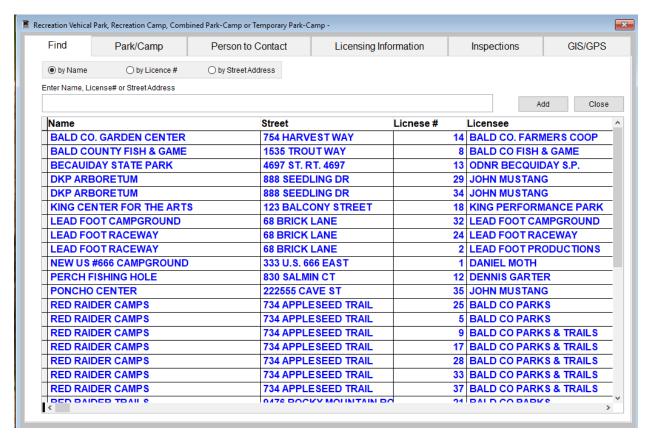
Chapter 2: Entering in Parks/Camps & Resident Camps

This section is where the data will be entered and stored.

There are two selections: Parks/Camps and Resident Camps

Find Tab

Navigate to: Parks/Camps > Parks/Camps



Under the **Find** tab there are options to search for a **Parks/Camps** entry. Search options consist of: **by Name, by License #, and by Street Address**.

Click which type of search you would like to perform and type the text in the textbox.

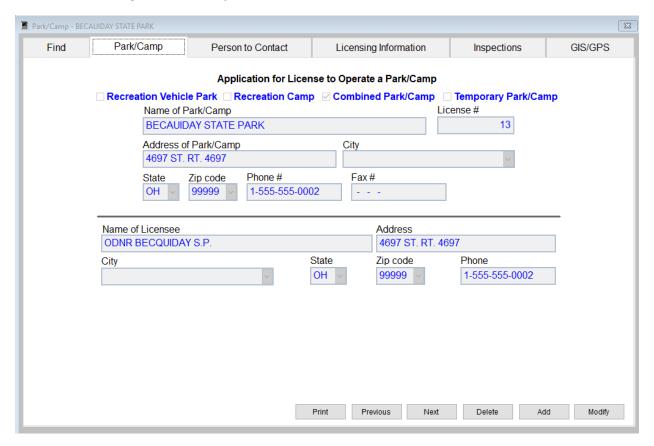
Hit Enter to perform the search.





Park/Camp Tab

From the **Find** tab, go to **Park/Camp.** Click **Add** to enter a new record.



Click **Modify** to change an existing **Park/Camp**, **Previous** to see the previous record, **Next** to see the next record, and **Delete** to delete current record.

Print button will open up a Print options menu with various options to choose from.





Print Button

Inside Parks/Camps > Parks/Camps, you will find a Print Button on the following tabs:

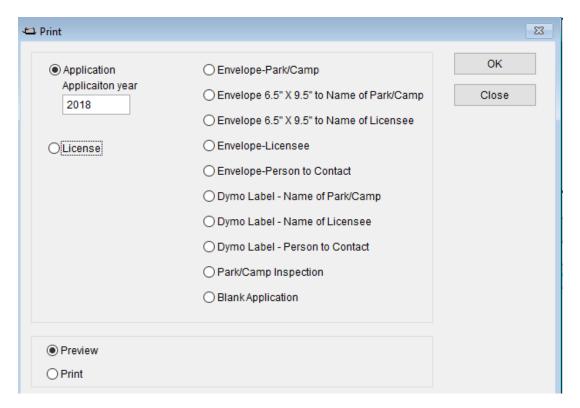
Parks/Camps, Person to Contact, Licensing Information, and Inspections.



The Print Button is location at the bottom of each screen



When clicking on the Print Button a new window will pop up.







On the left side you will see 4 radio buttons: Application - Application year, License, Preview, and Print.



Just like **Reports**, selecting the **Application - Application year** option will create an application for the record you are currently on.

If you want to print **multiple applications** you would choose this option in the **Reports** section.

Type the year you would like to make the application for, select if you would like to **Preview** or **Print** the application, and click **OK**.

If you did want to **Preview** or **Print** click the **Close** button.





Selecting the **License** radio button will create a license to print.



Check your **audit numbers**, if everything is in order then the system will select the next number in order.

If you are still getting used to the system, write down the current record's audit number and date issued, in case any mistakes are made it will make things easier if you have the original information handy.

Make sure the **Licensing Year** is correct.

Click OK to Preview or Print.

After closing from the **Preview** or **Print** screen you will notice new buttons on the right side of the original Print window.



If everything from the License was correct, click **Update Record** to update the information inside the system.

If something was wrong with the printed License, click **Void**.

The **Void button** will void-out the audit and update the information accordingly.

Contact us if a mistake was made. A possible error could be creating a new audit number on the wrong record, updating that record, then attempting to void. If you forgot the original audit number for that record, we may be able to help in recovering the information.





Additional Options in the Print window:

○ Envelope-Park/Camp
○ Envelope 6.5" X 9.5" to Name of Park/Camp
○ Envelope 6.5" X 9.5" to Name of Licensee
○ Envelope-Licensee
Cenvelope-Person to Contact
O Dymo Label - Name of Park/Camp
O Dymo Label - Name of Licensee
O Dymo Label - Person to Contact
O Park/Camp Inspection
○ Blank Application

Report	Description
Envelope-Park/Camp	Prints an envelope addressed to the Park/Camp
Envelope 6.5" X 9.5" to Name of Park/Camp	Prints a 6.5" X 9.5" envelope addressed to the Park/Camp
Envelope 6.5" X 9.5" to Name of Licensee	Prints a 6.5" X 9.5" envelope addressed to the Licensee
Envelope – Licensee	Prints an envelope addressed to the Licensee
Envelope – Person to Contact	Prints an envelope addressed to the Person to Contact
Dymo Label – Name of Park/Camp	Prints a Dymo Label with Name of Park/Camp
Dymo Label – Name of Licensee	Prints a Dymo Label with Name of Licensee
Dymo Label – Person to Contact	Prints a Dymo Label with Person to Contact
Park/Camp Inspection	Prints out the Park/Camp inspection
Blank Application	Prints out a basic blank application.

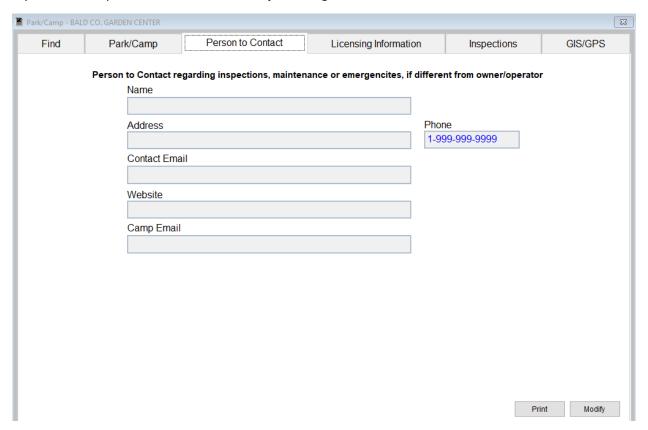




Person to Contact Tab

If the Person to Contact is different from the owner/operator, fill in their information in this window.

If you need to update a record, click **Modify** to change the record.

