ICR4LANSignUp

The following is a description of the CR4WEB Web Service Test Application. It looks at the Members section of the Web Services as defined by ICR4LANSignUp

The web service calls are highlighted in **Bold** in the following text.

The purpose of this document is to help bridge the understanding on where the data is entered in ClubRunner to make it appear in the web service.

Before reading this document you should have read the CR4Utilities, CR4Inventory, CR4POS documents.

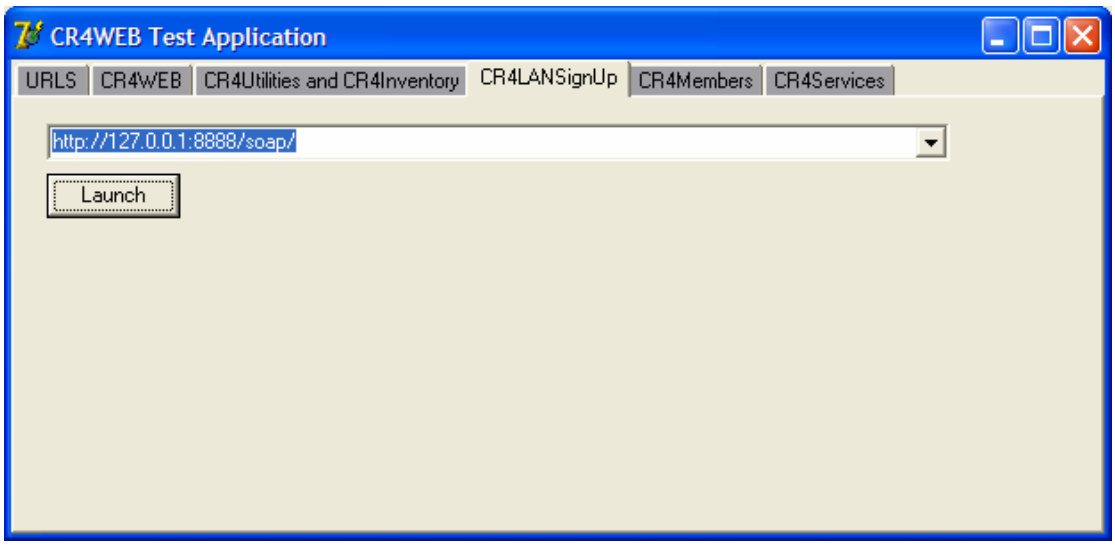
There are 3 base calls to the CR4LANSignUp.

