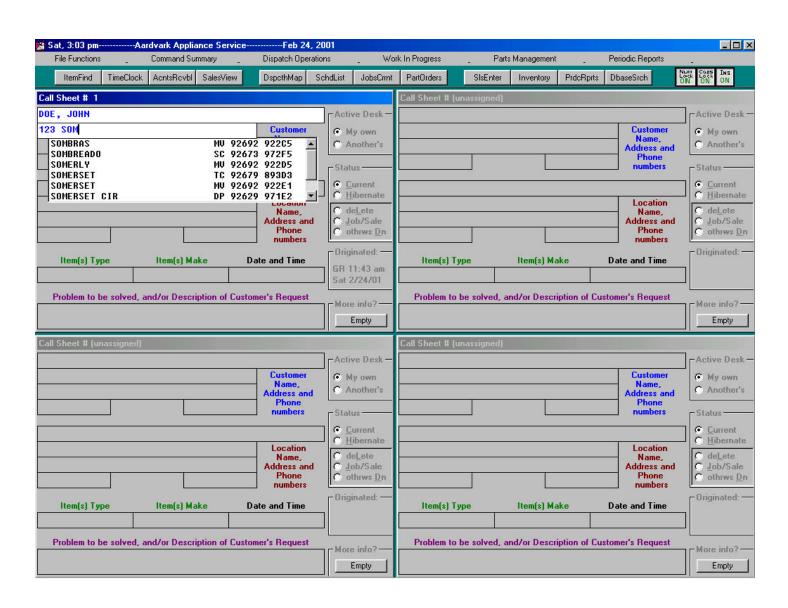
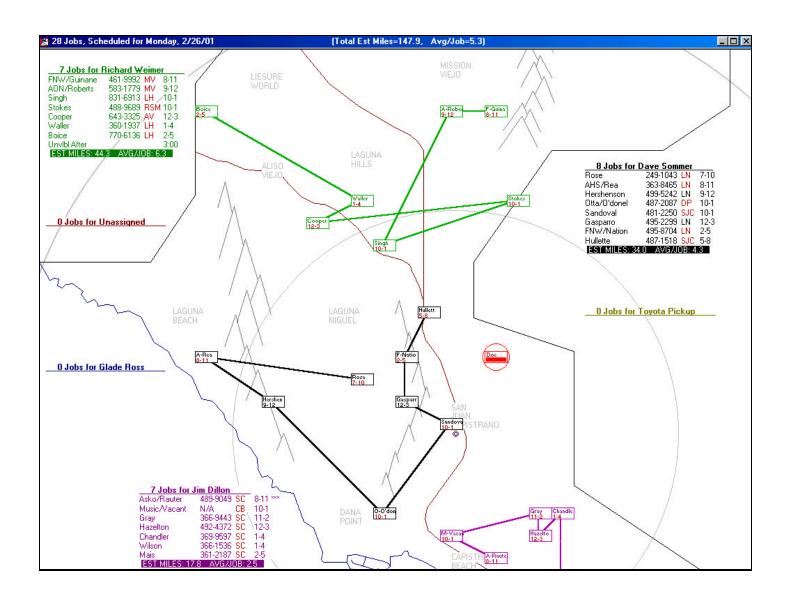
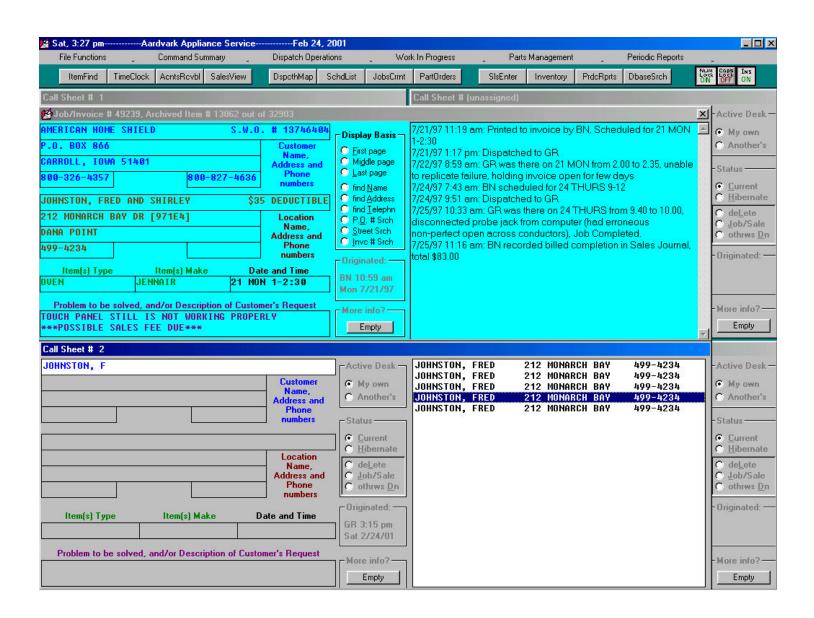
This is an image of the primary interface in ServiceDesk. As shown, an operator is in the process of taking a service order from a telephone caller. She's typed in the caller's name, and moved into the second line to begin typing the address. As she began typing the street-name portion of the address, a drop-down list appeared, which instantly updates (as she types) to display only those particular streets that match whatever sequence of characters, as part of the street name, she's typed at any instant in time (the list includes abbreviations for the city to which each street belongs, applicable zip code, and grid-reference for the locally-used map). When she sees the street she wants, she can select it, and the system will instantly insert all applicable data (i.e., full street name, city name, zip code, map-grid reference, etc.) into appropriate spaces of the callsheet.