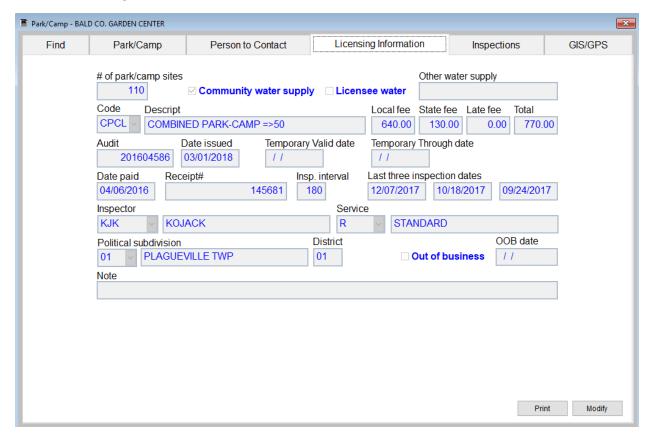






Licensing Information Tab

Enter the Licensing Information in this window.



Fields such as: **Descript**, **Inspector**, **Service**, and **Political Subdivision** will fill in after you select the information from the drop down list.



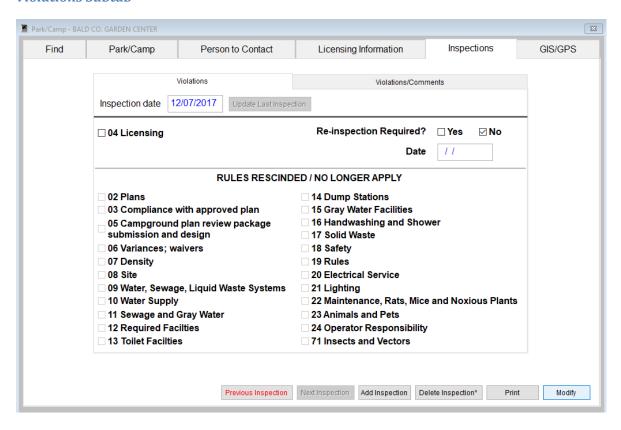


Inspections Tab

To enter an Inspection, click the **Add Inspection** button and enter the Inspection date.

Clicking the **Update Last Inspection** button will update the record's information on the **Licensing Information** tab.

Violations Subtab



Right-Click **Delete Inspection *** to delete an Inspection record.

To edit an inspection click the **Modify** button to change the record.

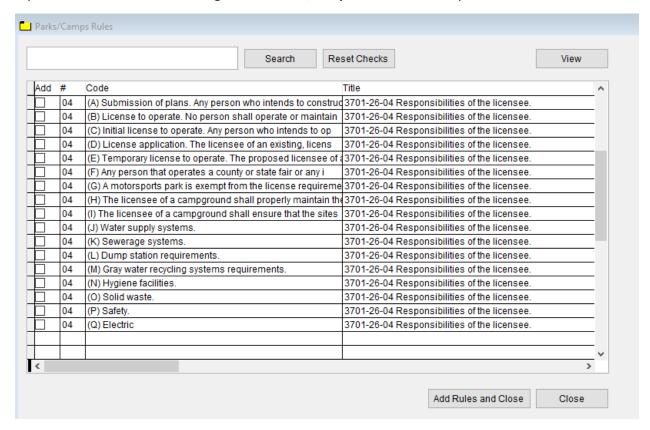
Previous Inspection button will take you to the inspection before the one that is selected.

Click **Print** to print an Inspection. For more information about Print click this link.





If you check-mark the **04 Licensing** box the **Parks/Camps Rules** table will open.



Check-mark the boxes that apply to your inspection.

The **View button** will show all the information related to a rule you have selected.

Reset Checks button will remove the boxes you have selected.

When finished, click the Add Rules and Close button to apply the selected rules and close this window.



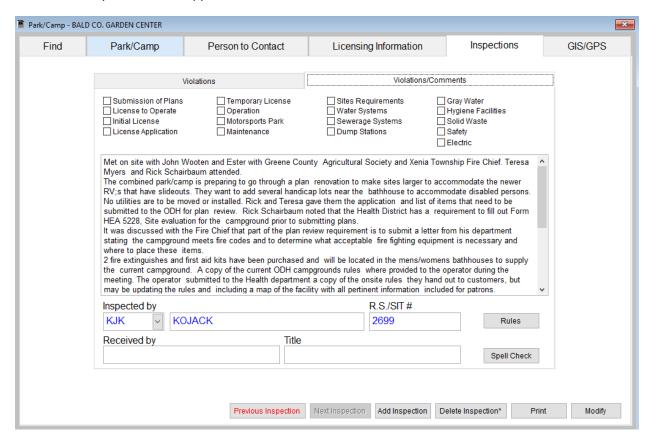


Violations/Comments Subtab

The information selected from the Violations subtab will update onto the Violations/Comments subtab.

The rules you previously selected should appear already check-marked in the boxes.

Full text descriptions should appear underneath the check-marked boxes.



If you click **Add Inspection**, navigate back to the **Violations tab** and begin entering information from there.

Right-Click **Delete Inspection** * to delete an inspection.

Previous Inspection button will take you to the inspection before the one that is selected.

Modify button will allow you to change an existing record.

Rules button will open a list of the rules that you can add in if needed.

Spell-Check button will check for spelling errors.

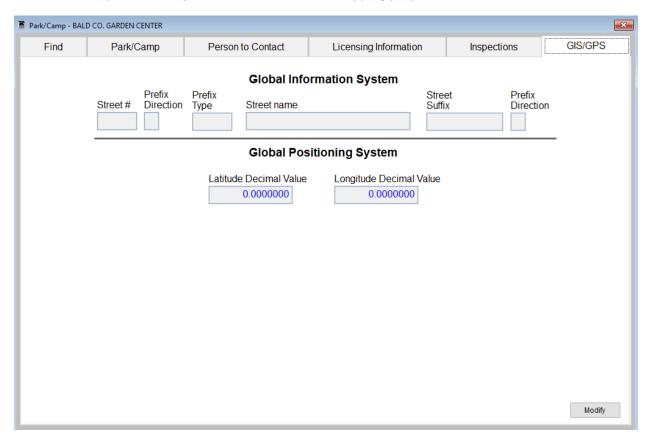
Click **Print** to print an Inspection. For more information about Print click this link.





GIS/GPS Tab

This tab allows you to enter your GPS coordinates for mapping purposes.



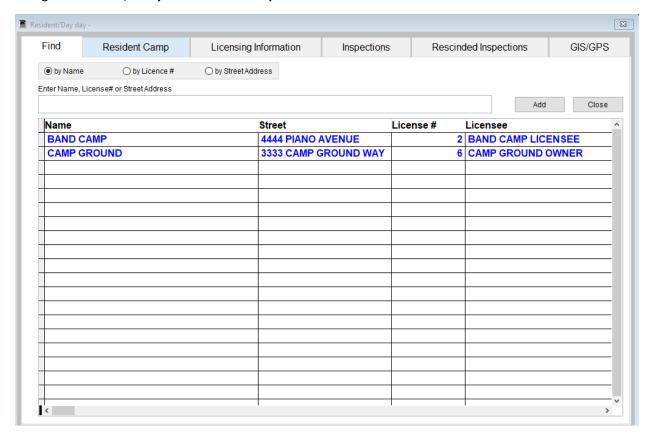
Field/Button	Description
Street #	(automatically filled out when you enter the address)
Prefix Direction	(automatically filled out when you enter the address)
Prefix Type	(automatically filled out when you enter the address)
Street Name	(automatically filled out when you enter the address)
Street Suffix	(automatically filled out when you enter the address)
Prefix Direction	(automatically filled out when you enter the address)
Latitude Decimal Value	Enter the latitude DECIMAL value of the location.
Longitude Decimal Value	Enter the longitude DECIMAL value of the location.
Modify	Click to modify the information on the page.





