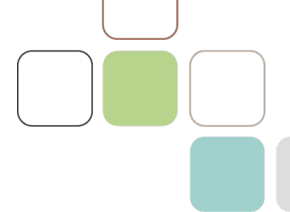


Sculpture Application

User Manual





BEFORE YOU START

The Sculpture Application is compatible with both Android and iOS operating systems and devices. The devices ability to download the application is governed by the Apple and Android stores.

Minimum Requirements

***Note:** Minimum requirements denote the lowest set of specs required for the application to function properly.

REQUIREMENT	APPLE	ANDROID
Operating System	iOS 15 or Greater	Android 11 or Greater
Storage	32 GB or Higher	
RAM	4GB or Higher	
Screen Size	750x1334 px or 375x667 ppi	
Bluetooth	Bluetooth & BLE Compatibility	
NETWORK	WiFi and/or LTE Capability	

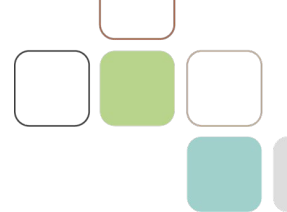


NOTE: The Sculpture Application **may** install on a device below the outlined specifications, but this does not mean it will function as intended. It is always best to exceed the minimum requirements.

DOWNLOADING THE APPLICATION

To download the application, from the device in which you intend to install the application, select the appropriate store icon or scan the QR Code.

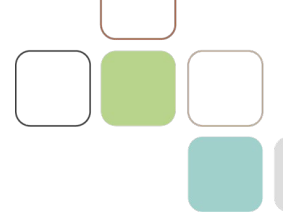




EASY INVENTORY GUIDE

Follow these 5 simple steps to complete an inventory audit with the Sculpture Application.





SCANNERS

The Sculpture Application works with a number of different scanner types directly out of the box. When choosing your scanner, always verify the size of the device fits the scanner.

Scanners in the list below are universal in nature and can adjust to fit the variety of sizes and shapes of phones and tablets that exist.

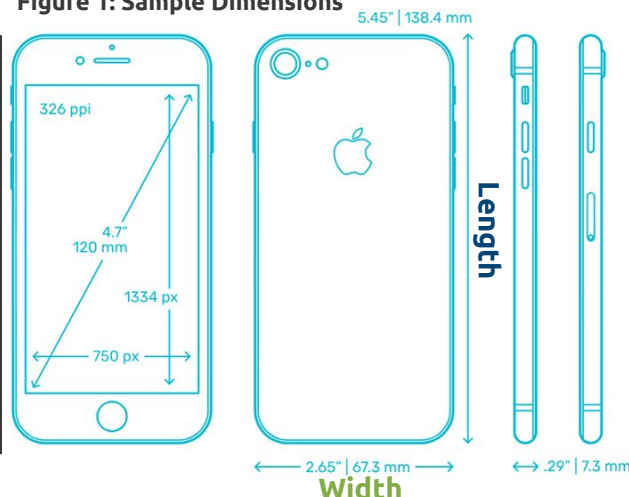
Refer to the dimensions below before purchasing your scanner.

Suggested Scanner Table

SCANNER	TYPE*		MIN SIZE	MAX SIZE
✓ EY-017P	Full Body	L	135mm/5.31in	170mm/6.69in
EY-022P	Back Clip	W	60mm/2.36in	110mm/4.33in
EY-027	Glove	-	-	-
EY-032	Back Clip	W	63.5mm/2.5in	96.52mm/3.8in
EY-032L	Back Clip	W	63.5mm/2.5in	96.52mm/3.8in
EY-036	Full Body	L	144.78mm/5.7in	180.34mm/7.1in

*See Figure 1 for Size explanations

Figure 1: Sample Dimensions



NOTE: Scanners of this nature are designed to be universal and clip on by means of length, or width to a device. Minimum and Maximum size reflects the the dimensions of either **LENGTH** or **WIDTH**, depending on the type.

RECOMMENDED SCANNER

The Eyoyo 017P (EY-O17P) has been identified as the most reliable and cost-effective scanner that interfaces with the most iOS and Android device while matching the needs of our industry.

