

# Arcade Plug-in for Retail Pro 9

Using the CasCustomer API

## Version History

- Version 1.0 – September, 2022: Initial Release.
- Version 1.1 – October, 2022: Adjusted max card value check and fixed typos.

## Introduction

The Arcade Plug-in for Retail Pro 9 provides retailers the ability to sell and manage arcade cards created through the CasCustomer API ([app.swaggerhub.com/apis/usarcades/CasCustomerAPI/1.0.0](http://app.swaggerhub.com/apis/usarcades/CasCustomerAPI/1.0.0)) right within the Retail Pro 9 receipt interface. The plugin was developed and is maintained by Cornelius Concepts, LLC, a Retail Pro Development Partner.

## Installation

The Arcade plugin is installed like other Retail Pro 9 plugins: files are placed in the Plugins folder of Retail Pro 9 and registered. The following files are required:

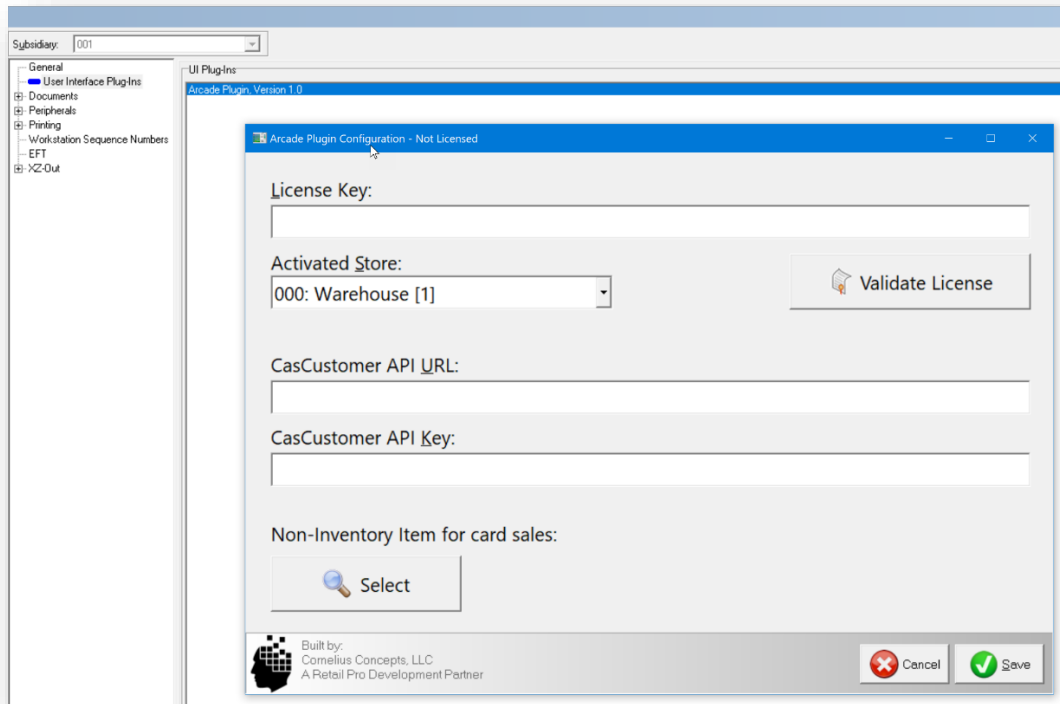
- ArcadePlugin.dll
- ArcadePlugin.mnf
- ArcadePluginReceiptSB.bmp

Once these files are in the Plugins folder, run *Command Prompt as Administrator*, go to the RetailPro9\Plugins folder, and enter:

```
regsvr32 ArcadePlugin.dll
```

## Plugin Configuration

To use the Arcade Plug-in, it must have a valid license and an activated store. This is done through the plug-in's configuration. In Retail Pro 9, select *Options > WS Preferences > User Interface Plug-Ins* and click on the **Arcade Plug-in** entry:

