



MaxGo Warehouse Help

CHANGELOG

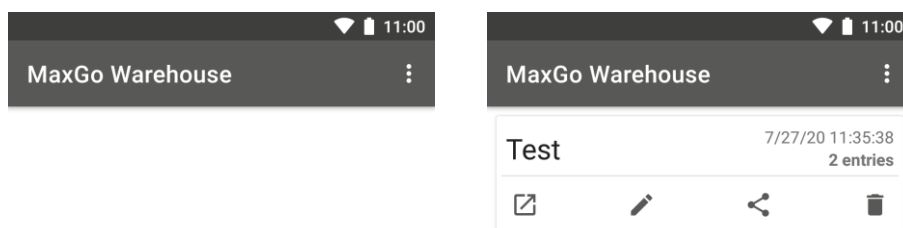
Date	Author	Changes
2020-07-28	Stephan Gruber	v1.1.0: Information about picklist, project presets and NFC
2020-06-17	Stephan Gruber	Initial version for app v1.0.0

TABLE OF CONTENTS

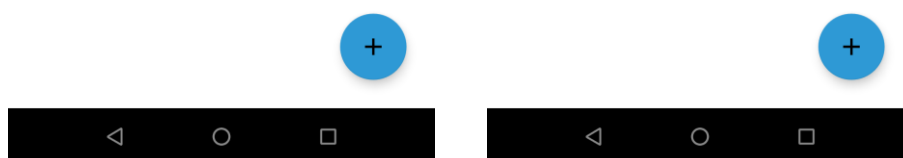
Project list.....	3
Creating a new project.....	4
Project presets.....	5
Working with a project.....	6
Exporting a project.....	8
Settings.....	9
Default CSV separator.....	9
Scanner mode.....	9
Broadcast settings.....	9
NFC.....	9
Numeric keyboard.....	9
Disable screen rotation.....	9
Item menu position.....	9
Supported devices.....	10
How to scan RFID tags on the Nautiz X2 and Nautiz X6.....	11

Project list

On the main screen you have access to all your projects and the app's settings.




You have not created any projects yet.
Press + to create one now



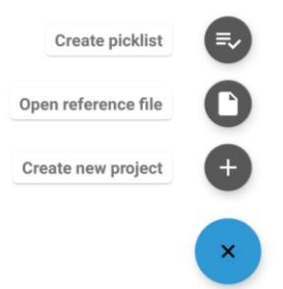
Tap on an existing project title or on  to open it.

Tap on  to rename the project.

Tap on  to export or send a project as a CSV file. See [Exporting a project](#) for more information.

Tap on  to delete a project. This can not be undone!

To create a new project, tap on + and select one of the options:



Create new project lets you set all settings for the project while the other options come with some preset settings and workflows.

See [Project presets](#) for more details on the different options.

Creating a new project

Name

The name is the only required field for a new project and will allow you to identify your project in the project list.

Duplicate behavior

This setting defines how the app should react when you scan a code more than once.

Add as new item simply adds the code to the list as a new row

Count adds a new column counting how many times this code was scanned

Discard will ignore the scan if the code was scanned before

Warn & discard will ignore the scan if the code was scanned before but will also show a warning

Show error will show an error message that needs to be confirmed before the next scan

Record timestamp

This will add a new column to the list that shows the time and date of each scan. If *Duplicate behavior* is set to *Count*, this will show the time and date of the last time this code was scanned.

CSV reference file

A reference file allows to provide names to codes.

This can be imported from a CSV file which must have least two columns. The first column must be the code and the second one must be the name. All other columns will be ignored.

If your CSV file contains a header or title, you can skip it by enabling *Skip first row* when selecting the file.

If you want to treat the file as a picklist, enable *Load as picklist*. In this case the file must have a third column containing the number of times this item must be scanned. See [here](#) for more details on picklist mode.

If the code is found inside the reference file, its name will be shown in the list.

By checking *Show error if code is missing in reference* you can make sure to only scan codes defined inside the file. Even with this option enabled, you can still add other codes by pressing *Add anyway* in the error message.

Extra field

When you enable this setting, you can add an arbitrary value to each scan that will be shown in the list as well as exported.

You can load those values from a list where each line contains an entry or enter a value manually.

Project presets

There are several presets that lets you create new projects faster:

Create picklist

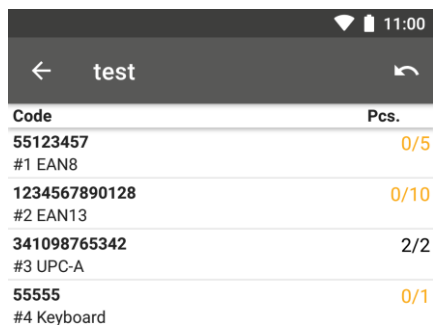
In picklist mode, the app requires a reference file with three columns containing the code, name, and count.