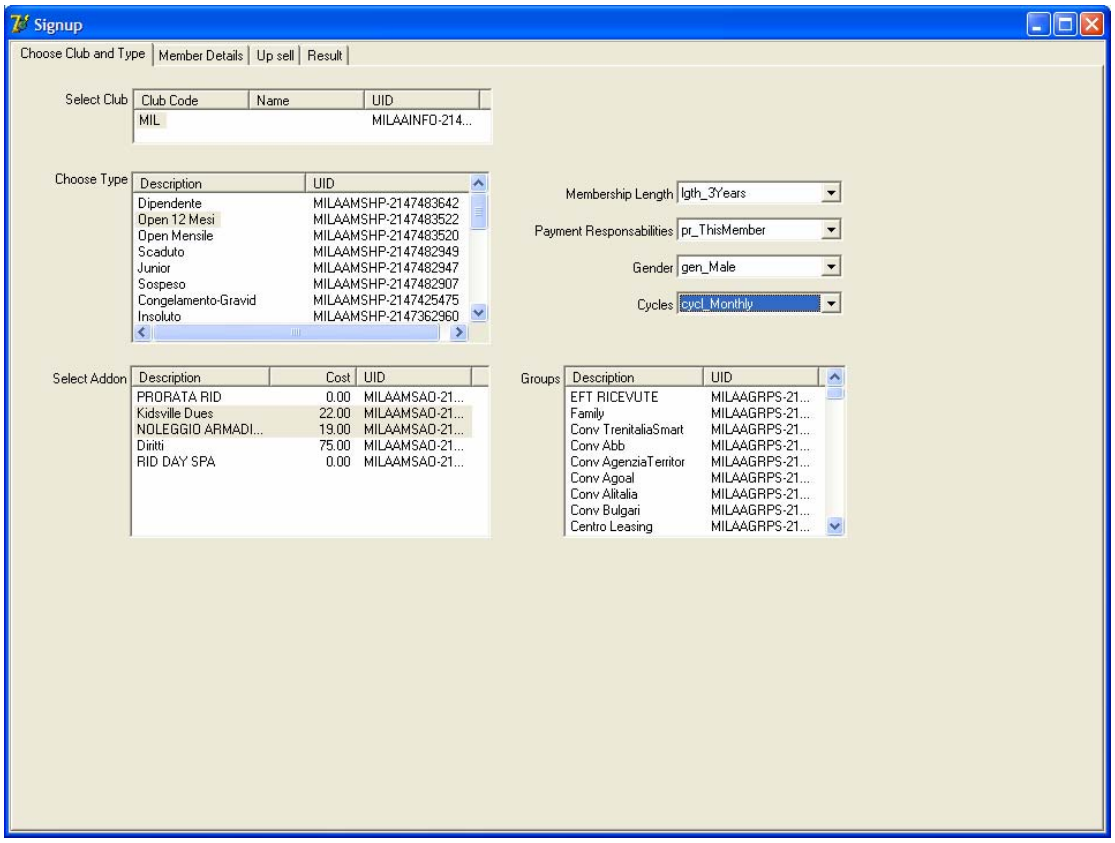
- **`CheckMemberDetailsComplete`**
- **`AddPendingMember`**
- **`ConfirmNewMemberAndPostPayment`**

To call these functions you need to select the options you want for the membership and then AddPendingMember. You can use CheckMemberDetailsComplete to confirm if all information that is required has been entered.

ConfirmNewMemberAndPostPayment is there to convert the PendingMember into a live member. The member will not enter the system until they have been confirmed.

The CR4WEBWebserviceTestApp.exe has an example of how to complete the signup.