PRO TIP: While the EY-017P is recommended, each approved scanner has pros and cons. It is always best to explore each to best understand option to fit your needs.

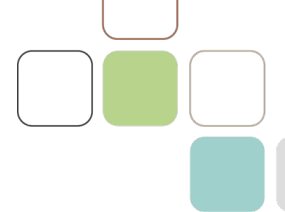
See the Figure 3: Scanner table for full details.

Select the guide below for more information on the **EY-017P**.

Eyoyo EY-017P GUIDE

Figure 2: Ey-017P





FULL SCANNER TABLE

The Sculpture Application will work with all in this table.

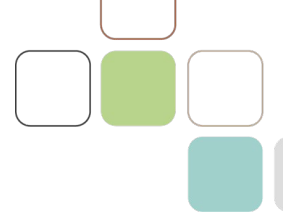
- ❑ **Model:** Scanner Model Number with link to Amazon Purchase in USD
- ❑ **Price:** Estimated Price range in USD
- ❑ **Type:** Scanning Capabilities of device, body or attachment style, & measurement indicator
- ❑ **Sizes:** Compatible device sizes
- ❑ **Power:** The device power type as well as power capability. A higher *mAh* will have a longer scan time
- ❑ **Support:** A link to the manufacturer's website

! PRO TIP: While 1D/2D & QR Code scanning capabilities are nice, sometimes with additional functionality comes higher costs and slower processes speeds (the scanner is searching for all barcode types). 1D scanners tend to run faster in simple scanning situations.

*When Price is unknown and no ordering URL is present, use the support document for ordering

MODEL	PRICE	TYPE*			MIN SIZE	MAX SIZE	POWER	SUPPORT
EY-017P	~\$56	1D/2D/QR	Full Body	L	135mm/5.31in	170mm/6.69in	Rechargeable 1600mAh	Upgraded - 017P
EY-017LP	Unknown	1D	Full Body	L	135mm/5.31in	170mm/6.69in	Rechargeable 1600mAh	1D - 017LP
EY-017ZP	~\$56	1D/2D/QR	Full Body	L	135mm/5.31in	170mm/6.69in	Rechargeable 1600mAh	Upgraded - 017P
EY-022P	~\$60	1D/2D/QR	Back Clip	W	60mm/2.36in	110mm/4.33in	Rechargeable 1000mAh	Upgraded - 022P
EY-022LP	Unknown	1D	Back Clip	W	60mm/2.36in	110mm/4.33in	Rechargeable 1000mAh	1D - 022LP
EY-024	Unknown	1D/2D/QR	Full Body	L	120mm/4.72in	165mm/6.49in	Rechargeable 1200mAh	024
EY-027	~\$90	1D/2D/QR	Glove	-	-	-	Rechargeable 800mAh	Upgraded - 027
EY-027L	~\$76	1D	Glove	-	-	-	Rechargeable 800mAh	1D - 027L
EY-032	~\$60	1D/2D/QR	Back Clip	W	63.5mm/2.5in	96.52mm/3.8in	Rechargeable 1200mAh	Upgraded - 032
EY-032L	~\$50	1D	Back Clip	W	63.5mm/2.5in	96.52mm/3.8in	Rechargeable 1200mAh	1D - 032L
EY-036	~\$60	1D/2D/QR	Full Body	L	144.78mm/5.7in	180.34mm/7.1in	Rechargeable 3000mAh	





CONNECTING YOUR SCANNER

Each scanner may have a slightly different connection method, below is an example for the EY-017P.

Initial Connection

Step 1: Ensure Scanner is Charge/Operational

Step 2: Press any of the 3 scanner buttons

Step 3: Indicator lights should illuminate

Blue Blinking = Pairing Mode

Step 4: On your Android or iOS device, navigate to the Bluetooth and scan for the EY-017P Device

iOS Instructions

Android Instructions

Once locating the appropriate device, you may be presented with a pairing request as seen here.

Step 5: Pair the scanner with your device. The blue indicator lights will stop blinking and turn solid blue. In your device, your Scanner should show as a paired and connected device.

