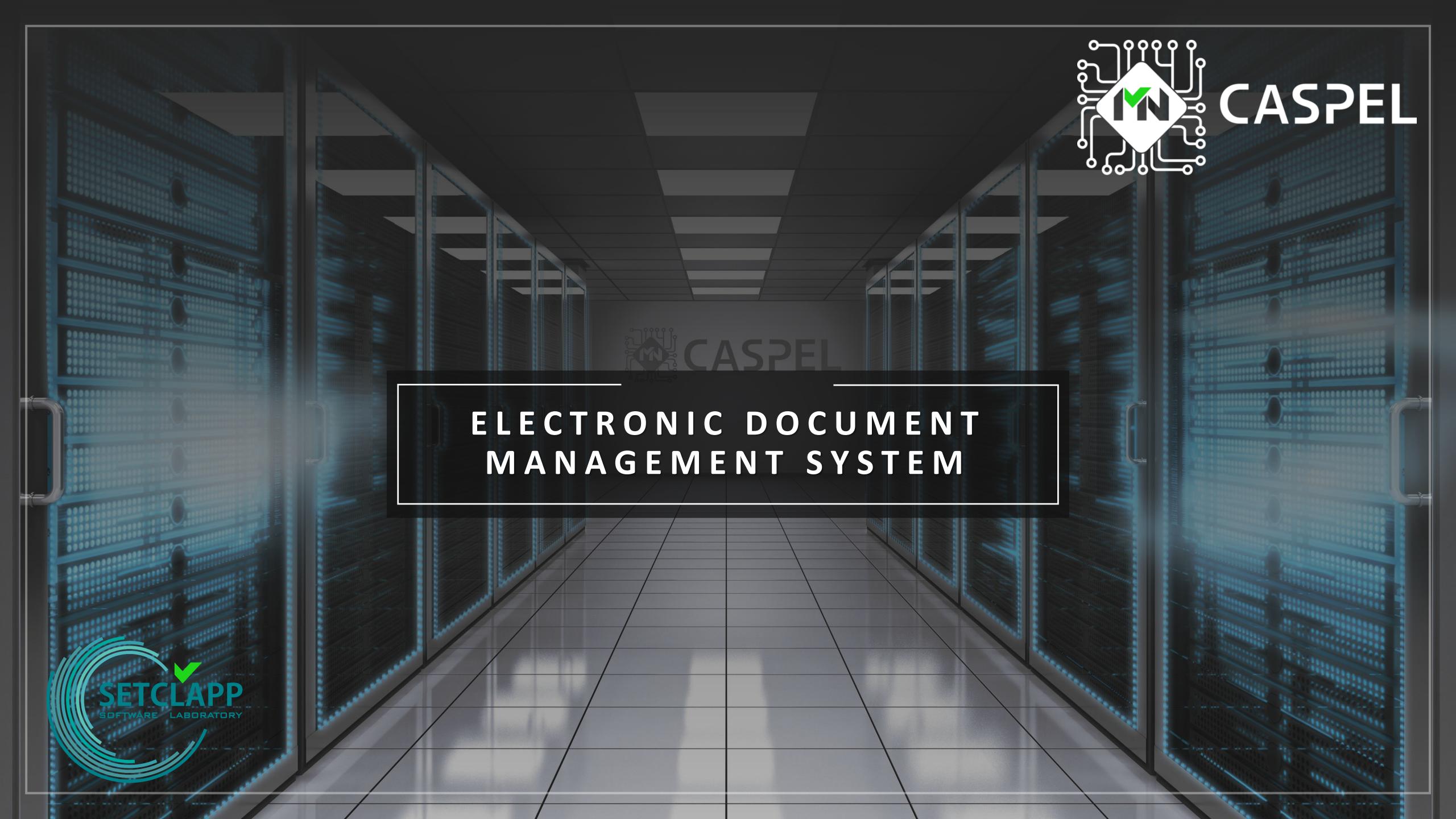


C A S P E L
E R P







ELECTRONIC DOCUMENT MANAGEMENT SYSTEM

E-DOCUMENT FLOW

Adding documents to the database

Development of project documents and reports

Maintaining of a unified database of documents





```
map 1
                                                                                                 ISFF) PISC. 2.4 (NULLI, S. PISTOL 4.D.O.), // S. PISTOL 3
                                                  pauseo = false;
                                                  S ResumeSound D
                                                                                                 (SPR PISC 1,5,(A ReFire),S PISTOL, 0,0)
                                                                                                 (SPA PISE 32768,7, (A Light) LS LIGHTDONE 0.0);
                                                                                                 (SPR SHTG.0.1, (A. Lawer), S. SGUNDOWN, D.D.), // S. SGUNDO
                                             if (skill > sk_nightmare)
                                                                                                  (SPR_SHTG,D,3 (NULL),S_SGUN2,D,D). // S_SGUN1
                                             // This was quite messy with SPECIAL and commented parts. ISFR_SHTG.2,5,INULLI,S_SSUN5,0,0); // S_SGUN4
                                             // Supposedly hacks to make the latest edition work.
                                             // It might not work properly
                                                                                                  (SPR_SHTG,1,5,(NULLI,S_SGUNB,0,0); // S_SGUN7
                                             if (episode < 1)
                                             episode = 1
                                             if ( garnemode == retail )
                                             if (episode > 4)
                                                  episode = 4;
                                             else if I gamemode == shareware !
                                             if lepisode > 1)
                                                   episode = 1; // only start episode 1 on shareware (SFA_SHT2.2.7.(A_CheckReload),S_DSGUN5.0,0),// S_DSGUN4
                                                                                                  ISFR_SHT2.4,7,(NULL),S_DSGUN7,0,01, // S_DSGUN6
                                             if (episode > 3)
                                                 episade = 3;
                                                                                                  SPR_CHGG.0.1.(A_Lower),S_CHAINDOWN,0.0), // S_CHAIN
                                                  && ( gamemode != commercial) )
                                            M_ClearRandom 0
                                                                                                  (SPR_MISG,0.1.(A_WeaponReady),S_MISSILE 0.0);
                                             if (skill == sk_nightmare II respawnparm )
                                                                                                  ISPR MISG, 0, 1, (A Lower), S. MISSILEDOWN, 0, 01, // S. MISSIL
                                                  respawnmonsters = true;
                                                                                                  (SPR MISC, 1.8 (A GunFleish), S. MISSILE2, 0, 0), // S. MISSIL
                                                  respawnmonsters = false;
                                             if (fastparm II (skill == sk_nightmare && gameskill != sk_nightmare) MISS,1,0,(A_ReFire),S_MISSILE,0,0),
                                                  for (i=S_SARG_RUN1 ; i<=S_SARG_PAIN2 ; i++)
                                                  mobjinfolMT_BRUISERSHOTI.speed = 20*FRACUNIT;
                                                  mobjinfolMT_HEADSHOTI.speed = 20°FRACUNIT;
                                                  mobjinfolMT_TROOPSHOTLspeed = 20°FRACUNIT;
                                                                                                  (SPR_SAWG,2,1,{A_Lower},S_SAWDOWN.D,0),
                                             else if (skill != sk_nightmare && gameskill == sk_nightmare) {SPR_SAWG,2,1,{A_Raise},S_SAWUP,0,0},
                                                  for ti=S_SARG_RUN1_i<=S_SARG_PAIN2_i++)
                                                   statesiil.tics <<= 1;
                                                  mobjinfolMT_BRUISERSHOTLspeed = 15°FRACUNIT; {SFR_PLSG,0,1,UA_WeaponReady1.S_PLASMA.0,0}
                                                  mobjinfolMT_HEADSHOTI.speed = 10°FRACUNIT;
