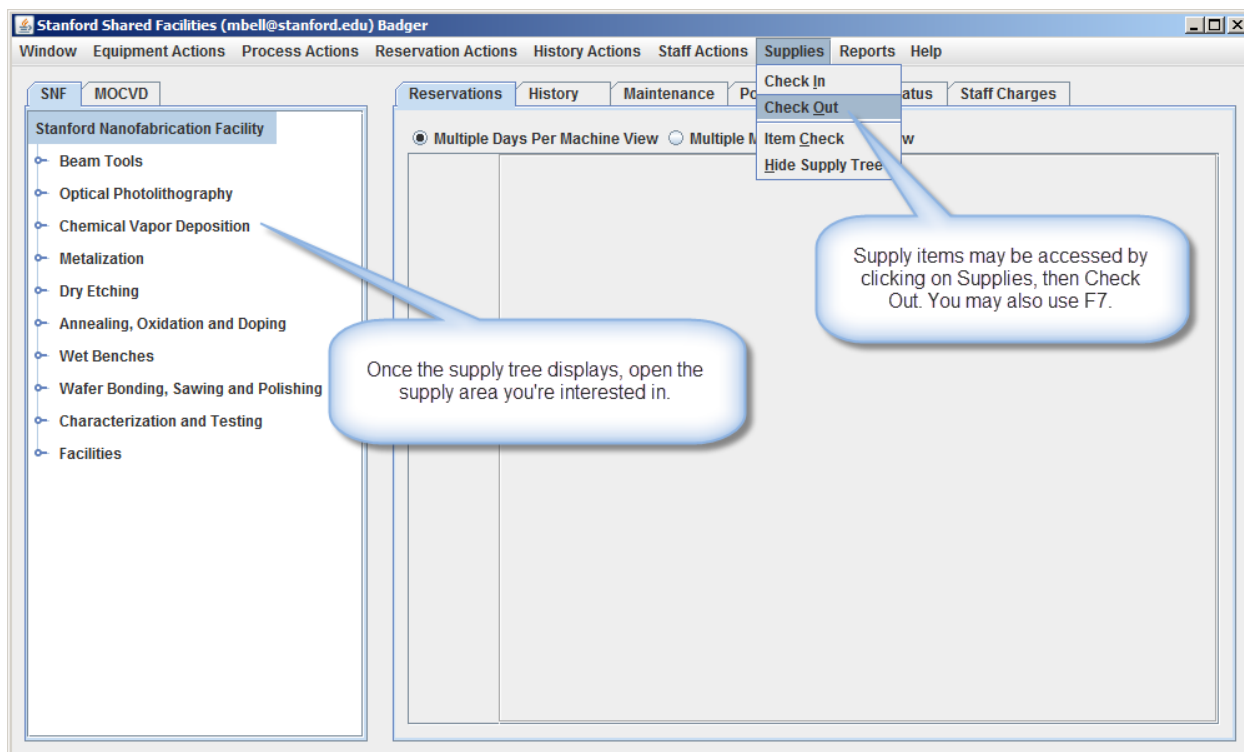


Badger Docs – Inventory Checkout

Some labs provide supplies to members. The supply tree does not display until you select Check Out as shown below. Function key 7 (F7) will also open the supply screen.



Badger Docs – Inventory Checkout

The screenshot displays the 'Stanford Shared Facilities (mbell@stanford.edu) Badger' application window. The left sidebar shows a tree view of 'Stanford Nanofabrication Facility' with 'AFM Supplies' expanded to show 'AFM Tip - DNP-20' and 'AFM Tip - TESP'. The main area has tabs for 'Reservations', 'History', 'Maintenance', 'Policy', 'Equipment Status', and 'Staff Charges'. A 'Supply Check Out Information' dialog box is open, showing the following fields:

- Agent: mbell@stanford.edu
- Supply: AFM Tip - DNP-20
- Member: mbell@stanford.edu
- Project: Bootstrap project
- Account: Bootstrap account
- Process: default
- Quantity: 1

Buttons at the bottom of the dialog are 'Save & Close', 'Save & New', and 'Cancel'. A callout box points to the 'AFM Tip - DNP-20' item in the tree view with the text: 'Open the area and chose the item you want or scan the barcode.' Another callout box points to the 'Save & Close' button with the text: 'If you are checking out a single item click Save & Close. If you have several items use Save & New.'

Badger Docs – Inventory Checkout

Supply Check Out Information

1 Mask Blank_nf for support@badgerlms.com
1 Wafers_nf for support@badgerlms.com

Agent support@badgerlms.com

Supply Mask Blank_nf

Member support@badgerlms.com

Project Bootstrap project

Account Bootstrap account

Process default

Quantity 1

Save & Close Save & New Cancel

Every time you click on Save & New you check out an item, but continue to display the checkout screen. A record of all items checked out displays at the top.

Save & Close will check out the item and return you to the equipment tree screen.

Badger Docs – Inventory Checkout

Of course, you can click Close and then Hide Supply Tree to close the screen and return to the equipment tree display.