Figure 3: Ey-017P



Bluetooth pairing request

Pair with EY-0172P ?

Cancel

Pair

Paired devices



EY-0172P
Connected



NOTE: Your Eyoyo Scanner is now connected to this device. From this point forward, as long as the scanner is not removed and bluetooth is turned, you will not need to follow these initial steps.

Figure 4: Ey-017P



ALREADY PAIRED?

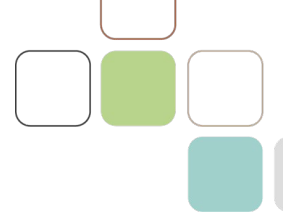
Step 1: Ensure Scanner is Charge/Operational

Step 2: Press any of the 3 scanner buttons

Step 3: Review the indicator lights, blue should be solid

Step 4: If the blue light is solid, the scanner is conn





SCALES

The Sculpture Application, both iOS and Android, work with a number of different scales directly out of the box.

The scales in the list below are universal in nature, connect via Bluetooth, and are certified to work with the Sculpture Application.

- ❑ **Scale:** Scale Model Number with link to Amazon Purchase in USD
- ❑ **Price:** Estimated Price range in USD
- ❑ **Model:** Scale models number or ID for compatibility
- ❑ **Material:** Scale models number or ID for compatibility
- ❑ **Power:** The device power type as well as power capability. A higher *mAh* will have a longer scan time
- ❑ **Model:** Scale models number or ID for compatibility
- ❑ **Help:** A link to the manufacturer's website

Suggested Scale Table

SCALE	PRICE	MODEL	MATERIAL	POWER	MAX WEIGHT	HELP
Ataller	~\$37	CK652BT KS-2099	Stainless	2 AAA Batteries	5000 G	Guide
Etekcity	~\$33	B09NMBDLHR	Stainless/Waterproof	Rechargeable	22 LB	Guide

? **NOTE:** Most scales come with 3rd party applications to track calories or log weights. Do Not Install these apps as they may change the way the scale connects to the device.



ANDROID & iOS DEVICES

The Sculpture Application works on a broad array of Android and iOS Devices to provide you with the flexibility to choose the device that best fits your needs. While there are a large number of device options available, below is a list of preferred devices.



IMPORTANT NOTE: The scanners and scales will work with both Android and iOS Devices, but you must be sure to look at the SIZE of the device, relative to the size of the scanner you choose to ensure it fits..

Choosing the Right Device

First, we will cover the technical aspects of selecting a device.

General Technical Requirements	
More than 4GB of RAM	More than 32GB of Storage
Larger than 4" Display	Data/Wifi Capabilities
iOS Specific	Android Specific
iOS 15 OS or Greater	Android 6 OS or Greater
Not an iPod - Discontinued/Screen Size	

General Rule: "If its larger than an iPod, and has more than 4GB of Ram (memory), it should work just fine"

Things to Consider

Our application works on both Android and iOS devices as outlined above. But, before making the investment in equipment, we would like you to consider these questions below.

- ☐ Am I using my own personal device or do I want dedicated inventory devices?

We strongly suggest a dedicated device

- ☐ How many people will be taking inventory?

This will define how many devices and sets of equipment you need.

- ☐ What is my budget?

Device prices vary, buying used can help reduce costs

- ☐ Do I prefer Android or iOS?

iOS has an operating standard design across all devices, at a higher price

Android operating system design vary by device, version, and carrier

- ☐ Do I want a tablet or a phone?

A user preference depending on how inventory is being captured.

- ☐ Do I plan to use the Camera Scanner, or a dedicated scanner?

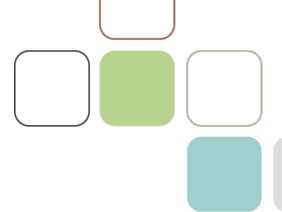
Using the devices camera scanner is preferred by many but consumes battery. A dedicated scanner resolves this.



Concerned about Distractions?

Capturing inventory requires focus. We suggest leveraging Do Not Disturb on your device to limit those distractions.