Find Tab - Resident Camps

Navigate to: Parks/Camps > Resident Camps



Under the **Find** tab there are options to search for a **Resident Camps** entry. Search options consist of: **by Name, by License #, and by Street Address**.

Click which type of search you would like to perform and type the text in the textbox.

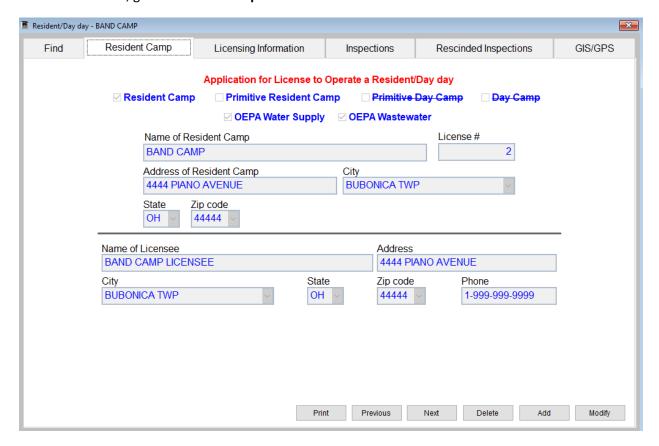
Hit **Enter** to perform the search.





Resident Camp Tab

From the **Find** tab, go to **Resident Camp tab.** Click **Add** to enter a new record.



Click **Modify** to modify an existing **Resident Camp, Previous** to see the previous record, **Next** to see the next record, and **Delete** to delete current record.

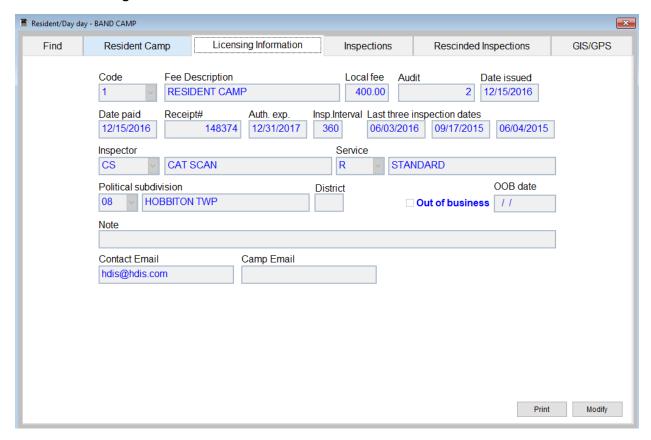
Print button will open up a Print options menu with various options to choose from.





Licensing Information Tab – Resident Camps

Enter the Licensing Information in this window.



Fields such as: **Fee Description**, **Inspector**, **Service**, and **Political Subdivision** will fill in after you select the information from the drop down list.

Click **Modify** to modify an existing **Resident Camp.**

<u>Print</u> button will open up a Print options menu with various options to choose from.



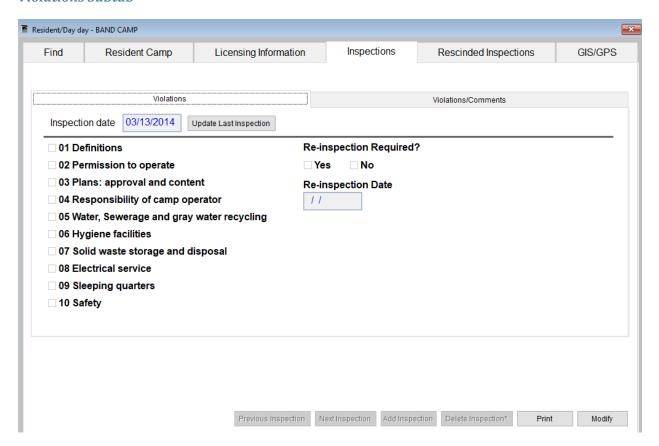


Inspections Tab – Resident Camps

To enter an Inspection, click the **Add Inspection** button and enter the Inspection date.

Clicking the **Update Last Inspection** button will update the record's information on the **Licensing Information** tab.

Violations Subtab



Right-Click **Delete Inspection *** to delete an Inspection record.

To edit an inspection click the **Modify** button to change the record.

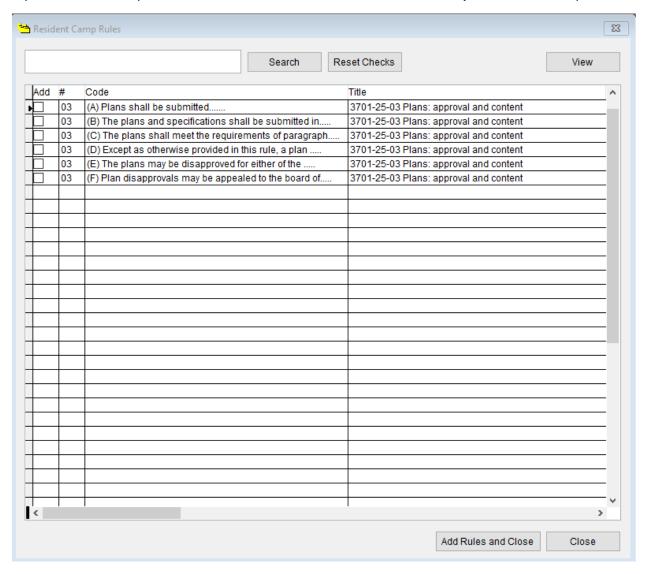
Previous Inspection button will take you to the inspection before the one that is selected.

Click **Print** to print an Inspection. For more information about Print click this link.





If you check-mark any of the Violation check-mark boxes, the **Resident Camp Rules** table will open.



Check-mark the boxes that apply to your inspection.

The **View button** will show all the information related to a rule you have selected.

Reset Checks button will remove the boxes you have selected.

When finished, click the Add Rules and Close button to apply the selected rules and close this window.

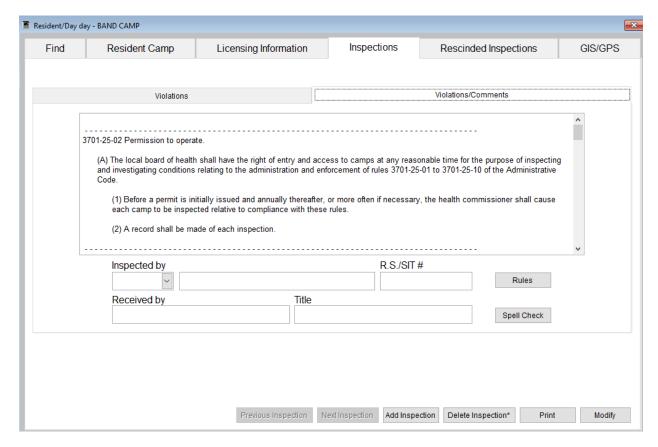




Violations/Comments Subtab

The information selected from the Violations subtab will update onto the Violations/Comments subtab.