                                                  mobjinfolMT_TROOPSHOT1.speed = 10°FRACUNIT;
                                                                                                  ISPR PLSG 1:20:(A ReFireLS PLASMA.0.0)
                                                                                                 (SPR_PLSE32768,4,4A_Light1),S_LIGHTDONE,0,01
                                                                                                  (SPA_PLSF,32769,4)(A_Light1);S_LIGHTDONE,0,0);
                                             // force players to be initialized upon first level load
                                             for (i=0; i<MAXPLAYERS: i++)
                                                                                                 (SPR BFGG, 0, 1, IA Raise), S. BFGUP, D, D), // S. BFGUP
                                                                                                 (SPR_BFGG,0,20,(A_BFGsound),S_BFG2;0.0), // S_BFG1
                                             usergame = true;
                                                                    // will be set false if a demo
                                                                                                 paused = false;
SOFTWARE LABORATORY
                                                                                                 demoplayback = faise;
                                                                                                 (SPR_BFGG,1,20,(A_ReFire),S_BFG,D,0), // S_BFG4
                                             automapactive = false;
                                                                                                 (SPA) BFGF,32768,11,(A Light1),S BFGFLASH2,0,0), // S
                                             viewactive = true;
                                                                                                 (SPR_BFGF.32769,6,(A_Light21,S_LIGHTDONE,0.0),
                                             gameepisode = episode;
                                                                                                 (SPR_BLUD,2,8,(NULL),S_BL0002,0,0), // S_BL0001
                                             gamemap = map;
                                                                                                 (SPA_BLUD, 1.8 (NULL), S_BL0003.0,0), // S_BL0002
                                             gameskill = skill;
                                                                                                 (SPA BLUD, 0.8, INULL), S. NULL, D, D), // S. BLOCDS
                                                                                                 ISPA_PUFF,32768,4,(NULL),S_PUFF2,0,0), // S_PUFF1
                                             viewactive = true;
                                                                                                 ISPR PUFF.1.4.INULLI.S PUFF3.0.01. // S PUFF2
                                                                                                 ISPA PUFF, 2.4 (NULL), S. PUFF4, 0.0). // S. PUFF3
                                             // set the sky map for the episode
                                                                                                 (SPR_PUFF,3,4,(NULL),S_NULL,0,0), // S_PUFF4
                                            if ( gamemode == commercial)
```



DISADVANTAGES OF PAPER DOCUMENT FLOW

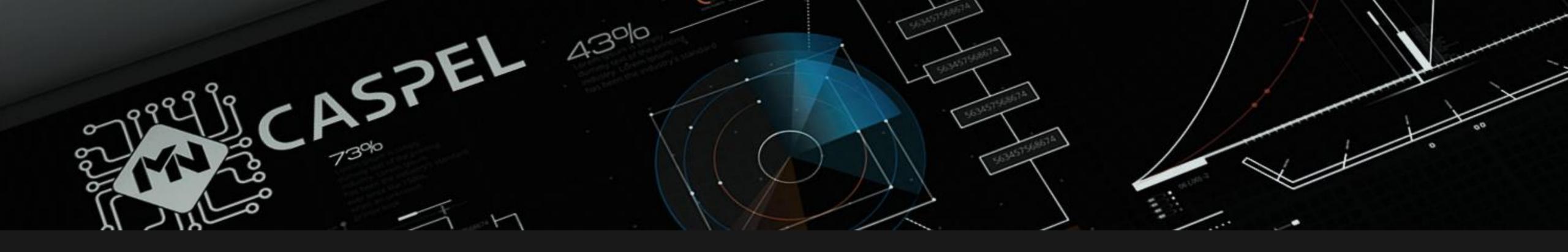
- Difficult and expensive storage of paper documents;
- Paper documents: lost, wear, take up a lot of space;
- Search for paper documents takes time and large resources;
- Paper documents can be used by non-authorized persons;
- Registration of paper documents is not reliable; a
- The trajectory of the use of paper document is vague and uncontrollable;
- Inconsistency with modern state requirements;
- Pri nting and chancellery expensies

ADVANTAGES OF ELECTRONIC DOCUMENT MANAGEMENT

- Document flow is accelerated and transparency is ensured;
- Registration of documents is centralized;
- Centralized execution is monitored;
- Savings on office supplies;
- Integration with other subsystems is envisaged;
- Provides the implementation of electronic services;
- Integration with "Electronic Government"
- An electronic archive is created, possibility of analysis and







ACTUAL SOLUTIONS, WITH APPLICATION OF THE SYSTEM:

Conformity to modern requirements

- Electronic document management
- Transparency
- Electronic signature
- Archiving and searching
- Quality of Service

Management

- Organizational planning
- Document Confirmation Procedures
- Delivery of documents
- Informative management
- Appointment and control of implementation of instructions