DOWNLOAD APPLICATION

After verifying that your device will work with the application, download it to your android or iOS device.

- See "[Getting Started](#)".



ANDROID NOTE: If prompted, always provide the Sculpture Application with Data and Storage Access

SIGNING IN

With the application downloaded and successful installed, open the application.

Step 1: Select "Sign In"

Step 2: Enter your Username

Step 3: Enter your Password

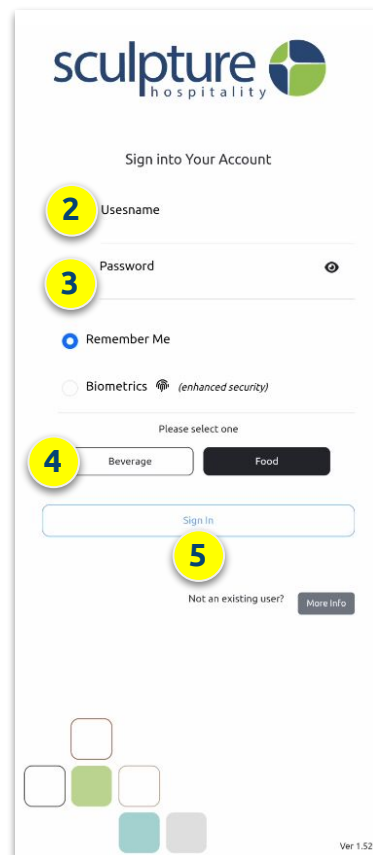
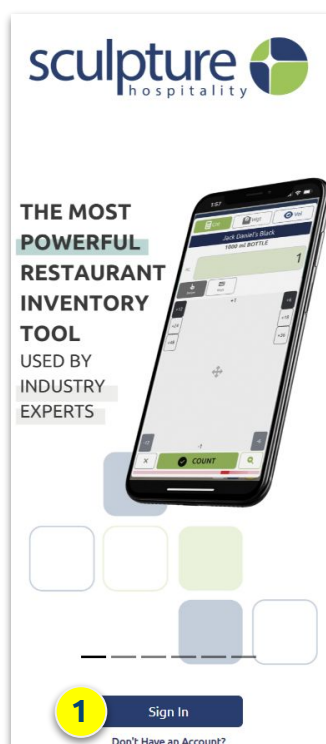
Step 4: Select your Service

Step 5: Select "Sign In"



NOTE: Individuals are required to be Registered as a Sculpture Hospitality affiliate to login and access our application. Access must be provided by a Franchisee, or the Corporate Office.

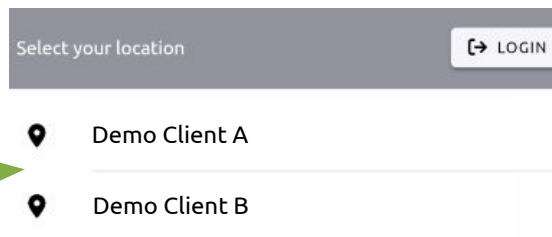
[Become Affiliated!](#)



SELECT YOUR LOCATION

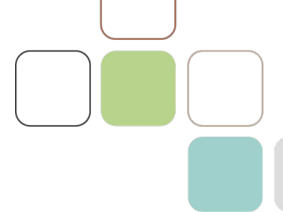
After successfully signing in to the application, you will be presented with a list of clients and location assigned to your account, specific to the service level chosen.

Select your location



NOTE: If a client is missing from the list, or no clients are presented, you will need to contact your Sculpture Hospitality representative.





