WoMoChecker App

Operation manual *Version 1.0*

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Introduction

The WoMoChecker app is ideal support when planning and preparing your trips and as a travel companion on your tour. All data are stored in your Apple ID's iCloud and synced to all devices with the same Apple ID.

In the app you can create, change, save and delete different vehicles. For each vehicle you can manage the maintenance or inspection dates for the vehicle itself and for vehicle construction. For example, these are maintenance intervals such as:

- inspections,
- main inspections,
- exhaust gas tests,
- gas tests,
- tire change,
- Leak tests and others.

For each vehicle you can create, change, save, delete and monitor the permanent inventory and the inventory only for one trip. To better manage the assignment of the inventory, the vehicle can be divided into individual vehicle parts, cupboards and shelves.

If the required minimum number of certain items is below, these items can be placed on a shopping list. When shopping, you can check off the items on the shopping list. Once the purchase is done, this article can then be filled up automatically by the program.

Another area of application for the app is creating, changing, saving and deleting checklists. You've probably forgotten your extension cable or forgotten to exchange your washing tokens. Here it will support the app in the future.

You can create templates for checklists on various topics, such as:

- Travel preparations for a trip,
- Travel follow-up after a trip,
- winterizing the vehicle,
- Arrival at the campsite,
- Departure from the campsite and others.

Install App

Download and install the app from the Apple App Store. The app can be installed on an IOS device (iPad, iPhone) or a MacOS devices.



User interfaces

The interfaces differ slightly between iPhone, iPad and MacOS. It also plays a role whether the devices are operated in portrait or landscape format.



There are five buttons in the footer. You can use these buttons to switch between topics.

This symbol can be used to set the app's settings, such as setting vehicle favorites, font size, setting the color mode (light mode, dark mode), and setting the language of the app.



The list can be collapsed using this symbol.



The list can be expanded using this symbol.

Vehicles

With that navigation point you can be created, be changed and deleted vehicles. Furthermore, a vehicle can be marked as a favorite. The definition of a favorite is a prerequisite for the topics of maintenance, inventory and shopping list, since these topics are managed separately for the individual vehicles.



If you swipe the line to the right, the vehicle data can be changed.



If you swipe the line to the left, the vehicle can be deleted.



Attention: When a vehicle is deleted, all vehicle parts, maintenance types, maintenance intervals, the entire inventory and also the shopping list for this vehicle are also deleted.



Creating sample data:

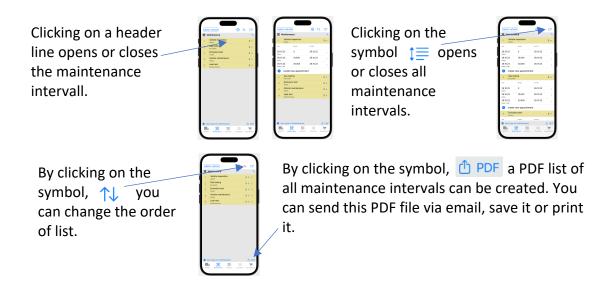
To better illustrate how it works, example data can be generated using the small vehicle symbol in the footer.



New vehicles can be created using this symbol.

Maintenance

In this navigation point, maintenance types and maintenance intervals can be created, changed and deleted for each maintenance type. The prerequisite for this navigation point is that a vehicle has already been created and a vehicle has been selected as a favorite. The license plate number of the vehicle selected as a favorite appears in the header at the top left. You can also use this symbol to switch to another vehicle.



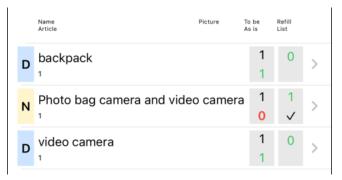
- new type of maintenance Use th
 - Use this symbol to create a new maintenance type.
- create new appointment Use this symbol to create an appointment.

The function of these symbols \bigcirc kas already been described in the chapter user interfaces.

Inventory

In this navigation point, vehicle areas and inventory can be created, changed and deleted per vehicle area. The prerequisite for this navigation point is that a vehicle has already been created and a vehicle has been selected as a favorite. The license plate number of the vehicle selected as a favorite appears in the header at the top left. You can also use this symbol to switch to another vehicle.

The functionality for opening and closing the vehicle areas and for creating a PDF file is analogous to the Maintenance chapter.



placed on the shopping list.

When it comes to inventory, you can distinguish whether it is permanent inventory (D) or consumables (N) or material that is negotiated and allocated each time you travel. In the list you can see the target number of pieces, the actual number of pieces, the number to be refilled and an indicator as to whether the item that is to be refilled should be

Shopping list

In this navigation point, new items can be added to the shopping list. All items in the inventory list that have been marked for refilling automatically appear on the shopping list. The prerequisite for this navigation point is that a vehicle has already been created and a vehicle has been selected as a favorite. The license plate number of the vehicle selected as a favorite appears in the header at the top left. You can also use this symbol to switch to another vehicle.

The functionality for expanding and collapsing the list and creating a PDF file is analogous to the Maintenance chapter..

Clicking on the filter icon can change the filter for the shopping list. Available to choose from:

- all,
- only open,
- just done.

When shopping, it makes sense to set the filter to "only open".



Once the purchase has been completed you can click on the symbol Replenish purchased items the items are automatically replenished in the respective vehicle parts in the inventory list.

Checklists

In this navigation point, templates of checklists and checklists can be created, changed and deleted. The checklist template is to be understood as a copy template that defines the individual activities. Any number of checklists can then be generated from this template. The generated checklist should then be processed. The checklists and templates are independent of the vehicles.

The function of these symbols $\bigcirc \times \searrow$ has already been described in the chapter user interfaces and maintenance.

The function of these symbols has already been described in the Surfaces and Maintenance chapter.

The upper area shows a list of the defined templates and the lower area shows a list of checklists. In the template area you can see the number of activities in the list. The checklist area shows the level of processing (open and completed). If the list is complete, it will also be indicated by a tick in the checkbox. Completed checklists move down in the sorting.