After selecting the file, the project will be created with the file name as the project name and all necessary settings applied. The project will also open directly.

When creating a project with a picklist, the scan list will be populated with all entries from the reference file. The count column will show both the scan count and the target number read from the file.

If the number is below the target, it will be highlighted. An error will be shown if the count goes above the target number or if a code that is not in the list is scanned.

Deleting an entry via the context menu will not remove the entry but will set the count back to 0.



The screenshot shows a mobile app interface for a project named 'test'. At the top, there's a header bar with a back arrow, the project name 'test', and a refresh icon. Below the header is a table with two columns: 'Code' and 'Pcs.'. The table contains four rows of data, each with a code, a name, and a count. The counts are highlighted in orange.

Code	Pcs.
55123457 #1 EAN8	0/5
1234567890128 #2 EAN13	0/10
341098765342 #3 UPC-A	2/2
55555 #4 Keyboard	0/1

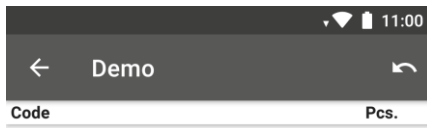
Open reference file

This preset is very similar to the default project but lets you start by picking a reference file.

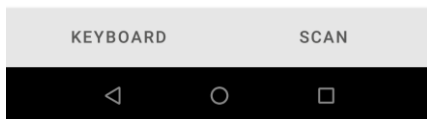
It will set the file name as the project name but will not create the project yet. You can apply all other settings as needed before creating the new project.

Working with a project

When you create or open a project, you will see the following screen



No data captured yet.
Start by scanning or entering the first value



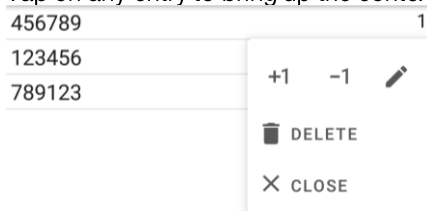
The project screen consists of four parts:


At the top you see the project name. Using the arrow to the left, you can return to the project list. The arrow at the right allows you to undo the last action.

Below that you see the header of the list. As the columns depend on the project setting this can vary.

In the center of the screen you see a list of scans. The data shown also depends on the project settings.

Tap on any entry to bring up the context menu. The options in the menu vary depending on the project settings.



+1 and -1 increment or decrement the count of entry respectively while  allows you to enter the value directly. Delete clears the entry from the list. Close dismisses the context menu.

At the bottom you see two buttons:

Press [Keyboard](#) to manually enter data using the on-screen or hardware keyboard

Keyboard input

Abc


CANCEL OK

Use the [Abc](#) or [123](#) button in the input box to change the on-screen keyboard between numeric and alphanumeric.

The default mode can be changed in the [Numeric keyboard](#) setting.

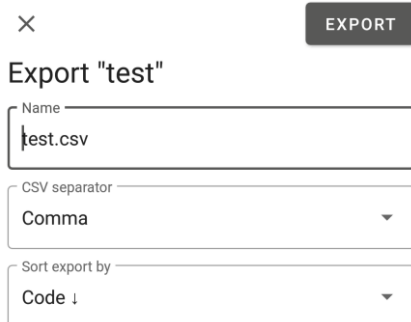
The Scan buttons allows you to scan a barcode using the camera or trigger the hardware scanner on supported devices. See the [Scanner mode](#) setting for more details.

Exporting a project

There are different ways to export a project. To start the export process, tap the  in the project list and select one of the following options or press Cancel to stop the export.

Save CSV file

This saves your project as a CSV file on the device's internal storage in a folder called "maxgo-warehouse".



The dialog shows a close button (X) and an EXPORT button. The title is 'Export "test"'. It contains three input fields: 'Name' with 'test.csv', 'CSV separator' with 'Comma', and 'Sort export by' with 'Code ↓'.

You can change the file name, CSV separator and data order. Tap Export to continue.


If the file with the selected name already exists, you will see a warning and can choose to overwrite the existing file or change the name.

After the export is done, you can find the file using a file manager on the device or transfer it to you PC via USB.

Share CSV file

With this option you can send the file direct to other apps on your system that support handling of text or CSV files.

Depending on the apps installed on your system, this allows you to directly upload the file to a file hosting service (like Google Drive, OneDrive, Dropbox, etc.), send it as a email attachment or transfer it in any other way.



The dialog shows a close button (X) and an EXPORT button. The title is 'Export "test"'. It contains three input fields: 'Name' with 'test.csv', 'CSV separator' with 'Comma', and 'Sort export by' with 'Code ↓'.

You can change the file name, CSV separator and data order. Tap Export to continue.