INVENTORY DATA PROCESS

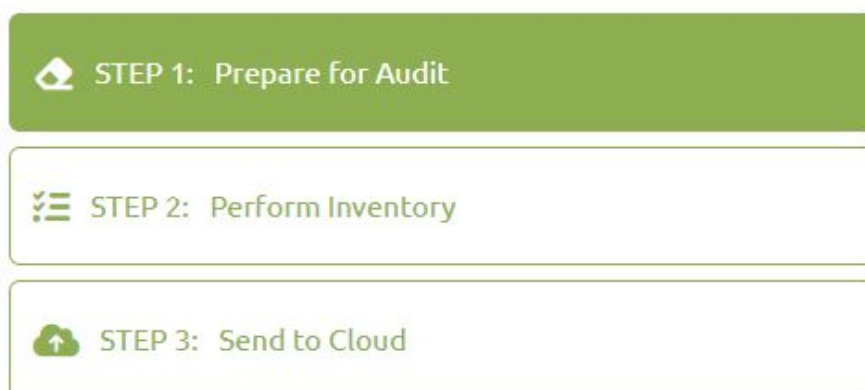
The Sculpture Application is specifically designed to capture inventory counts, weights, or estimates in the most efficient manner possible. Within the application, there is a 3-Step process to complete your inventory.

Refer to the graph below for details.



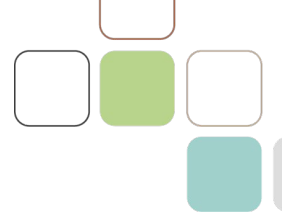
For every inventory period, you should always start the inventory process by selecting "Prepare for Audit", and finish the period by sending the data to the cloud.

A new inventory audit should always start with Step 1!



PRO TIP: To insure data is never lost, most users reset their data via "Prepare for Audit" only **after** verifying that the data they collected is in the cloud and verified as accurate. Some even wait a few days to be safe.





PREPARING FOR YOUR AUDIT

The first step to capturing inventory is to reset any current data, **even if it is your first time**, we suggest you do it.

From the main screen:

Step 1: Select

STEP 1: Prepare for Audit

If any previous data exists, a prompt like below will be displayed.

Resetting Current Data

Inventory data is found on this device. Please make sure the data is no longer needed, as a reset will erase all of it.

To proceed, enter "erase all" below:

Step 2: Select either Walking Order or Blank Sheet

Step 3: Select Reset

Step 4: Select "Let's Get Started!"

Resetting Current Data

Process Complete

The following has occurred:

- All inventory locations updated
- All items updated locally
- All inventory counts/weights/volumes cleared
- Clock-in/out cleared

4 Let's Get Started!

If you've done this successfully, your Step 1 will display as you see below!

STEP 1: Prepare for Audit

Resetting Current Data

Resetting data on this device takes all captured inventory and clears it out in preparation for a new audit.

You should only do this if:

- All count data has been sent to the cloud
- A new inventory audit is starting
- A new transfer/requisition is starting

After reset, how would you like to initialize inventory sheets?

☐ Refresh walking order from the following source

2 Period 2022-12-21

☒ Start with blank inventory sheets (recommended)

3 Reset

Blank Sheet vs. Walking Order

What is the difference between using a blank sheet versus a walking order?

Walking Order:

Populates your application with all previously captured inventory items, even across multiple devices, in the order in which they were captured.

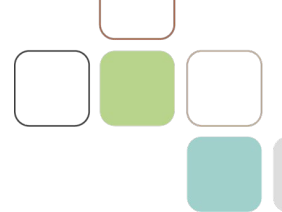
Largest Benefit: Easily filter/search your screen to find previously counted items, regardless of order.

Blank Sheet:

Wipes everything clear from the application, allowing a user to start fresh for each inventory.

Largest Benefit: Considered easier on the eyes and not overwhelming with information.





NAVIGATING TO A SECTION

After successfully completing **Step 1: Prepare for Audit** and the icon looks like this select Step 2.

STEP 1: Prepare for Audit



From the main screen:

Step 1: Select

STEP 2: Perform Inventory

Step 2: Navigate to the appropriate area to begin your inventory via the Location Filter at the top of the screen.

ALL

Step 3: Select a section to begin counting.

Step 4: Your sheet will appear as you see below!

With repopulated data

Station #1 → Main *

Search items to add...

Skewball - Peanut Butter Whiskey

750 ml BOTTLE

Partida Anejo

750 ml BOTTLE

g 750 ml BOTTLE

Without repopulated data

Station #1 → Main 2 *

Search items to add...