After all the basic order information was typed (or inserted via ServiceDesk assistance) into the callsheet (probably took about 20 seconds), the next task was to work-out an appointment for the service call. For this purpose, the operator used her mouse to right-click on the customer's address-line (as created in the callsheet, see last illustration). When she did so, the following image appeared. We call it the DispatchMap. It's a customized sketch of any client's actual service territory (only a portion of the map shows in this particular screen), and on it each job for a given day is graphically displayed in its correct location, color-coded for the tech assigned, and so on. Plus, to assist in the immediate task of scheduling the present caller, the system has flagged his location in bright-red, with a circle around it. Thus, it's very easy for the operator to deduce a sensible appointment for him.

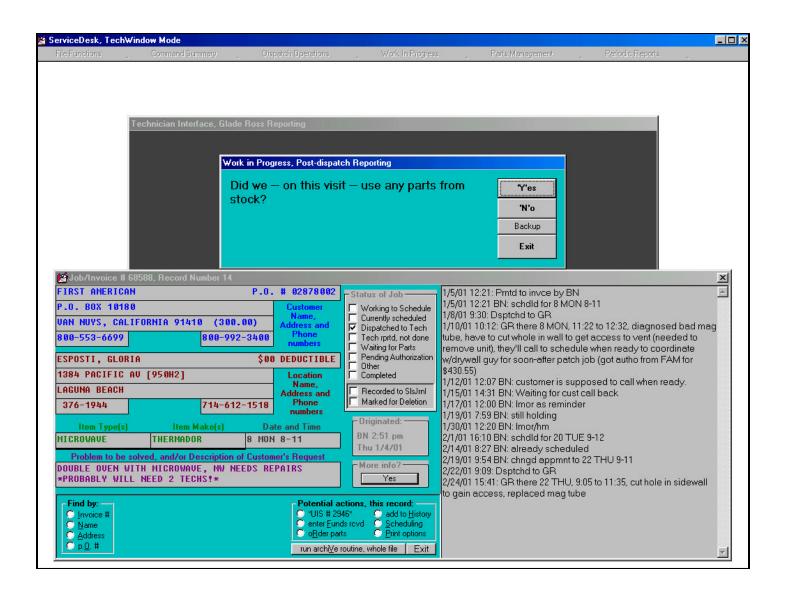


In this image we've completed usage of the first callsheet to create that job, appointment, and so on (plus, the system printed-up a service ticket for it, the whole transaction requiring perhaps 45 seconds). Now, a new caller is on the line, asking for service. As we began typing in their name, a list popped up (over on the right-side of our new callsheet), referencing each of the jobs previously done for this customer. We then were able to select from among those listings to instantly see a history of each such job (in blue above). In the current image we've selected (and are viewing) the fourth job in the list. Besides using this list to review such past jobs, we can also use it to instantly insert the present caller's full name, address and telephone numbers into our new callsheet order.



Here we are making a report to the system regarding what happened on a particular dispatched appointment in conection with the displayed JobRecord. This reporting system works in a dialog fashion, asking the operator a series of questions (what time did the tech start, what time did he finish, what were his findings and actions, does he need to order any non-stock parts, did he use any items out of normal stock, did he collect any funds [if so what kind and for how much], etc.).

Ideally, we think it's best for technicians to make these reports themselves (the interface is designed to make it practical and safe). However, if that doesn't work for you, it's also made to be practical for an office person to make the reports for the technicians.



After the job is finally completed, it's time to enter the completed sale to the SalesJournal. That's where this little form comes in (we call it the "SalesEnter form") While the previously-illustrated reporting method (see last page) is designed to collect all the various particulars that are concerned with what actually *occurred* on the job (and thus collecting the info needed for related processes, such as ordering parts, restocking used ones, managing funds received, and so on), this one is concerned only with recording the fact of the completed sale, for how much, to which tech it should be credited, and the details concerning billing, if any.