PROCESS OF DOCUMENT FLOW TRANSFER TO THE ELECTRONIC VIEW AND STANDARDIZATION

SCANNING OF DOCUMENTS
CREATION OF DOCUMENTS

PROCESS OF DOCUMENTS CREATION
PROCESS OF DOCUMENTS REGISTRATION

ROUTE OF DOCUMENTS FLOW
LIMITATIONS OF CONDUCTED OPERATIONS

CUSTOM CON FIGU RATION OF THE CAPA BILITIES

SEARCH SYSTEM
SECURITY OF DATA

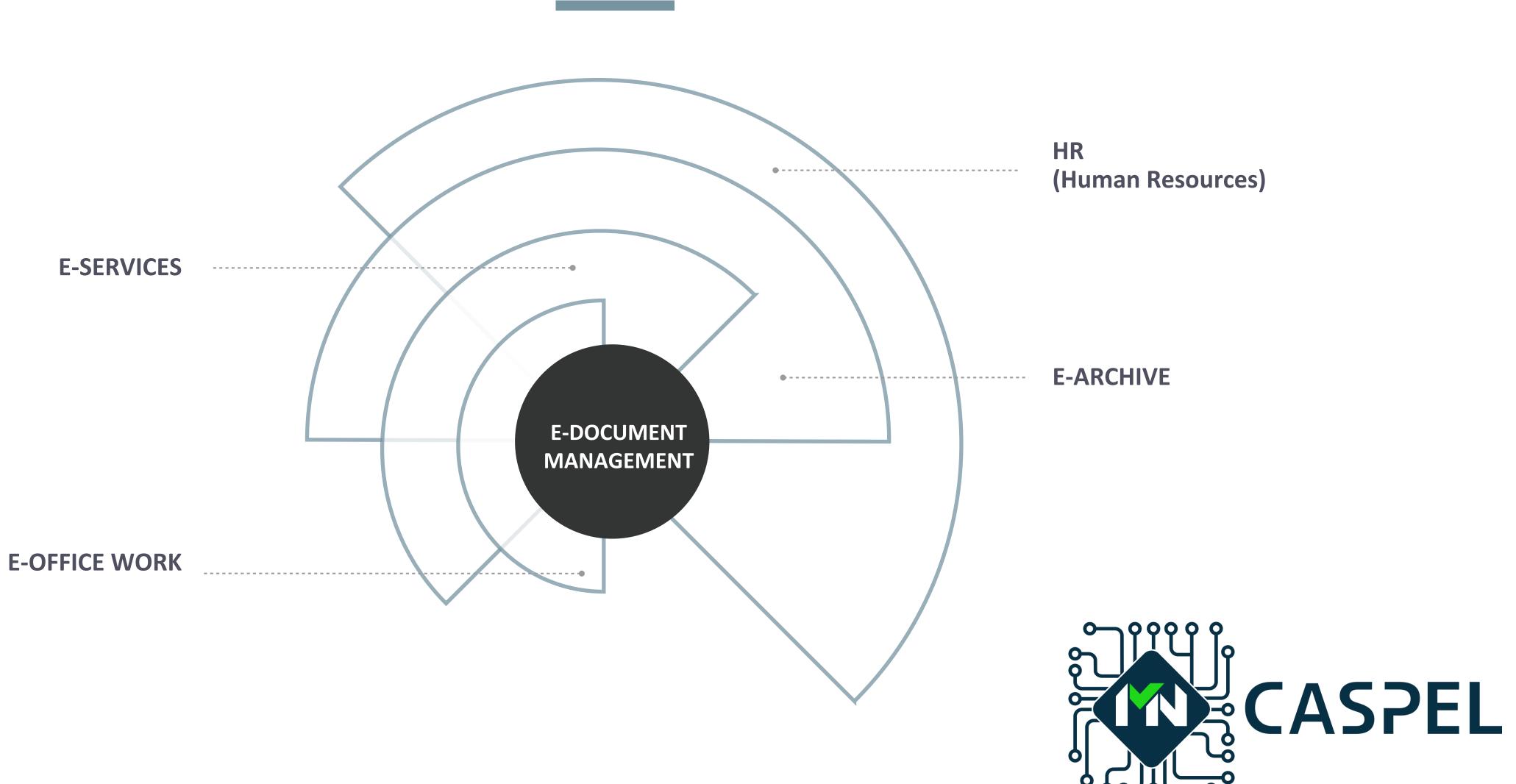
STORAGE AND ARCHIVATION
BUSINESS PROCESSES MANAGEMENT