Full text descriptions should appear underneath the check-marked boxes.



If you click **Add Inspection**, navigate back to the **Violations subtab** and begin entering information from there.

Right-Click **Delete Inspection** * to delete an inspection.

Previous Inspection button will take you to the inspection before the one that is selected.

Modify button will allow you to change an existing record.

Rules button will open a list of the rules that you can add in if needed.

Spell-Check button will check for spelling errors.

Click **Print** to print an Inspection. For more information about Print click this link.

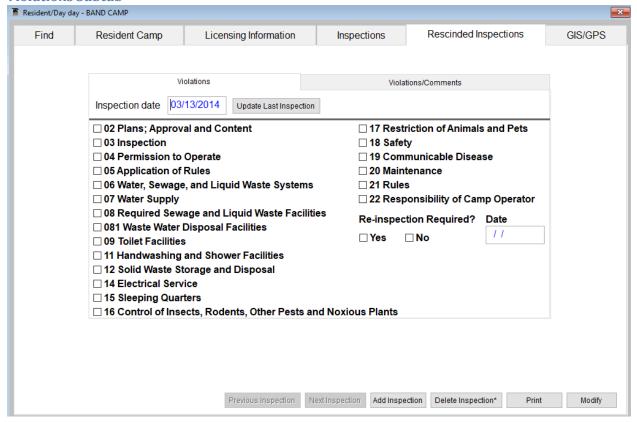




Rescinded Inspections Tab – Resident Camps

Similar to the Inspections tab, to enter an Inspection, click the **Add Inspection** button and enter the Inspection date.

Violations Subtab



Right-Click Delete Inspection * to delete an Inspection record.

To edit an inspection click the **Modify** button to change the record.

Previous Inspection button will take you to the inspection before the one that is selected.

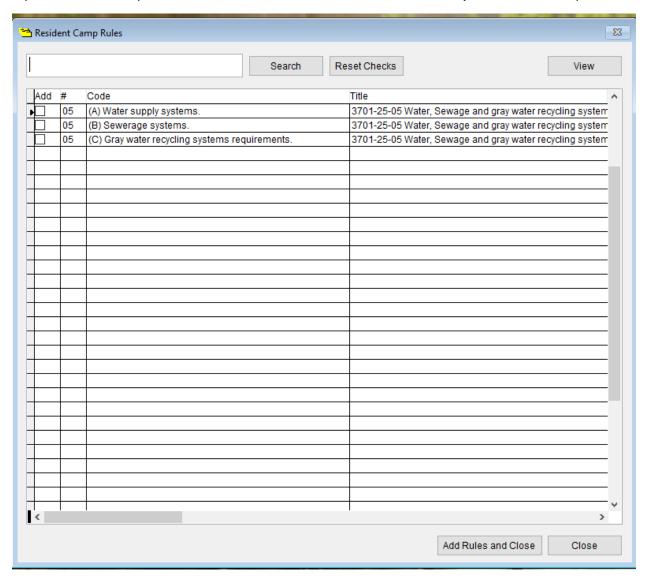
Click **Print** to print an Inspection. For more information about Print click this link.

Clicking the **Update Last Inspection** button will update the record's information on the **Licensing Information** tab.





If you check-mark any of the Violation check-mark boxes, the **Resident Camp Rules** table will open.



Check-mark the boxes that apply to your inspection.

The **View button** will show all the information related to a rule you have selected.

Reset Checks button will remove the boxes you have selected.

When finished, click the Add Rules and Close button to apply the selected rules and close this window.

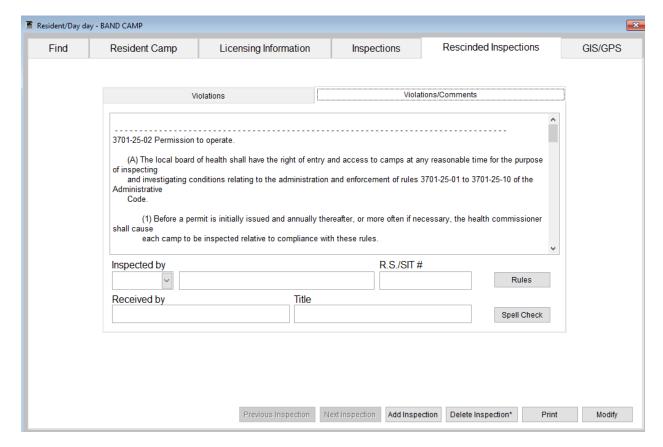




Violations/Comments Subtab

The information selected from the Violations subtab will update onto the Violations/Comments subtab.

Full text descriptions should appear underneath the check-marked boxes.



If you click **Add Inspection**, navigate back to the **Violations subtab** and begin entering information from there.

Right-Click **Delete Inspection** * to delete an inspection.

Previous Inspection button will take you to the inspection before the one that is selected.

Modify button will allow you to change an existing record.

Rules button will open a list of the rules that you can add in if needed.

Spell-Check button will check for spelling errors.

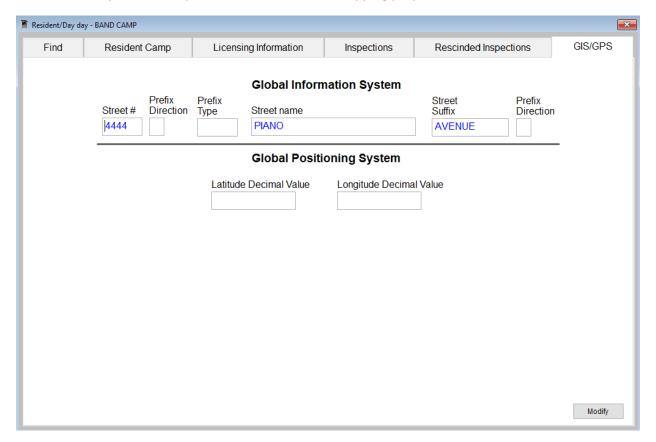
Click **Print** to print an Inspection. For more information about Print click this link.





GIS/GPS Tab – Resident Camps

This tab allows you to enter your GPS coordinates for mapping purposes.



Field/Button	Description
Street #	(automatically filled out when you enter the address)
Prefix Direction	(automatically filled out when you enter the address)
Prefix Type	(automatically filled out when you enter the address)
Street Name	(automatically filled out when you enter the address)
Street Suffix	(automatically filled out when you enter the address)
Prefix Direction	(automatically filled out when you enter the address)
Latitude Decimal Value	Enter the latitude DECIMAL value of the location.
Longitude Decimal Value	Enter the longitude DECIMAL value of the location.
Modify	Click to modify the information on the page.

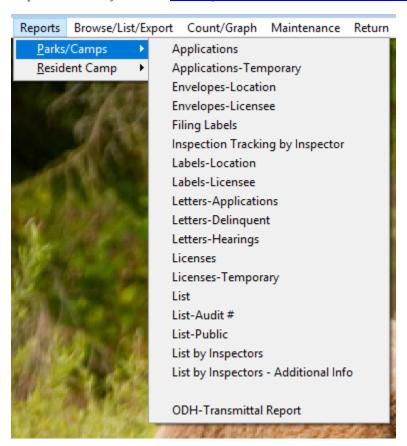


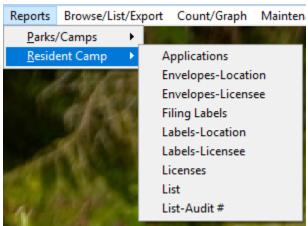


Chapter 3: Reports

Navigate to: **Environmental Health> Parks/Camps > Reports**. There will be a drop down menu for different types of reports you can create/modify.