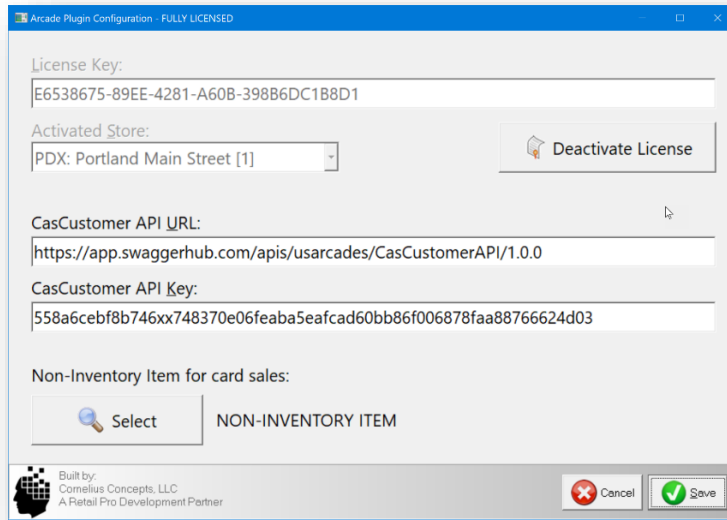


Enter the license key assigned and select a store, then click *Validate License*. Once validated, the License Key and Activated Store fields are disabled and can only be changed by deactivating the license.

To allow the plug-in to interact with the CasCustomer API, enter the URL and Key in use at your location.

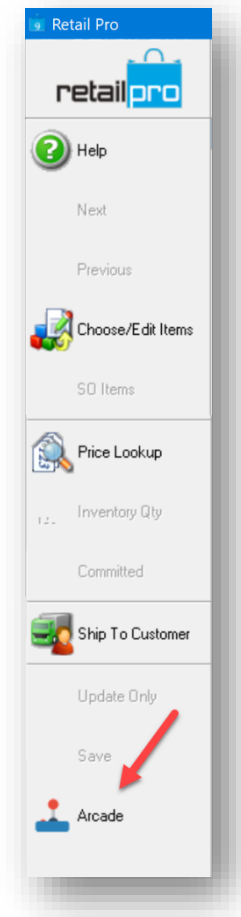
Adding arcade cards to a receipt requires the selection of a non-inventory Retail Pro item created specifically for the Arcade Plug-in. This item does not need a UPC or ALU but does need a price to prevent being prompted by Retail Pro. Use the *Select* button to designate this item. Once the item is selected, it's description shows under the label, "Non-Inventory Item for card sales."

Here's an example of a fully licensed and configured plugin:



## Using the Plug-in

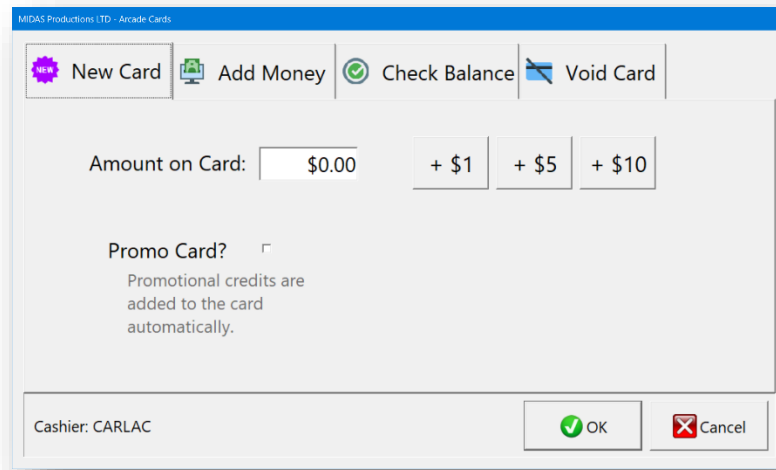
The plug-in provides a “side-button” in the Retail Pro receipt screen. To add it, right+click on the side menu in Retail Pro and select “Menu Designer” from the pop-up menu; find the entry named “Arcade” and add it to the visible buttons.



While a receipt is in progress (being edited), click the Arcade button to be presented with a window with four tabs, New Card, Add Money, Check Balance, and Void Card.