INTEGRATION WITH E-MAIL ELECTRONIC SIGNATURE





FUNCTIONAL MODULES OF E - DOCUMENT MANAGEMENT







OFFICE WORK

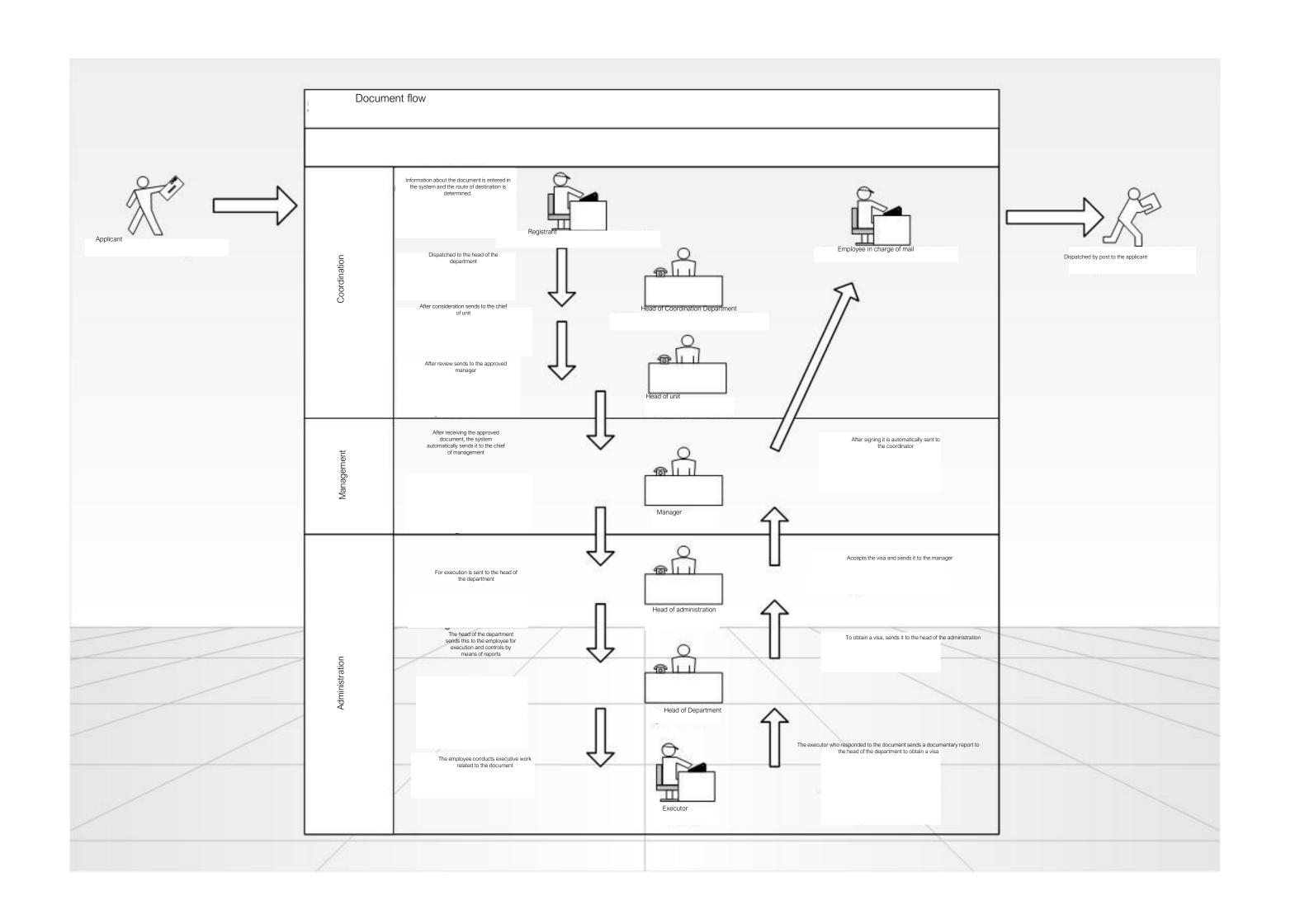
Submodule





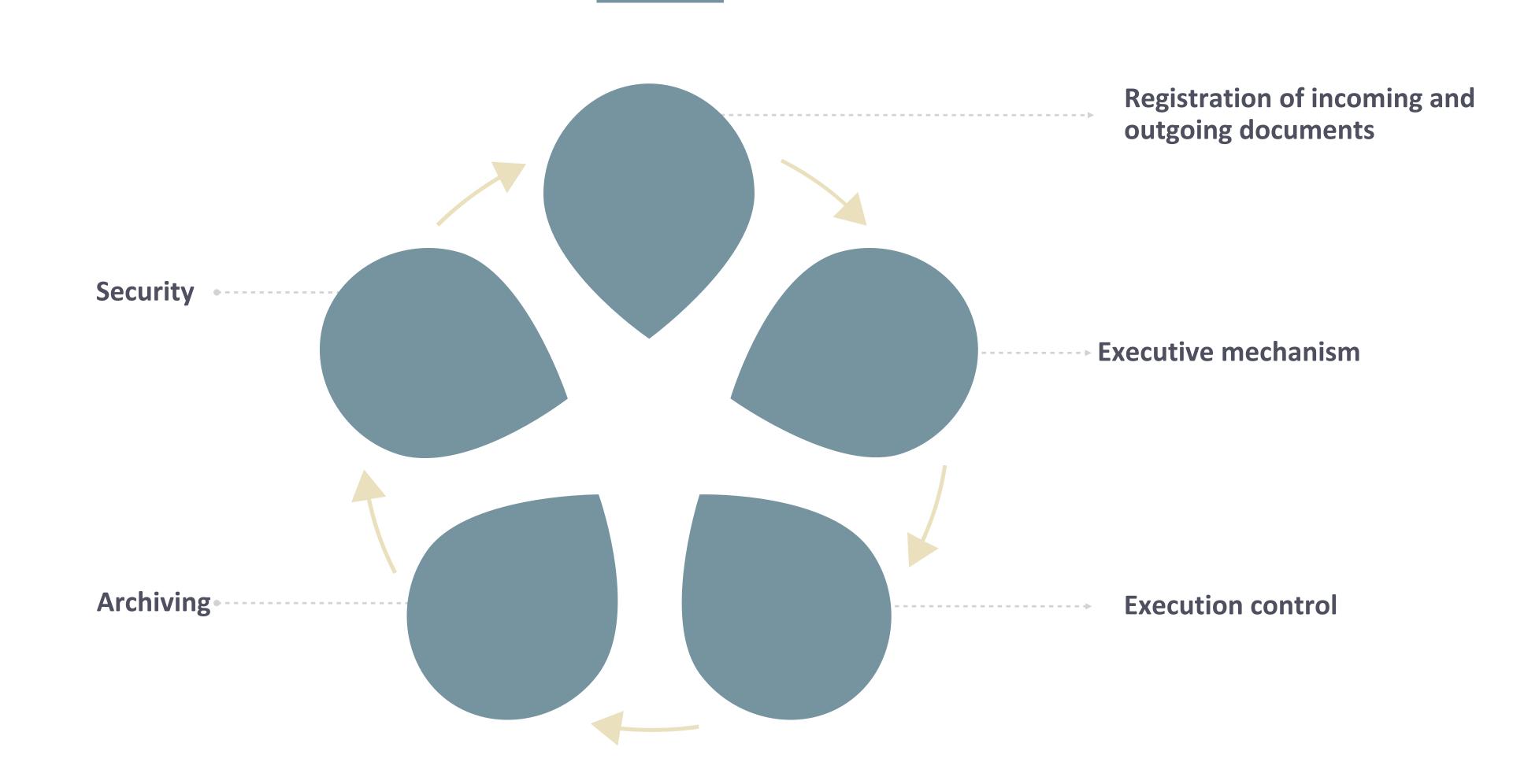
Workflow Schemes In An Organization

OFFICE WORK



USE OF «OFFICE WORK» MODULE

OFFICE WORK



STRUCTURE OF THE "OFFICE WORK" MODULE

OFFICE WORK

SOLUTIONS

Specialized solutions for public authorities, institutions, organizations and enterprises.