Reports can be filtered. See Page on Filters for more detail (Click this link).









Report	Description
Parks/Camps	
Applications	This will generate applications for each park/camp
Applications – Temporary	This will generate applications for each temporary park/camp
Envelopes – Location	Addresses envelope to the location of the park/camp
Envelopes – Licensee	Addresses envelope to the licensee of the park/camp
Filing Labels	Prints out filing labels for your parks/camps
Inspection Tracking by Inspector	Generates an inspections tracking report by Inspector
Labels – Location	Generates mailing labels to the location of the park/camp
Labels – Licensee	Generates mailing labels to the licensee of the park/camp
Letters – Applications	Generates application letters for each park/camp. You may set
	these letters up in the Maintenance menu
Letters – Delinquent	Generates delinquent letters for each park/camp. You may set
	these letters up in the Maintenance menu
Letters – Hearings	Generates hearing letters for all parks/camps. You may set these
	letters up in the Maintenance menu.
Licenses	Generates licenses for each park/camp that meets the criteria set
	in the "from date" and "to date" issued. Change the next Audit #
	if necessary. Click OK to generate licenses. After the licenses are
	printed, a window will appear asking you to update those records
	with their new Audit # and date issued. Click OK to update the
	records.
Licenses – Temporary	Generates temporary licenses for each park/camp that meets the
	criteria set in the "from date" and "to date" issued. Change the
	next Audit # if necessary. Click OK to generate licenses. After the
	licenses are printed, a window will appear asking you to update





	those records with their new Audit # and date issued. Click OK to update the records.
List	Generates a list of parks/camps
List-Audit #	Generates a list of parks/camps by audit #
List – Public	Generates a list of parks/camps by public
List by Inspectors	Generates a list of parks/camps by Inspectors
List by Inspectors – Additional Info	Generates a list by Inspectors with additional info
ODH Transmittal Report	Generates an ODH Transmittal report

Report	Description	
Resident Camp		
Applications	This will generate applications for each Resident camp	
Envelopes – Location	Addresses envelope to the location of the Resident camp	
Envelopes – Licensee	Addresses envelope to the licensee of the Resident camp	
Filing Labels	Prints out filing labels for your Resident camp	
Labels – Location	Generates mailing labels to the location of the Resident camp	
Labels – Licensee	Generates mailing labels to the licensee of the Resident camp	
Licenses	Generates licenses for each Resident camp that meets the criteria set in the "from date" and "to date" issued. Change the next Audit # if necessary. Click OK to generate licenses. After the licenses are printed, a window will appear asking you to update those records with their new Audit # and date issued. Click OK to update the records.	
List	Generates a list of Resident camps	
List-Audit#	Generates a list of Resident camps by audit #	



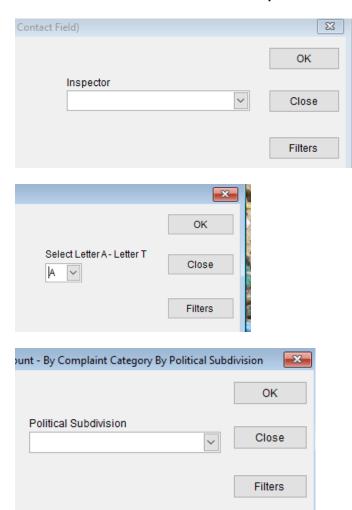


Each Report will have a date range you can enter before the report is generated:



You can either Preview or send to Printer. Check-mark either boxes under Preview/Printer to include a filter printout or to include a mail merge file.

Some of these windows will include a drop down list to select an Inspector, Letter (A-T), or Political Subdivision.

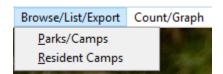






Chapter 4: Browse/List/Export

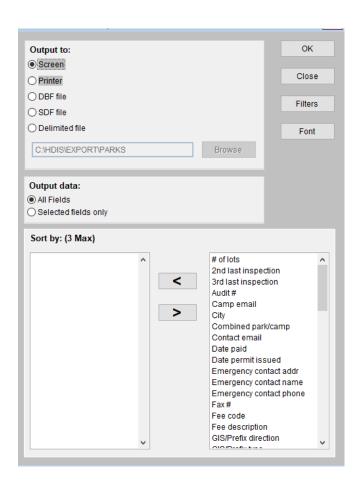
Inside the Parks/Camps module navigate to the "Browse/List/Export."



There will be two different types to choose from: Parks/Camps and Resident Camps.

This section allows the exportation of data, also allowing the user to use Filters.

There are also multiple ways for you to output the data: Screen, Printer, DBF file, SDF file, and Delimited file. If you pick DBF file, SDF file, or Delimited file make sure you select the appropriate path. Select "Browse" to find the needed path.





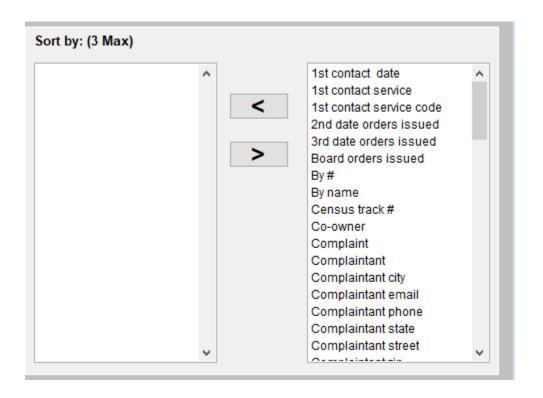


Sort by

Sorting by Field Names (3 Max) is an option.

Click on the Field Name you want to sort by and press the "<" symbol to move the Field Name to the empty box.

If you want to remove a Field Name, click the Field Name and press the ">" symbol.

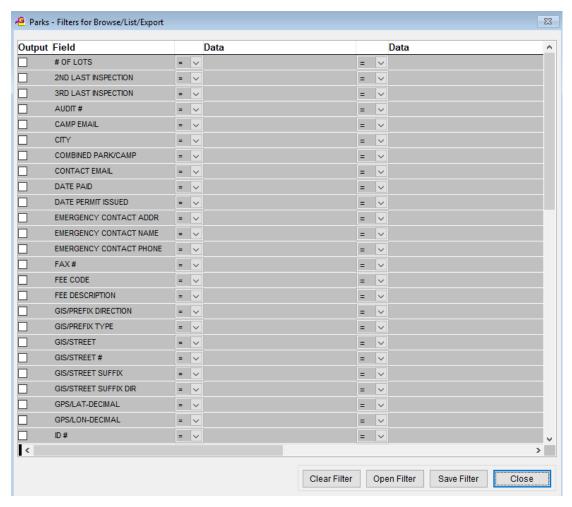






Filters

From the "Browse/List/Export," click on the "Filters" button. This section allows you to set filters based on the "Output Field."



** Note ** If you are attempting to create a filter to search for only blank data use: "(Blank)."

"(Blank)" is appropriate when you are searching for an unspecified name, date, or Boolean (True/False – Yes/No).