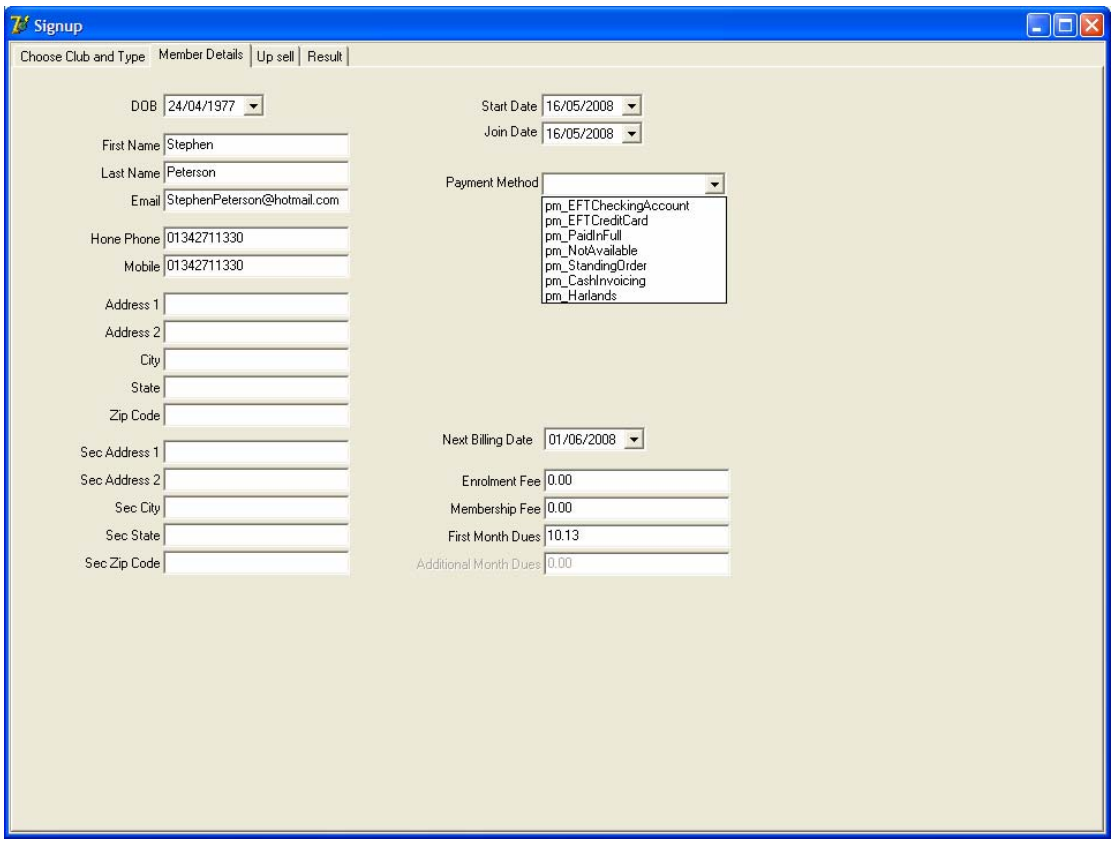




All options that you should choose will be dependant on the membership type selected.

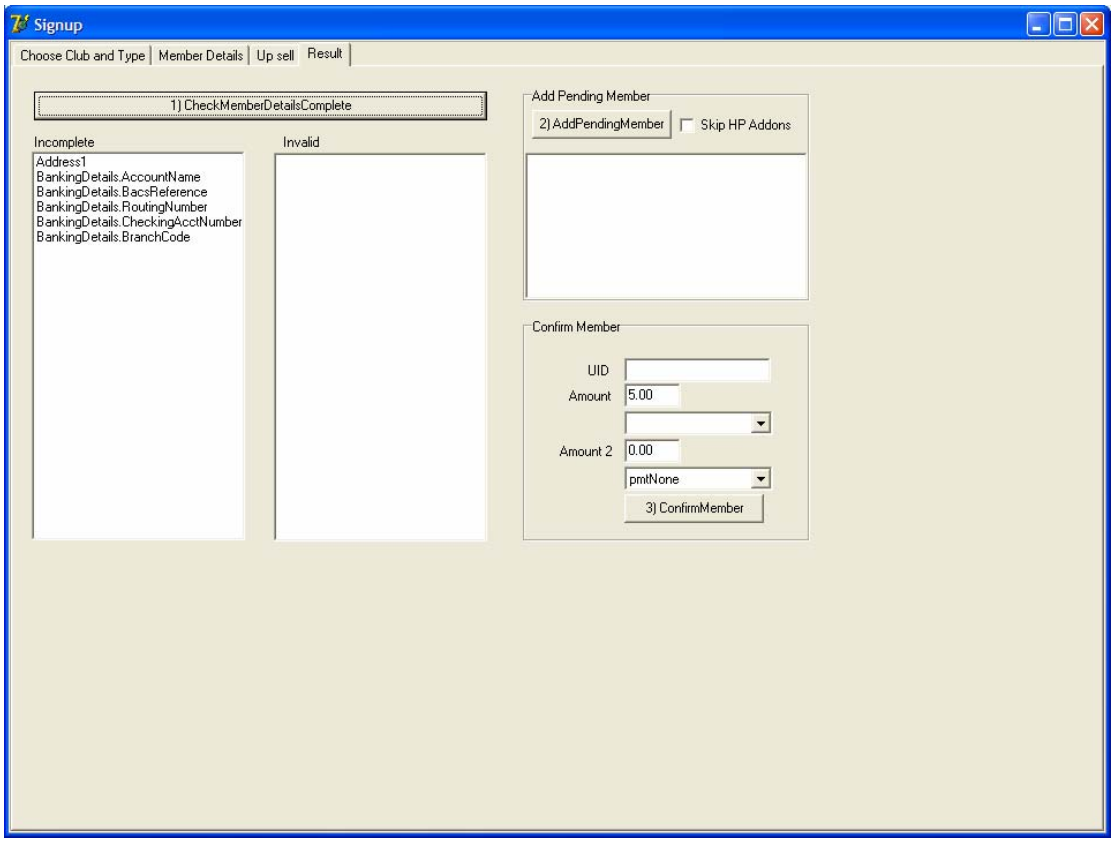
To get this you need to choose a club and then a membership type for that club.