Management of correspondence Project management

Contract management

Customer service

(Help Desk)

Consideration of registration and archiving of legislative documents. Customize the program according to customer requirements.

Electronic signature.

DOCUMENT FLOW

MANAGEMENT BUSINESS Dynamic management of business processes. A new opportunity is the electronic signature and the use of new communication technologies.

E-mail, integration with MS Office.

Integration with other programs.

INTEGRATION

OTHER SYSTEMS

The "Office workflow" module from CASPEL ERP can be integrated with other system modules.

«OFFICE WORK» MODULE DIAGRAM

OFFICE WORK

Documents

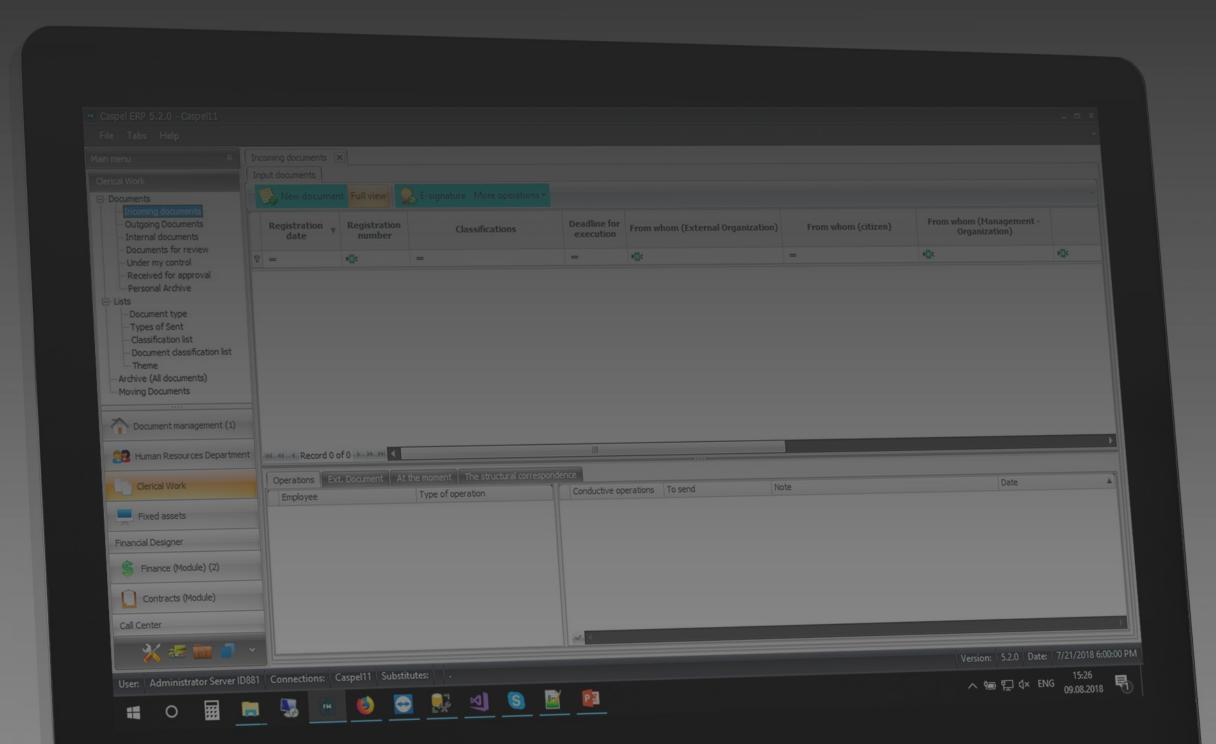




Lists

Reports







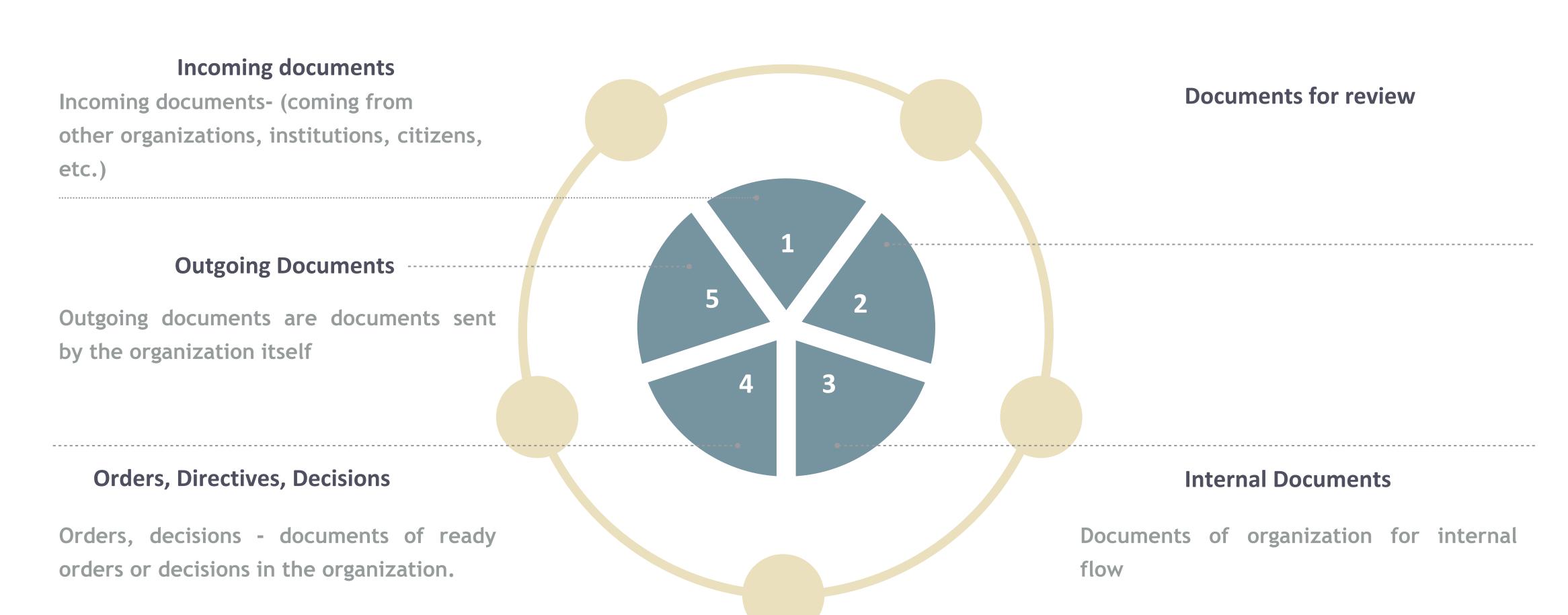