** Note ** If you want to search for a string with some spacing after the characters use: "AB(B)".

Example for characters with a space:

Desired Search Result: "Monkey Inc"

Appropriate Search: "Monkey(B)"





Chapter 5: Count Graph

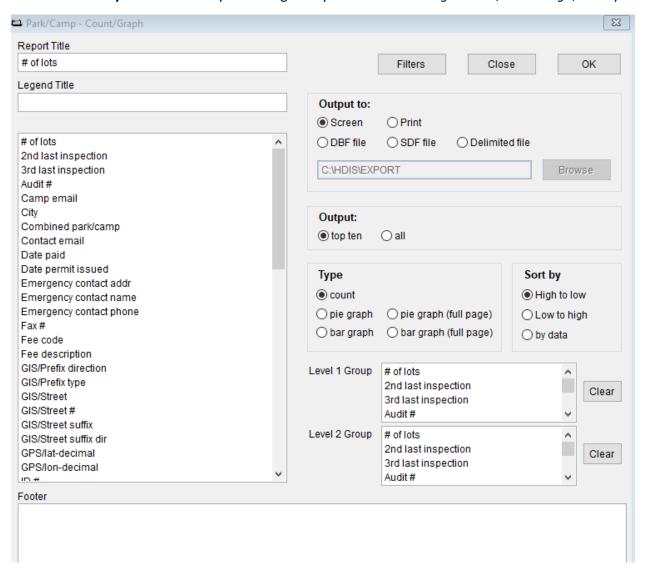
Inside the Parks/Camps module navigate to the "Count/Graph." Select the section you would like to access.

This section allows you to create a Count, Pie graph, or bar graph of the data. There is a **Report Title**, **Legend Title**, **List of Field Names**, and **Footer**.

Under the "Output:" there is an option to show the top ten or all results.

There is a "Filters" button which is identical to the "Filters" in the "Browse/List/Export." section.

There is a "Sort by" section where you can organize your results from High to low, Low to high, and by data.

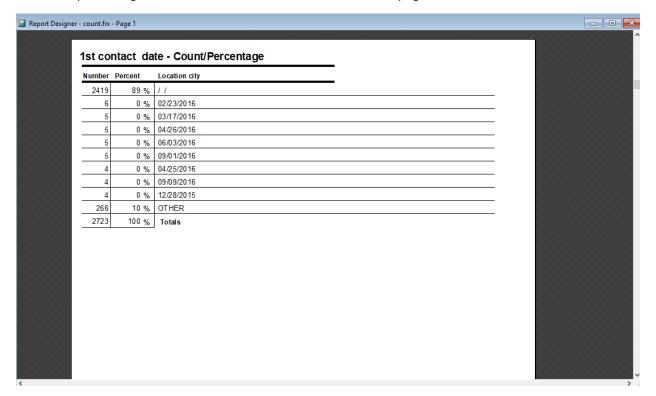




Count

Here is an example of what the "Count" type would look like.

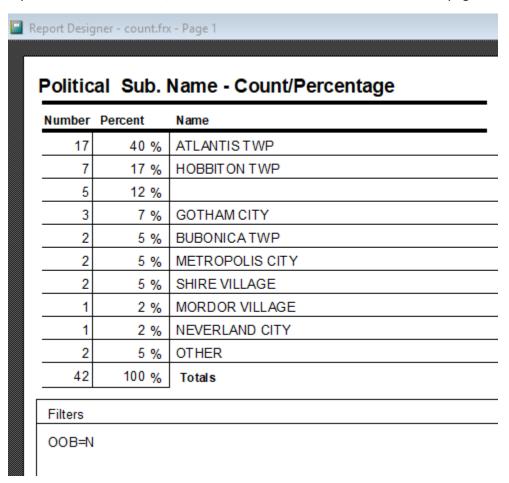
There are percentages and totals on the side and bottom of the page.







If you choose to add filters, those will also be shown at the bottom of the page.



Click on the door icon next to the percent to return to the menu:





₽•

100% 🗸

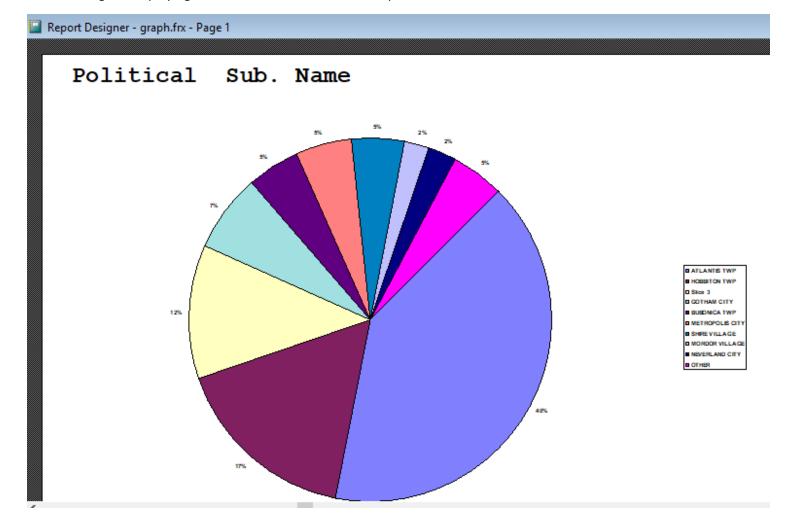


Pie Graph

Here is an example of what the "Pie Graph" type would look like.

Depending on the data chosen, the percentages are altered to reflect it.

There is a legend displaying the data chosen and the color representation.



Click on the door icon next to the percent to return to the menu:





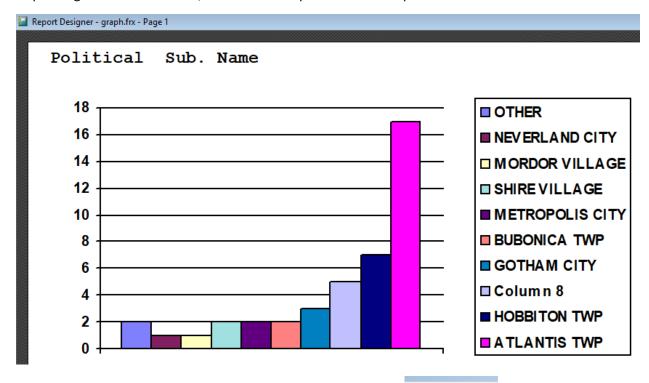
100% 🗸



Bar Graph

Here is an example of what the "Bar Graph" type would look like.

Depending on the data chosen, there will be a specific color to represent the data's bar.



Click on the door icon next to the percent to return to the menu:





100% 🗸



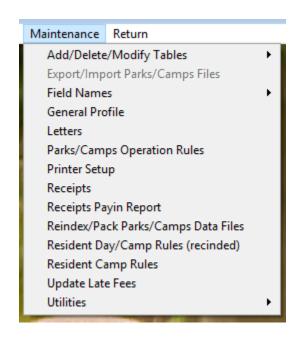
Chapter 6: Maintenance

Navigate to: Environmental Health > Parks/Camps > Maintenance

The Maintenance section holds a lot of the mechanics behind the module. This area is where you can Add/Delete/Modify tables that you use in the Parks/Camps and Resident Camps tab. General Profile is connected to any other module you use besides this one. There is also an area for where you can edit letter margins and letterheads.