2

ALL

3

by Location	T		
ALL			
Station #1			
↳ Main *	23	0	0
↳ Main 2 *	0	0	0
Station #2			
↳ Main *	0	0	0
Stockroom			
↳ Back - Bar *	5	0	0
↳ Main *	0	0	0
↳ Outside Bar *	0	0	0
↳ Stockroom *	0	0	0



NOTE: The Sculpture Application is a 3-Tier system, with Area/Location -> Station -> Section. Users can only do inventory at the **SECTION** level.

Area & Location Setup

Area/Location: Displayed as "All" this level allows you to see data across the entire venue. You cannot add inventory to this level.

Station: A subdivision of your venue, this level is a filtered view of a group of sections. You cannot add inventory at this level.

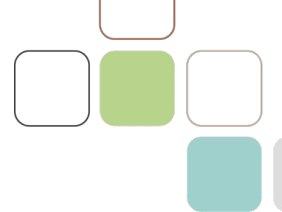
Section: The location within your venue that you are capturing inventory data!

Want to dig deeper into the 3-Tiered setup of the application or dive into the location filter functionality? Select Learn More below.



PRO TIP: Large place with hundreds of bottles making the app load slow? Use the Blank Sheet to speed things up. You're scanning everything anyways!



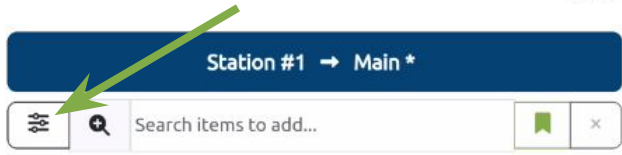


TAKING INVENTORY: Finding the Item

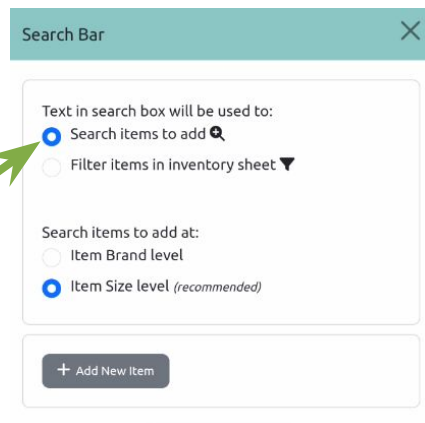
The application is driven by the user of a scanner, but is also just as efficient without. From within the inventory sheet screen and section you wish to begin, do the following:

Verify Search & Add Configuration

At the top of your screen, select this icon



Select "Search Items to Add"



PRO TIP: The difference between these two settings is that one filters what is currently on the screen, where the other adds to it. For advanced users with prepopulated items on these sheets, using the filter may be faster.

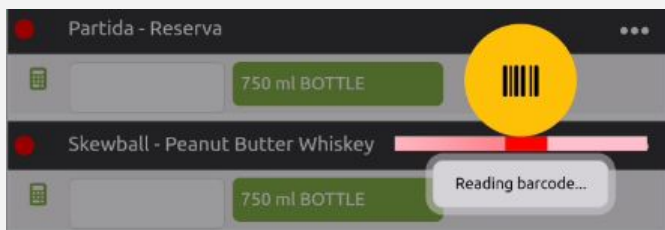
SCANNING BARCODES

Step 1: Wake up your scanner and ensure it is connected to the device.

Step 2: Select the Yellow Button to engage your scanner.



Once engaged, the screen will gray out and a red bar will appear, with "Reading Barcode..." below.



Step 3: Using your scanner, scan the barcode of the inventory item by pressing any of the scan buttons.

Known barcodes will open the Inventory Screen

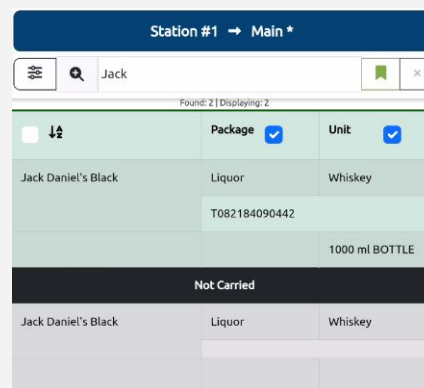
SEARCHING VIA NAME

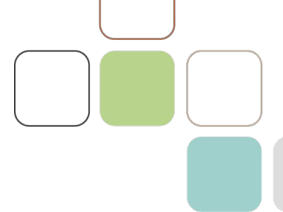
Step 1: Touch the Search Bar at the top of the sheet.