The returned membership type can then be used to work out which dues they will be on, the length of membership selected etc.

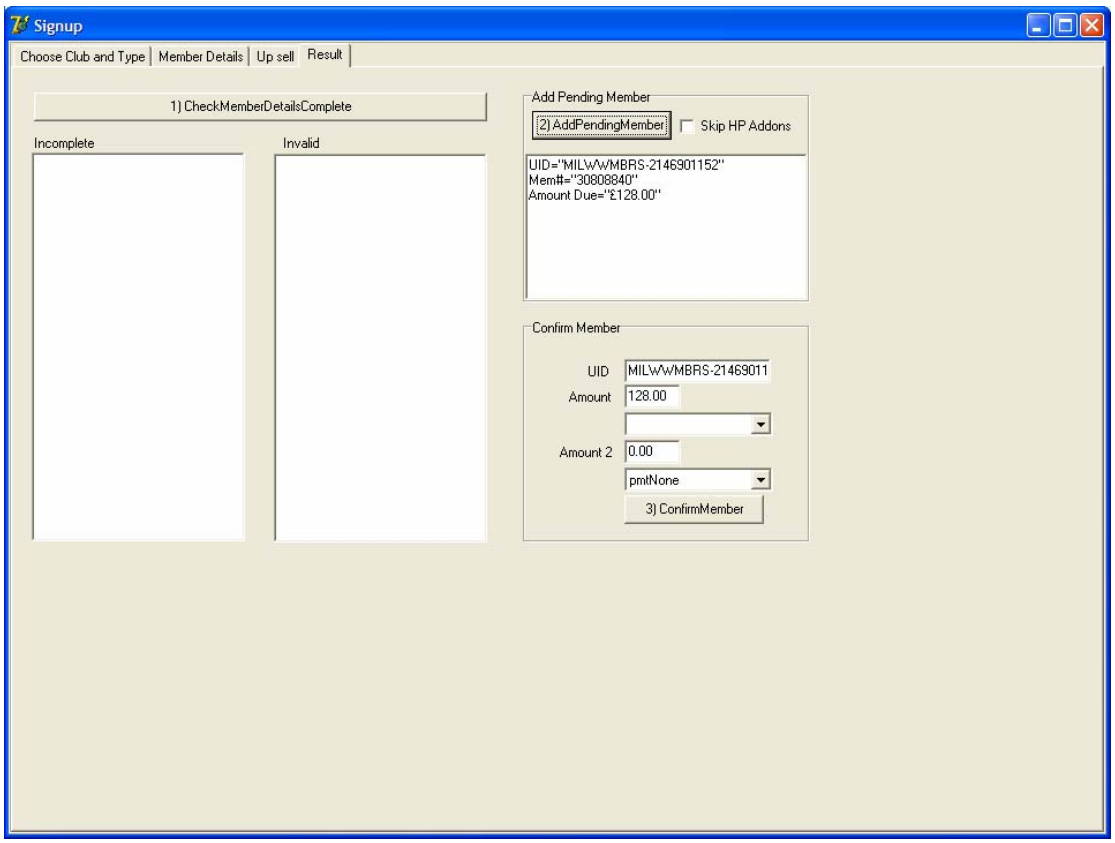


The second step is to collect the data about the person.

The up sell tab gives you the chance to select extra items that are being sold with the membership. (Be aware signing up a new member will automatically add on to the amounts due the items selected in the HP Addons. (See CR4Inventory).



Use CheckMemberDetails to confirm all data required is gathered. You can pass in some un-required data for storage (e.g. Credit card details for these members paying by Direct Debit) and this will be stored.



The returned value from adding the pending member will give the amount due, the reference # (UID) and the member number.

To complete the transaction (typically when you get payment) Pass in the UID with the amount paid and the method chosen.

This is then complete.