Export/Import Parks/Camps Files

If this is in a dark text font and not grayed out, you have the option to export or import Parks/Camps Files to or from the module. This area is usually used if you are using a remote version of HDIS.







Field Names

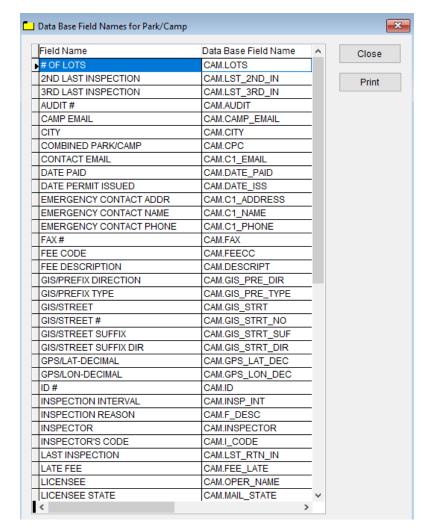
Navigate to: Maintenance > Field Names

The field names listing can be very useful in determining what fields you wish to utilize to merge data for letters or when creating ad hoc reports. The field name column is used to merge data into letters.

Enter the field name in capital letters in the body of the letter surrounded by asterisks (no spaces between asterisks and field name).

Example: *FIELDNAME*

See Letters for more information on Letters.







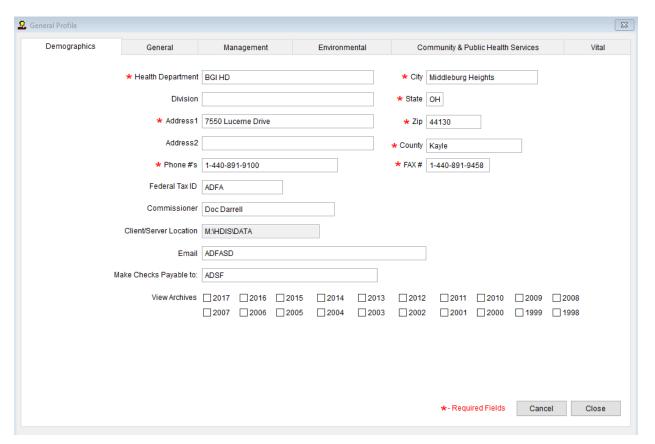
General Profile

Navigate to: Maintenance > General Profile

The **General** Profile **allows** you to fill out the basic information regarding **Parks/Camps**.

Check marking a year next to View Archives will give you access to previous data from the selected years.

On the **General** Tab there are options to edit the margins in letters and letter heads.



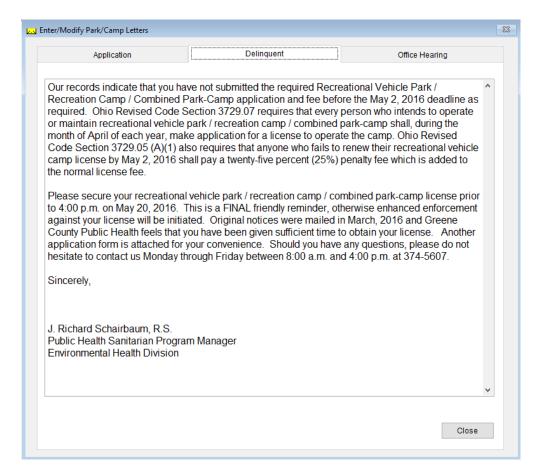




Letters

Navigate to: Maintenance > Letters

If you click on **Letters** under the **Maintenance** tab window will pop up. Here you can create letters relating to a specific area under **Parks/Camps**. After reading this page, click this link to see more information on field names.



The HDIS system provides you the flexibility to write standard letters that can be sent to clients. These letters will pull data through use of the *. The * is placed on each end of the field name that you want to pull into the letter.

Merge fields:

All upper case:

Only first letter uppercase

OWNER

Owner*

JOSEPH NAPAVER

Owner

Joseph Napaver

dog

type of animal*

7,000

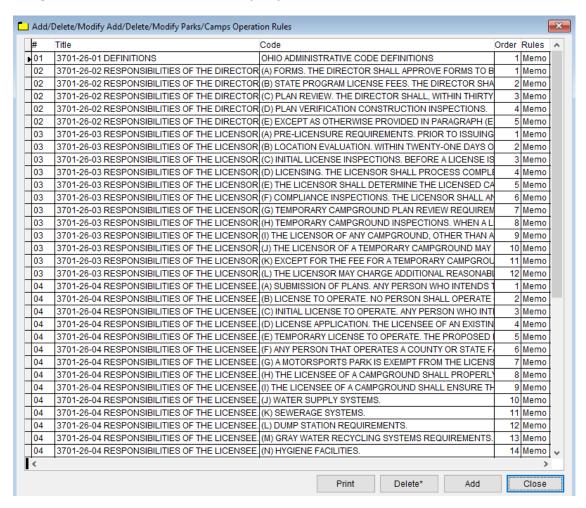
Examples: *OWNER* = TOM GORDON *Owner* = Tom Gordon *type of animal* = dog





Parks/Camps Operation Rules

Navigate to: Maintenance > Parks/Camps Operation Rules



This section holds the operation rules for all Parks/Camps.

If you want to add a new **Operation Rule** click **Add**.

To successfully delete a rule select the rule and **Right-Click the Delete*** button.

The **Print** button opens up options for printing.

Close button will close out of this window.

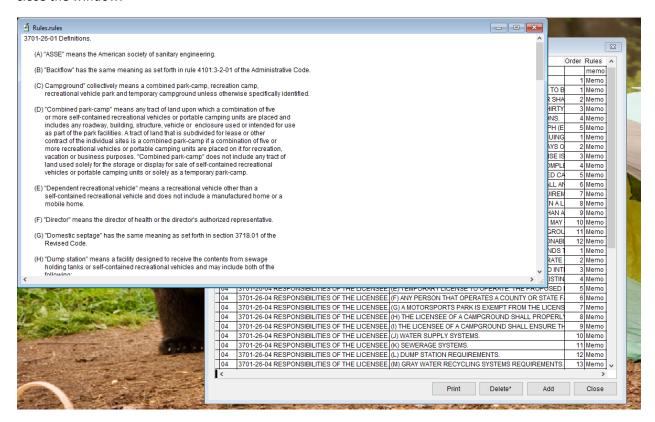




If a memo (under Rules column) has a lowercase m, that means there is no information inside.

When the word memo has an uppercase M (Memo) that means there is information inside that rule.

Double click on the actual memo and another window should pop-up. Type the memo you would like to add or edit and close the window.





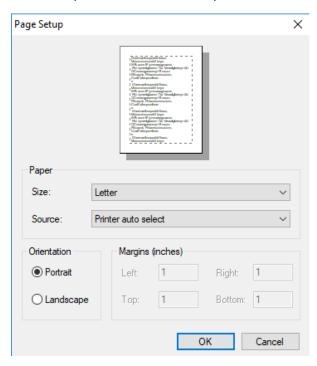


Printer Setup

Navigate to: Maintenance > Printer Setup

The print setup allows you to choose from what printer you would like to print.

Select the printer in the name dropdown and click **OK**.