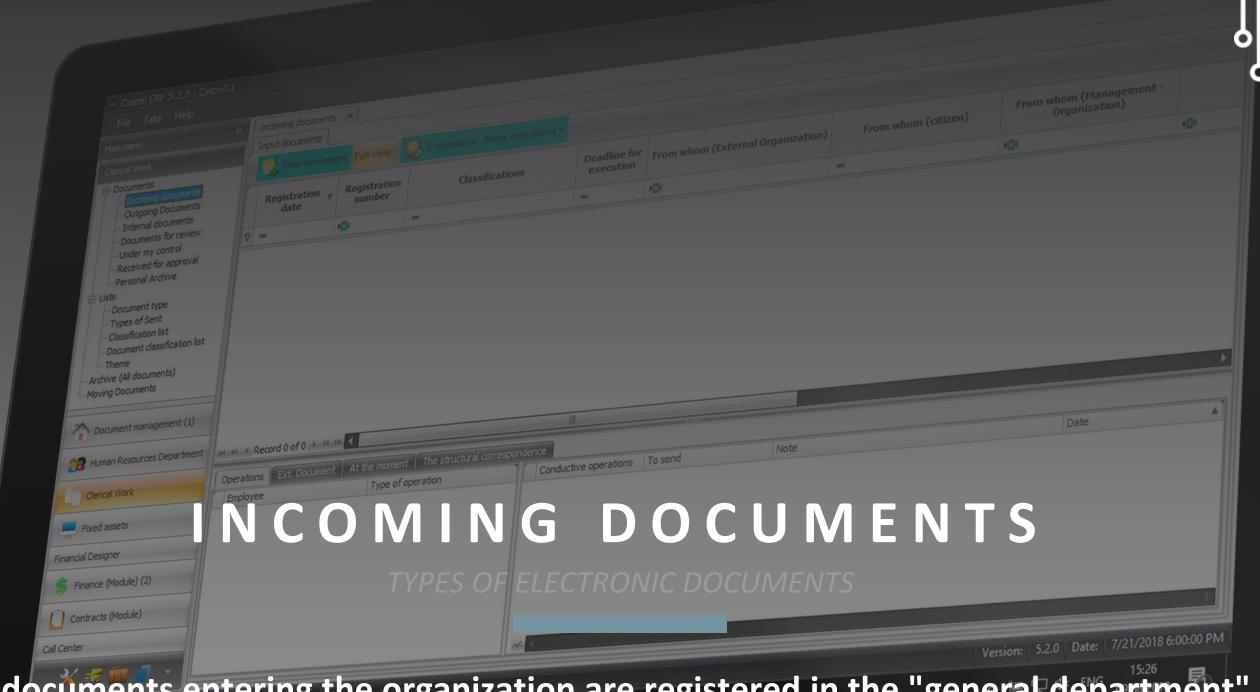
«OFFICE WORK» MODULE DIAGRAM

DOCUMENTS

TYPES OF ELECTRONIC DOCUMENTS

DOCUMENTS





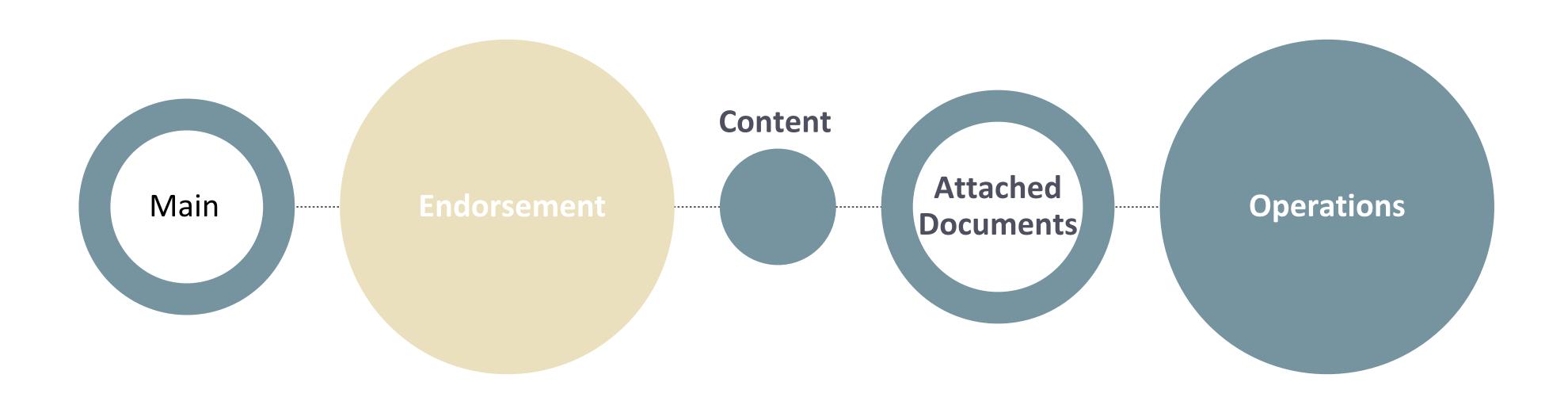
S CASPEL

All letters and documents entering the organization are registered in the "general department". Information is added here: incoming document or letter number, date, sender or organization, type, content, etc. A scanned version of the document is added to the system. The resolution of the document is selected. Here, the latest executors, last date and execution data can be included.



Registration Of Incoming Documents

INCOMING DOCUMENTS



Registration Of Incoming Documents

INCOMING DOCUMENTS

ID - the document number is assigned from the system side and can not be changed.