Settings

Default CSV separator

This allows you to set the CSV separator to comma (,) or semicolon (;).

For both opening a reference or extra file as well as exporting a project, you can still change the value as needed. This simply changes the default value that is set in the dialog.

Scanner mode

The app supports scanning barcodes in different ways.

Camera will work on any device and simply uses the back-facing / main camera to scan any 1D or 2D barcode.

Hardware will try to use the hardware scanner build into the device. See [supported devices](#) for a list of devices that work with this mode.

Broadcast allows the app to work with a wide range of devices and scanners that support output via an Android broadcast. This usually requires changing the output mode inside the device's scanner or wedge settings. Please consult your device manual for more information on that.

Broadcast settings

When using the broadcast scanner mode, you may have to change the broadcast action and extra key.

These are two identifiers that allow the scanner to send data to the MaxGo Warehouse app. Please consult your device manual to find those values or how to change them.

NFC

Enable reading of NFC tags. If a tag is detected, its ID is read in hex and used as a barcode value.

Numeric keyboard

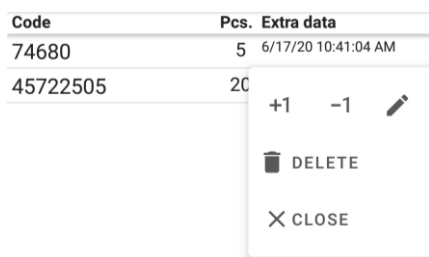
When you manually enter data using the keyboard, you can switch between numeric and alphanumeric input. This sets the default mode for the manual input window.

Disable screen rotation

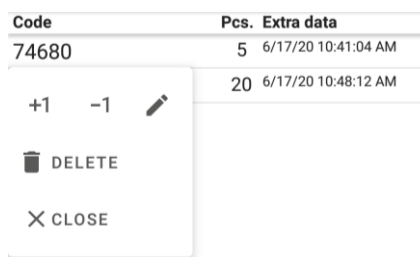
If your barcodes are rotated or upside down, you might have to rotate the device to scan them. Enabling this setting prevents the automatic screen rotation from interfering with your workflow. Disable this setting to use the system default.

Item menu position

Allows you to set the item edit menu (to increment, decrement, set count and delete) position to the right or left edge of the screen for right or left-handed use.



Item menu position set to right



Item menu position set to left

Supported devices

The following [handheld](#) devices are supported for the hardware scan mode. Any other devices will work using the camera to scan barcodes.

Nautiz X2: Fully supported for 1D and 2D on old and new devices

Nautiz X41: Fully supported for 1D and 2D devices

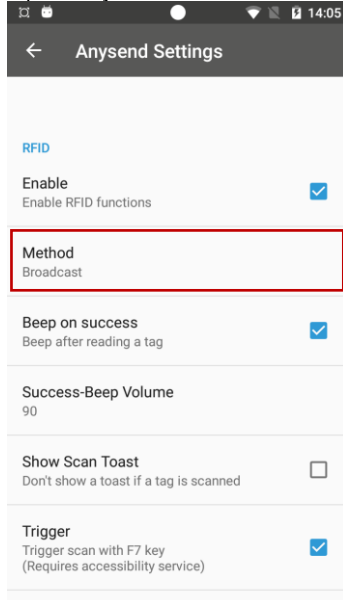
Nautiz X6: Fully supported with the NX6EXP-BC scanner accessory in keyboard mode with [Scanner Service app](#) installed and running.

Nautiz X9: Fully supported for devices with hardware scanner

How to scan RFID tags on the Nautiz X2 and Nautiz X6

For the Nautiz X2 we provide a LF and UHF reader as well as a LF Reader for the Nautiz X6. By following the steps below you will be able to scan supported RFID tags into the list.

1. Download the correct [Anysend app](#) for your hardware configuration
2. Open Anysend and set the RFID Method to Broadcast



3. Enable the Trigger option. This will allow you to use any of the hardware keys to start searching for RFID tags
4. Open the Function keys settings for your device and set the buttons you want to use to F7
Please consult your device manual on how to change the function key assignment.
5. Open the MaxGo Warehouse app and open the settings
6. Set the Scanner mode to Broadcast
7. Open the Broadcast settings and enter the following values.
(Make sure to enter them with the correct upper- and lower-case letters!)
Action: "com.handheldgroup.anysend.RESULT"
Extra Key: "string"
8. Exit the settings
9. Create or open a project
10. Press and hold the trigger button you have assigned in Step 4
11. The indicator in the status bar will turn red
12. Move the reader near a tag
13. The indicator in the status bar will flash green when a tag is detected, and the ID will appear in the list
14. Release the trigger button
15. Repeat steps 10-14 for all tags you want to scan