
Unique Booth Leads

Requirements:

- Enable **Unique App Leads** SwiftLeads Parameter
- Enable **Disable Double Scan** SwiftLeads Parameter

Summary:

This parameter will configure the SwiftLeads app to check the server to see if the captured record has already been captured by another device at the same booth. The app uses the *Company/Booth* assignment to determine which devices are at a given booth. There are four methods of assigning the *Company/Booth* to a device. Refer to FAQ document **SwiftLeads Company/Booth Assignment** for in depth instructions.

Upon capturing a new record, the device will check the server to see if another device in the same booth has already captured it. If the record has already been captured, the app will pull the record details from the server. This will allow the user to make modifications to the record without creating a duplicate record. Every time the user attempts to modify a record from the **Leads List** window, the app will check whether the record has been modified.

A duplicate record will be created under the following circumstances. The app fails while checking whether a record was modified and the record had been modified by another app. Then the app commits the record modifications to the server. The server will recognize the conflict and create a duplicate record.

The app doesn't always create a duplicate record when it fails while checking the server. Modifications can still be made as long as no other device has modified the record.

Compatible with:

- SwiftLeads (Android/iOS)

It can be assumed that the record has never been captured before if the **Edit Window** does not open when a new record is captured. Existing records will always open in the **Edit Window**. This window will have a status bar located at the top indicating the result of checking the server.

Messages:

- **Record has been updated:** The app successfully checked the server, found modifications and pulled the modifications to the app.
- **Checking for updates is disabled. This is not an error. {Error Code}:**
 - o 0: No Registration Data Available.
 - o -1: Unhandled code
 - o -2: No network available
 - o -3: API Error. Check response

- -4: Network error occurred
 - -5: JSON Error Occurred
 - -6: Unknown Exception Occurred
 - 2: No Transaction Found
- **Checking for updates is disabled.**

This is not an error. {Error Code}

Press again to check for updates: This is a network error and the app does not have connection to reach the server. This error allows the user to check the server up to 3 times before giving up completely and displaying the error message: **Too many retries. Continue making changes offline.**