## New Card

The first tab, New Card, is where you create new arcade cards and looks like this:



MIDAS Productions LTD - Arcade Cards

New Card Add Money Check Balance Void Card

Amount on Card: \$0.00 + \$1 + \$5 + \$10

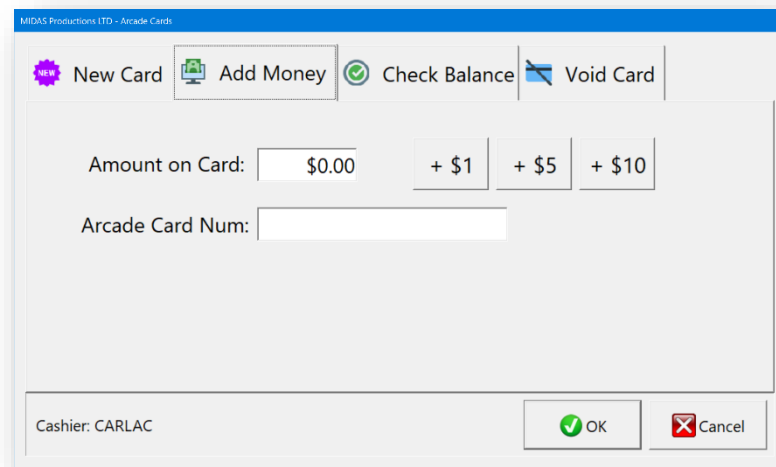
Promo Card?   
Promotional credits are added to the card automatically.

Cashier: CARLAC OK Cancel

Enter the amount or simply click the buttons shown to add \$1, \$5, or \$10 incrementally; if this is a promotional card, check the “Promo Card?” checkbox; finally, click OK and the non-inventory item designated for arcade card sales (selected in the configuration) will be placed on the receipt. When the receipt is tendered and saved, the API will be called with the amount specified and the arcade card will be created and printed. If the receipt is canceled, the card will not be created.

## Add Money

The second tab allows money to be added to an existing card:



MIDAS Productions LTD - Arcade Cards

New Card Add Money Check Balance Void Card

Amount on Card: \$0.00 + \$1 + \$5 + \$10

Arcade Card Num:

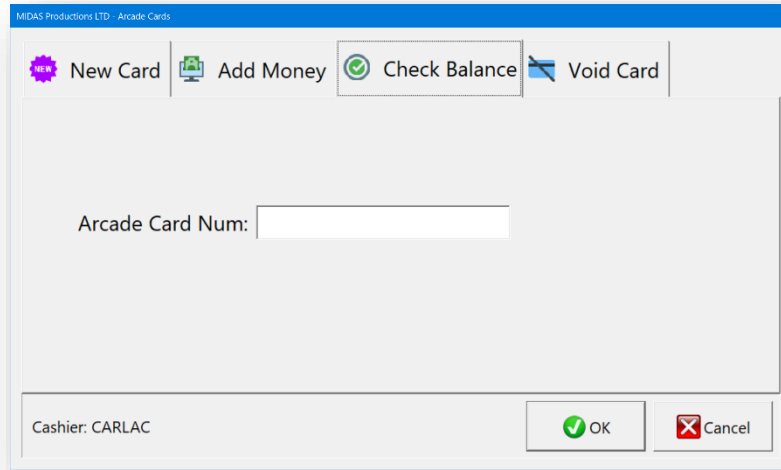
Cashier: CARLAC OK Cancel

Enter the amount or simply click the buttons shown to add \$1, \$5, or \$10 incrementally; scan or type the customer’s existing arcade card in the Arcade Card Num box; finally, click OK and the non-inventory item designated for arcade card sales will be placed on the receipt. When the receipt is tendered and saved,

the API will be called with the amount specified and the arcade card will be updated. If the receipt is canceled, the card's balance will not be changed.

### Check Balance

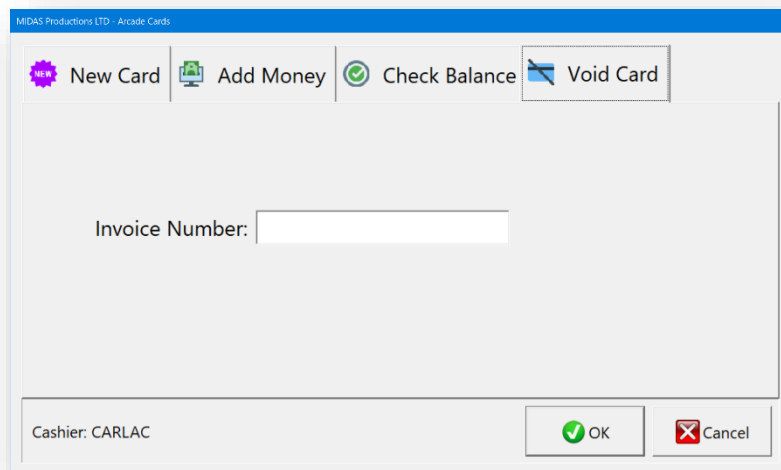
The third tab allows the customer to check the balance of a card:



Simply scan or type the customer's existing arcade card in the Arcade Card Num box and the balance will be shown in a message. A receipt does not have to be created or in edit mode for this function to work—it happens immediately, no item is placed on the receipt, and nothing further happens when a receipt is tendered and saved.