Step 2: Enter the name of the item you are searching.

Your search results should provide a list of carried and not carried, depending on the situation. Select your item!





TAKING INVENTORY: Count, Weigh, & Volume

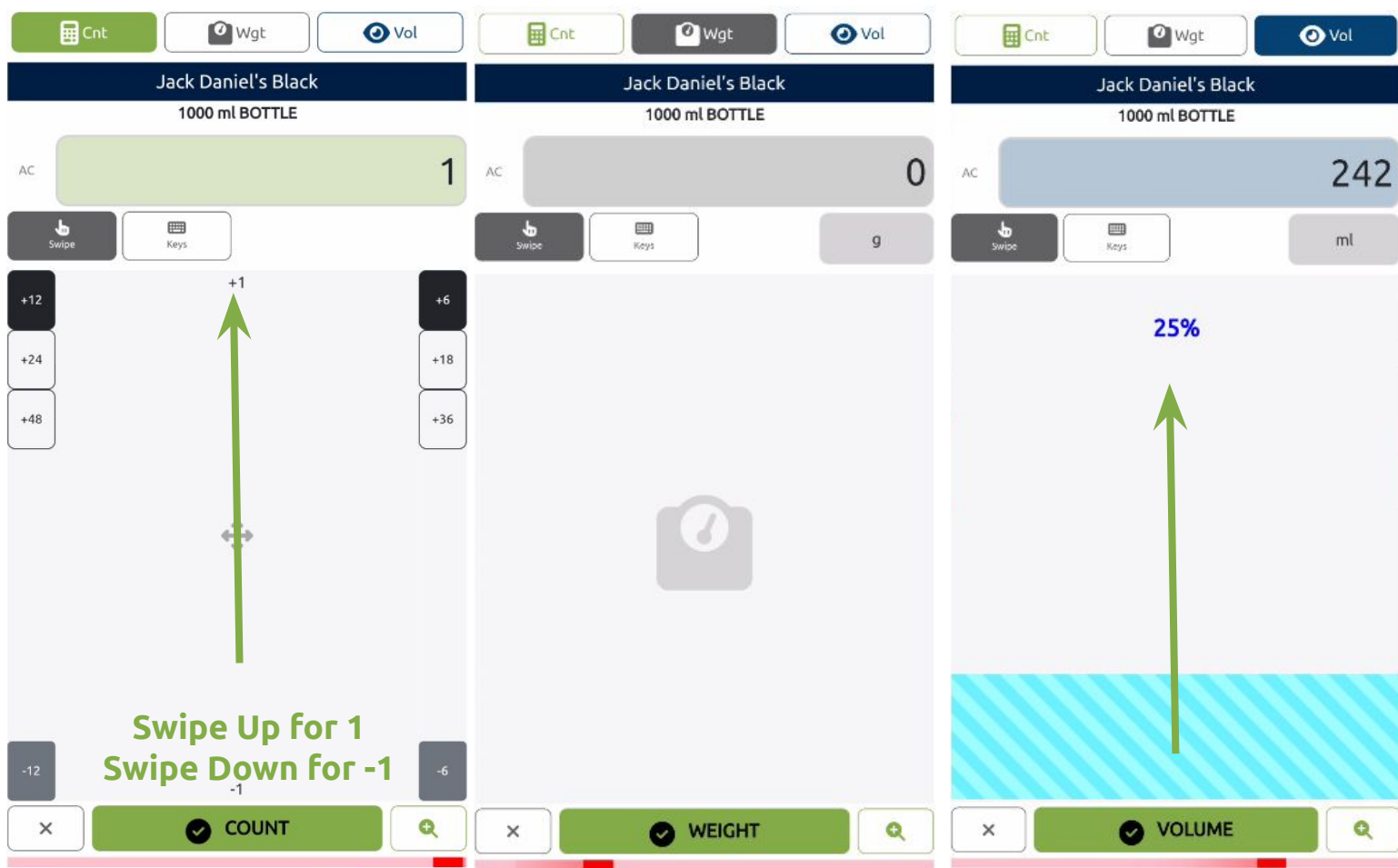
After successfully locating your item to inventory and selecting into it, you will be presented with your inventory options screen.