Status - The system determines the status of the document.

Date of receipt - the date of receipt of the document is determined by the system.

Incoming number - the number of the received document is assigned by the system.

Document date - the date of issue of the document.

Document number is the output number of the document.

Classification - the classification (subject) of the document is chosen.



Standard route - depending on the classification, the route of the document is assigned.

Control - in consequence of control over the document, he is assigned a cell.

Nomenclature

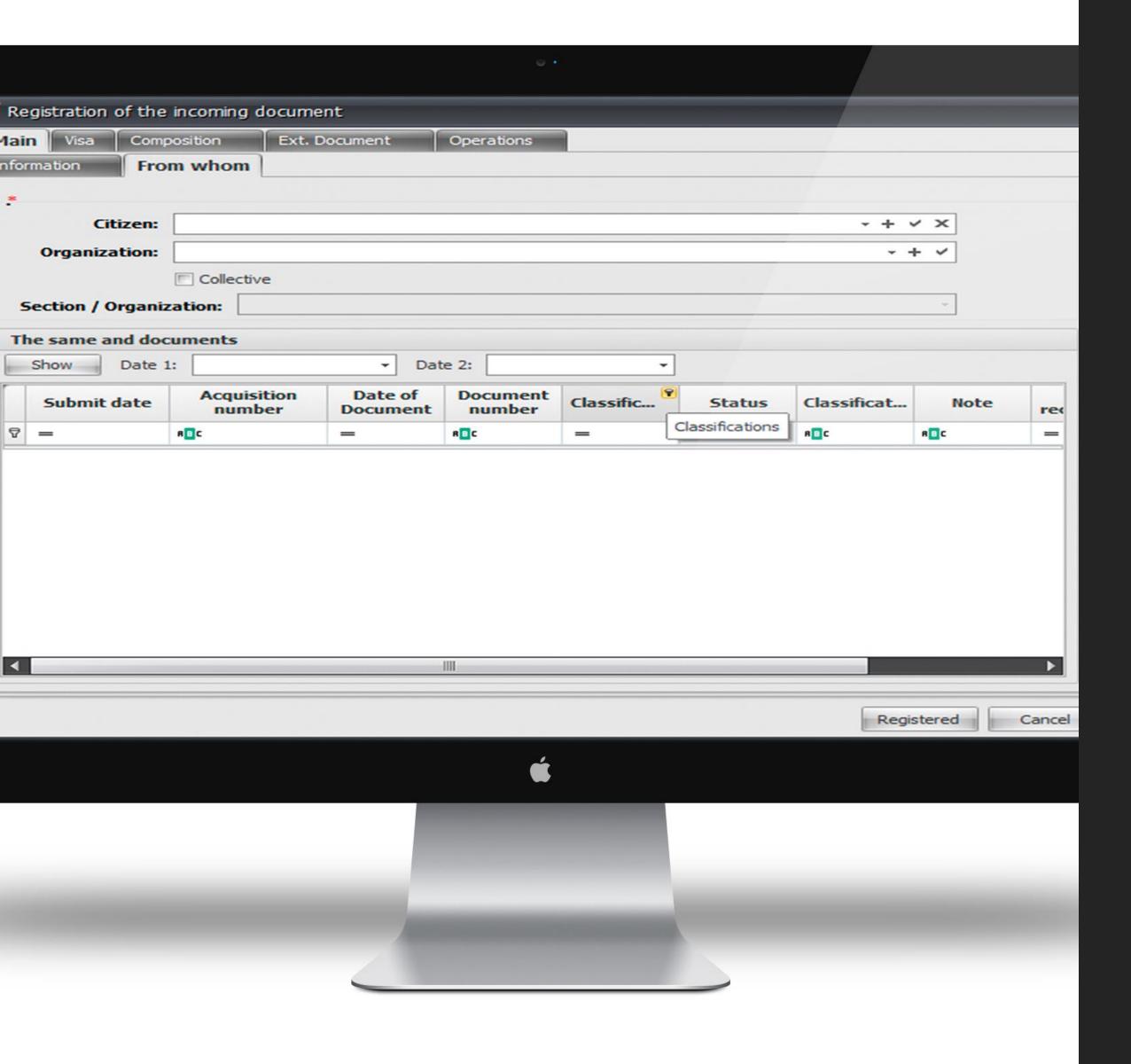
Type - application, complaint, offer and so on.

Receiver - choose the address of the employee from the general list.

The form of sending - (fax, email, courier, other, etc.).

Type of document - (envelope, parcel, sheet, etc.)