### Void Card

The fourth tab allows a customer to void a previously created arcade card:



This function requires the entry of a previous receipt. Enter the number into the Invoice Number box and the associated card created with that receipt (invoice) will be voided; a message will display with the amount that was voided from the card.

## Important Notes

### Return Receipts

Return receipts are not supported. If a regular receipt has an arcade card item on it and the receipt type is switched to return, the arcade card item will be removed. Arcade card items cannot be added to a return receipt.

### Held and Copied Receipts

If a receipt with an arcade card item is put on hold, the arcade card item is removed; when it is edited later after being unheld, a new arcade card item can again be placed on it. Similarly, if a former receipt has an arcade card item on it and it is copied to a new receipt, the arcade card item will be removed first but it does not prevent a new arcade card item from being added.

### Reversing

When a receipt containing an arcade card item is reversed, the cashier will be reminded to void the card—the plug-in cannot automatically do this.

### One Arcade Card Limit

There is a limit of one arcade card purchase per receipt. If a receipt has an arcade card item already on it adding or updating a card through the plug-in will prompt and, if confirmed, replace the existing arcade item already on the receipt. (Note that the Check Balance and Void Card functions do not place arcade card items on the receipt and therefore can be used multiple times on a receipt and in conjunction with the other arcade card functions.)

### Quantity and Price

The plug-in keeps an in-memory record of the arcade card transaction request and executes that request when the receipt is tendered and saved. In order to keep the in-memory request in sync with the receipt total, the quantity and price of the item added to the receipt by the plug-in is not allowed to be manually changed. Instead, the side-button can be clicked and these values overwritten through the plug-in interface.

### Manual Removal

Manually removing an arcade card item from the receipt also removes the in-memory record of the arcade card transaction, preventing it from being processed when the receipt is tendered and saved—and allowing another card purchase to be added if needed.

### Retail Pro Customers

The plug-in does not require or use Retail Pro customers that may or may not be on the receipt.

### Logging

For auditing and troubleshooting, a log of each API request and its response status code is stored in log files in a “Logs” sub-folder of the Retail Pro 9 plugins folder. There is one file created each month. There is no mechanism to purge old log files.

## Arcade Card Numbers

The card numbers entered and sent to the API are not stored anywhere in Retail Pro or in log files. When the arcade card number is requested for the Update Card and Check Balance functions, those values are only stored in memory long enough to make the API call, then discarded. The logged API calls hide any card numbers that may be part of the request.

## Choose/Edit Items

The Choose/Edit Items feature of Retail Pro 9 allows complete editing of all items on a receipt. This can negatively affect the arcade plugin functionality in three ways:

- If an arcade card item placed by the plug-in was removed, the receipt total will not be sufficient to cover the arcade card transaction that follows when the receipt is tendered and saved.
- If an arcade card item was manually added, the plug-in will not know about it and will not call the API to create/update the card when the receipt is tendered and saved.
- If the quantity of an arcade card item is manually changed, the price of the receipt will increase but additional cards will not be created when the receipt is tendered and saved.

Please do not add, remove, or change the non-inventory item reserved for arcade card transactions using the Choose/Edit Items feature of Retail Pro.



## Feedback

Please report any problems with this plugin or submit suggestions for improvement to [support@corneliusconcepts.com](mailto:support@corneliusconcepts.com).

*Thank you!*

## About Cornelius Concepts

Cornelius Concepts, LLC is a software development company, based out of Portland, Oregon developing many types of applications, mobile apps, and web services. We are an authorized Retail Pro Development Partner, writing back-end integrations and plugins for a wide variety of retailers around the world since 2004.

Cornelius Concepts is available for online training and support of Retail Pro products we produce. We can also be available for remote troubleshooting of customer installations as needed.

Please see our website, <https://corneliusconcepts.com> for more information.