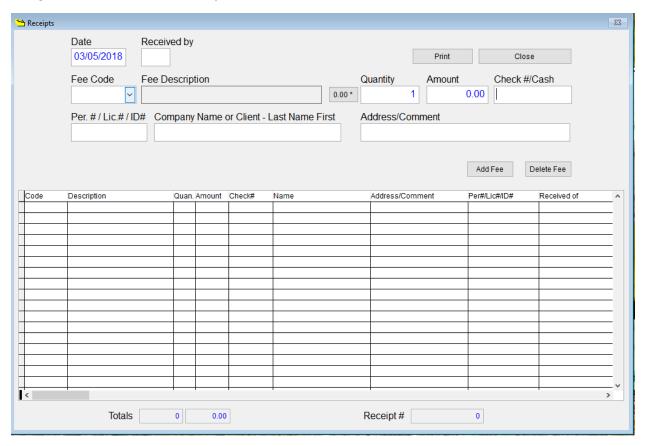






Receipts

Navigate to: Maintenance > Receipts



If your department has the **Receipts** module, you have the ability to print any receipt through the **Maintenance** tab.

You may also print a receipt from the Parks/Camps and Resident Camps data entry windows by pressing ALT-R keys.

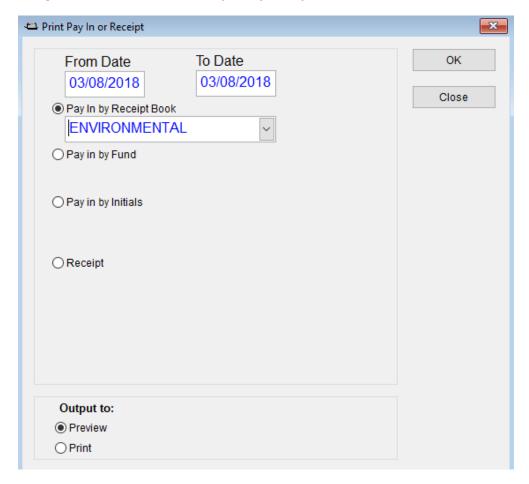
For more information regarding Receipt module setup please contact BGI.





Receipts Pay-In Report

Navigate to: Maintenance > Receipts Pay-In Report



If your health department has the **Receipts** module, you have the ability to print your **pay in reports** through the **Maintenance** tab.

There is a drop down menu for each selection: "Pay in by Receipt Book, Pay in by Fund, Pay in by Initials, and Receipt." Either choose or fill in the necessary options available for your receipt.



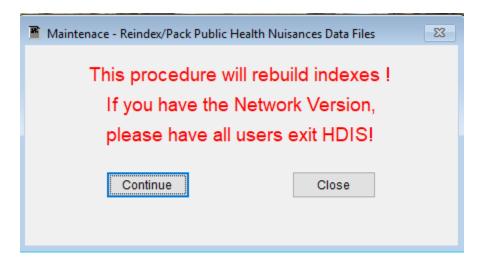


Reindex/Pack Parks/Camps Data Files

Navigate to: Maintenance >Reindex/Pack Parks/Camps Data Files

This function is only needed should your data be corrupt due to a power failure.

Please contact BGI if you have any questions or concerns.

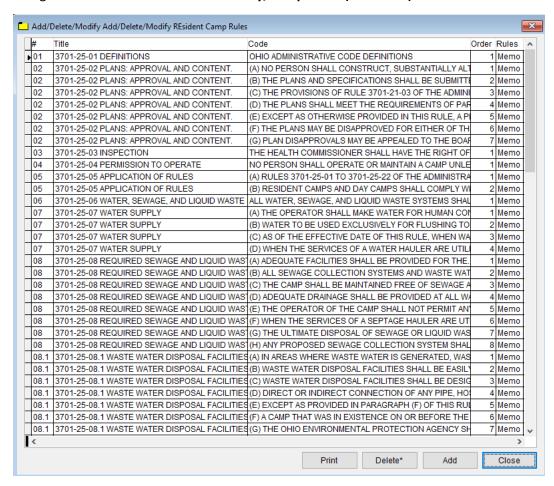






Resident Day/Camp Rules (rescinded)

Navigate to: Maintenance > Resident Day/Camp Rules (rescinded)



This section holds the operation rules for all Resident Day/Camp Rules (rescinded).

If you want to add a new **Operation Rule** click **Add**.

To successfully delete a rule select the rule and Right-Click the Delete* button.

The **Print** button opens up options for printing.

Close button will close out of this window.

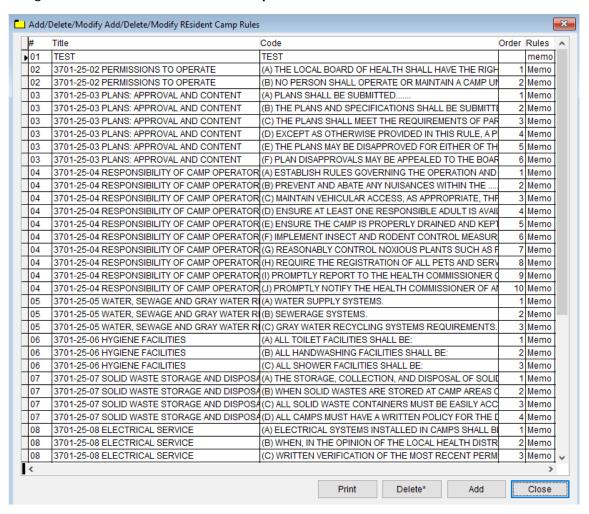
Click here to learn more about Rules and Memo.





Resident Camp Rules

Navigate to: Maintenance > Resident Camp Rules



This section holds the operation rules for all **Resident Camp Rules**.

If you want to add a new **Operation Rule** click **Add**.

To successfully delete a rule select the rule and **Right-Click the Delete*** button.

The **Print** button opens up options for printing.

Close button will close out of this window.

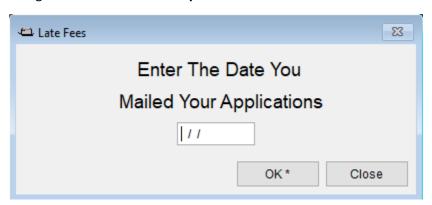
Click here to learn more about Rules and Memo.





Update Late Fees

Navigate to: Maintenance > Update Late Fees



To run the **Update Late Fees** utility, enter the date you mailed your applications and **Right-Click OK*** Click **Close** to exit out of this window.

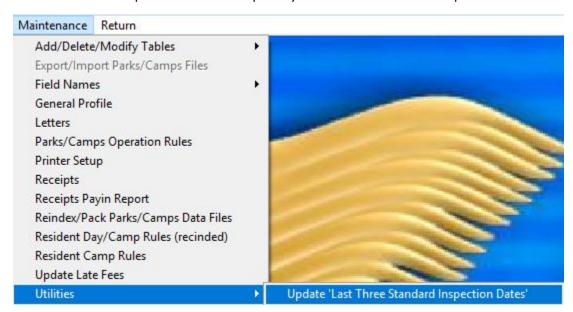




<u>Utilities – Update Last Three Inspection Dates</u>

Navigate to: Maintenance > Utilities > Update Last Three Inspection Dates

This is an automatic process and it will update your last three standard inspection dates.



Once complete, the Attention window will pop-up to tell you the process is completed.

Attentio	on				
Completed !					
Press	any	key	to	continue	

