

Version 40 - The minimum one-time payment

NEW FEATURES


1. Get the profit from each client using a new option.

Now, during rate creation, it is possible to specify the minimal payment, which is debited from the client's balance at the start of his session, and the minimal session duration that client can spend after entering the shell. To configure these parameters, you need to open the rate template and activate the option "One-time minimum payment at the start of the session" with a tick. Then you can specify the minimal time and payment. If desired, the "minimal session duration" parameter can be omitted, and then only the minimum payment will be debited.

The principle of the one-time minimum payment is that at the start of a session, minutes from the minimal session duration are used firstly, and once this time ends, the session continues to bill according to the set rate. If the user stops the session before the end of the minimal session time, then the specified minimal payment will still be charged from him. Thus, you will be able to set the minimal time that the player spends at the workstation, and you will also have an opportunity to unambiguously get the profit from each client.

Rate parameters


Name

Color


Price
 RUB

Apply user's loyalty program discount?

One-time minimum payment at the start of the session

Minimal session duration 

Minimal payment RUB

2. The minimum payment for staff.

In an organization's settings the "Period without one-time payment" parameter has been deleted, however, we have added the new one instead - "Minimum payment for staff". So, if this option is disabled, then the minimum payment for user with staff type of account will not be charged, even if it is specified in the rate.

Default rate per hour
If no other installed

10.00 RUB

Rounding postpay cost
Decimal places

< 1 >

Minimum payment for staff
When starting the session

Save

IMPROVEMENTS

1. Updated modal windows on the club map.

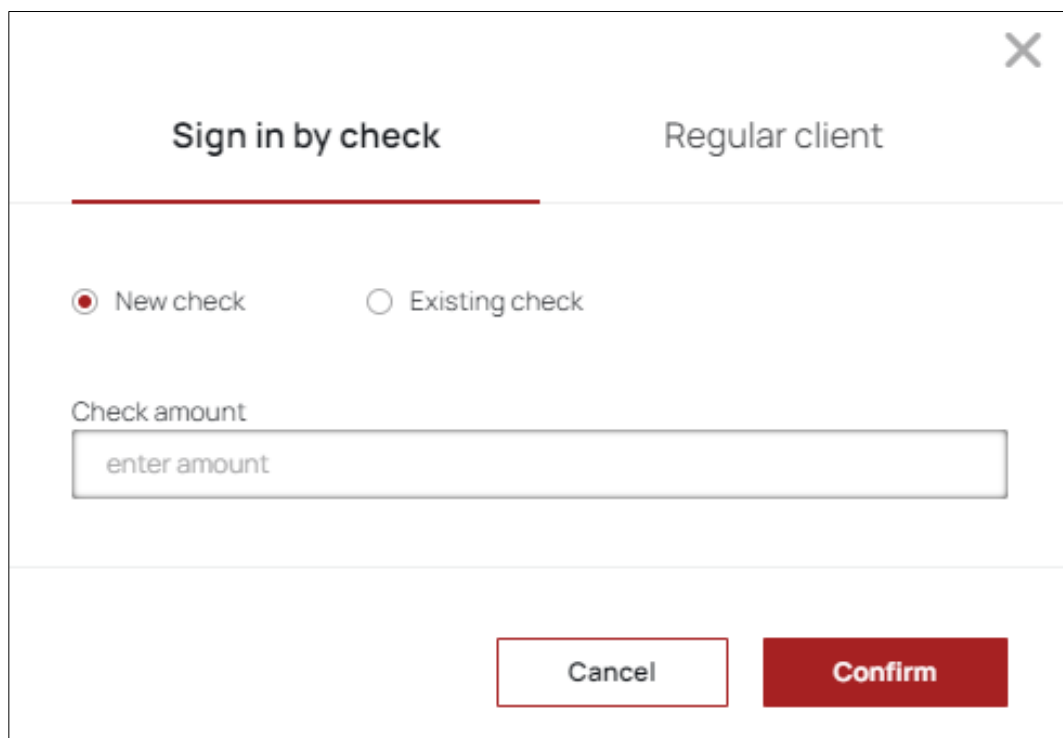
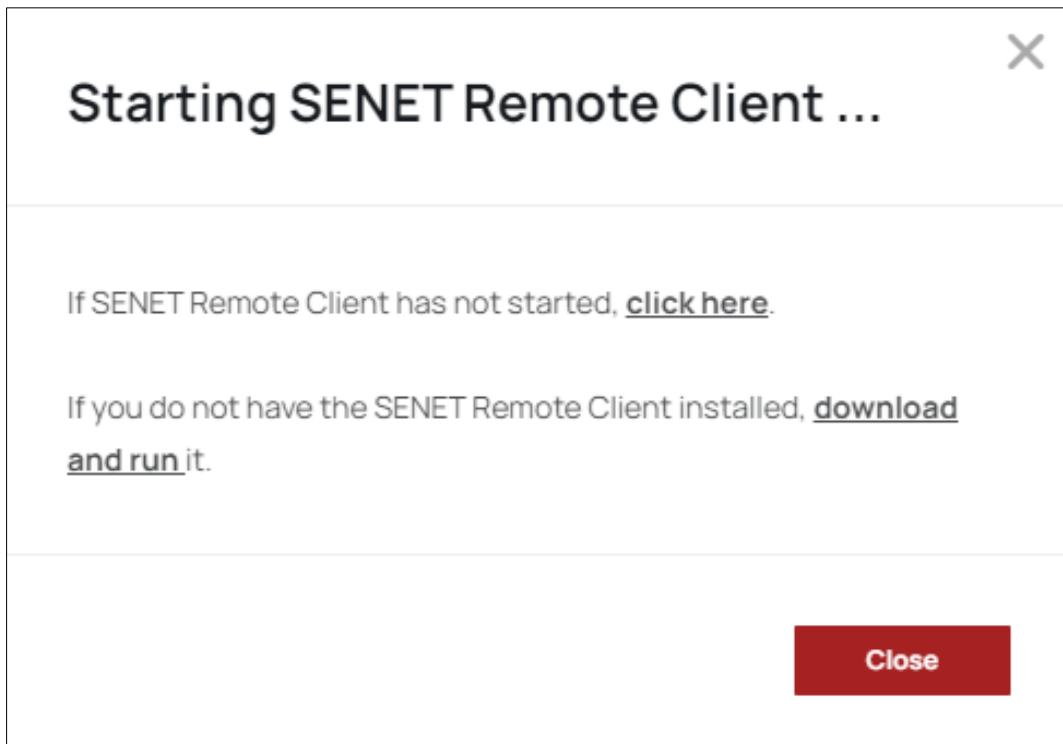
For a better visual perception of the admin panel, we updated all modal windows which display on the club map. Below you can see examples of some of them.

What to do with E-Launcher?

Copy the installer to a PC prepared for Shell installation.

Do not install Shell on a PC where the admin panel is open!

Thanks, I understood!



2. Confirmation during deleting a club account.

By deleting the club account in the content card through the "bin", a modal window will appear in which you need to confirm your actions. This will prevent you from deleting the public key by a mistake.

BUG FIXES

1. Fixed the functioning of the Public keys module for a Battle.net platform (the E-launcher on client PCs must be updated to the latest version - 8.1.7.0).
2. Fixed the situation, when the language of errors, which displayed during order creation in the client's part, was different from the language of the organization.
3. Fixed a bug, when elements of the client shell interface were displayed incorrectly if a Pear color theme was installed.
4. Fixed the bug with check creation, which contains more than 6 digits.