Count: Swipe or manual entry via keypad

Weight: via Scale Integration or manual entry via keypad

Volume: Swipe up for volume or via manual entry via keypad

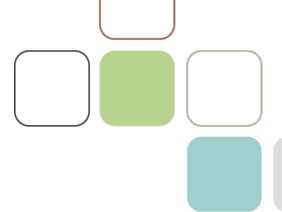


NOTE: The inventory method will be remembered on your previous item, so counting or weighing items in an Order can prove to be faster. Additionally, safe guards are put in place to avoid weights as counts entries.

Camera Scanning Enabled?

Wondering why your bottom bar looks a little different? You might have the camera scanner enabled.





TRANSFERS & REQUISITIONS

In Multi-location clients that have a need to transfer and hold levels of stock in different areas, the Sculpture Application has an easy solution allowing you to move these products from one place to another, while tracking the entire process.

From the main screen:

Step 1: Select  in the lower left-hand corner

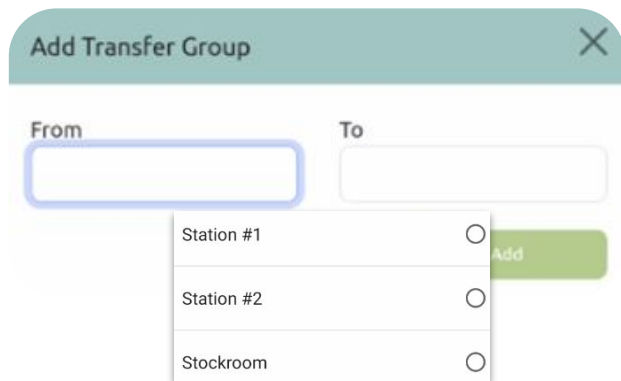
Step 2: Within Configuration Select 

Step 3: Change the task from Inventory to Requisition



Step 4: From the Requisition Screen, if no Transfer Groups exist, select  to add a new group

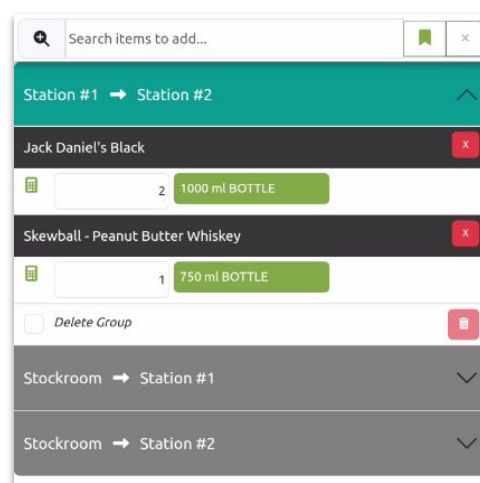
Step 5: For the group, identify where stock will be moving FROM and TO, by the drop-down provided



Step 6: Select "Add" and then "X" to Close, unless adding multiple Transfer Groups



Step 7: Select into the Transfer Group, and add inventory items via either the  button or via manual search and entry.



Step 8: At the bottom of the screen, select 

Step 9: We suggest that you send via email, or by any other method the device you are using is capable.

Are you ready to proceed?

You are about to upload requisition orders.

After requisition orders are uploaded, they will need to be reviewed and approved on the cloud for inclusion in this period's inventory.

You may also opt below to email a copy of the requisition orders.

☒ Yes, I want to email.

OK CANCEL



PRO TIP: Send the PDF via SMS or any other means of communication as a record of transfer.