Brief description of the document.
Note

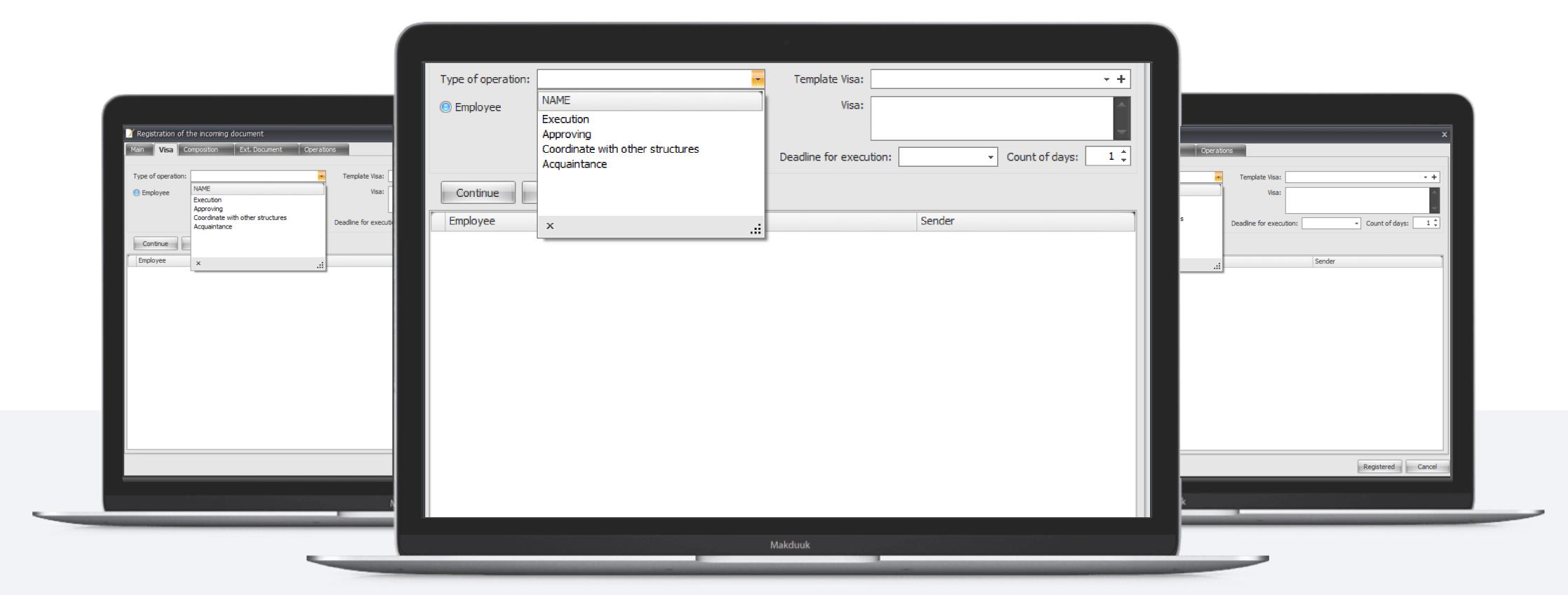


The Main Page

INCOMING DOCUMENTS

Citizen - registration of a new citizen, change of the citizen's current name and additional information.

Organization - the creation of a new organization, changing the name of current and additional information.



Visa Tab

INCOMING DOCUMENTS

This page assigns the route of document movement. Displays the resolution, performer and other related information.



Contents Tab

INCOMING DOCUMENTS

On this page, scanned documents are included in the system, as files. In addition, scanned documents can be saved on a computer.



The Attached Documents Tab

INCOMING DOCUMENTS

On this page you can see the documents that have been responded or the documents attached by the employees. The response documents are automatically added to the system.



Operation Tab

INCOMING DOCUMENTS

This page shows information about all transactions with documents.





Creating an "Outgoing document" when you select an action, the "Outgoing document registration" window opens. The person signing the document, selects the "signatory" cell, briefly describes the content of the document in the "Contents" column whereafter the file is added to the "Composition" section.

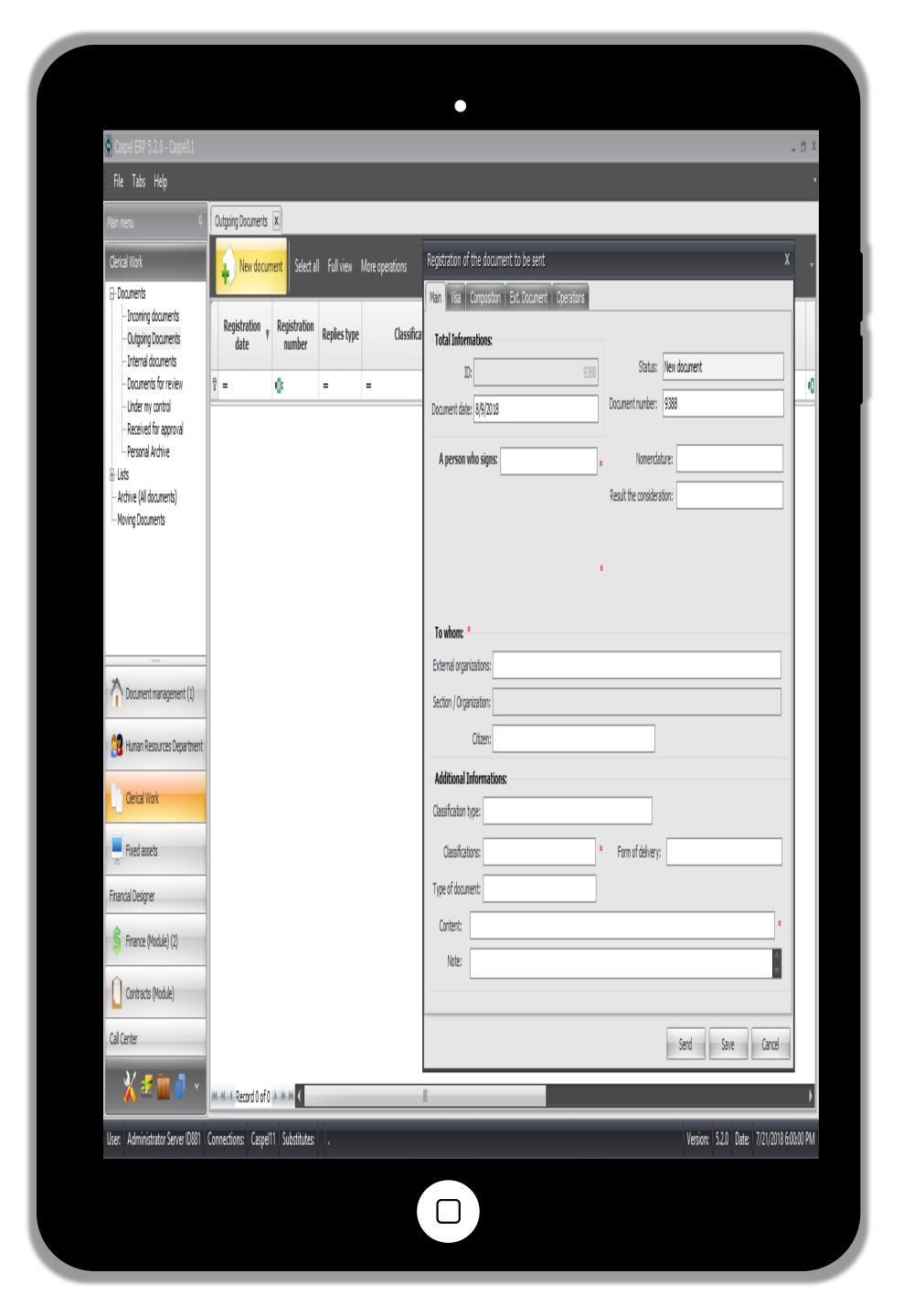


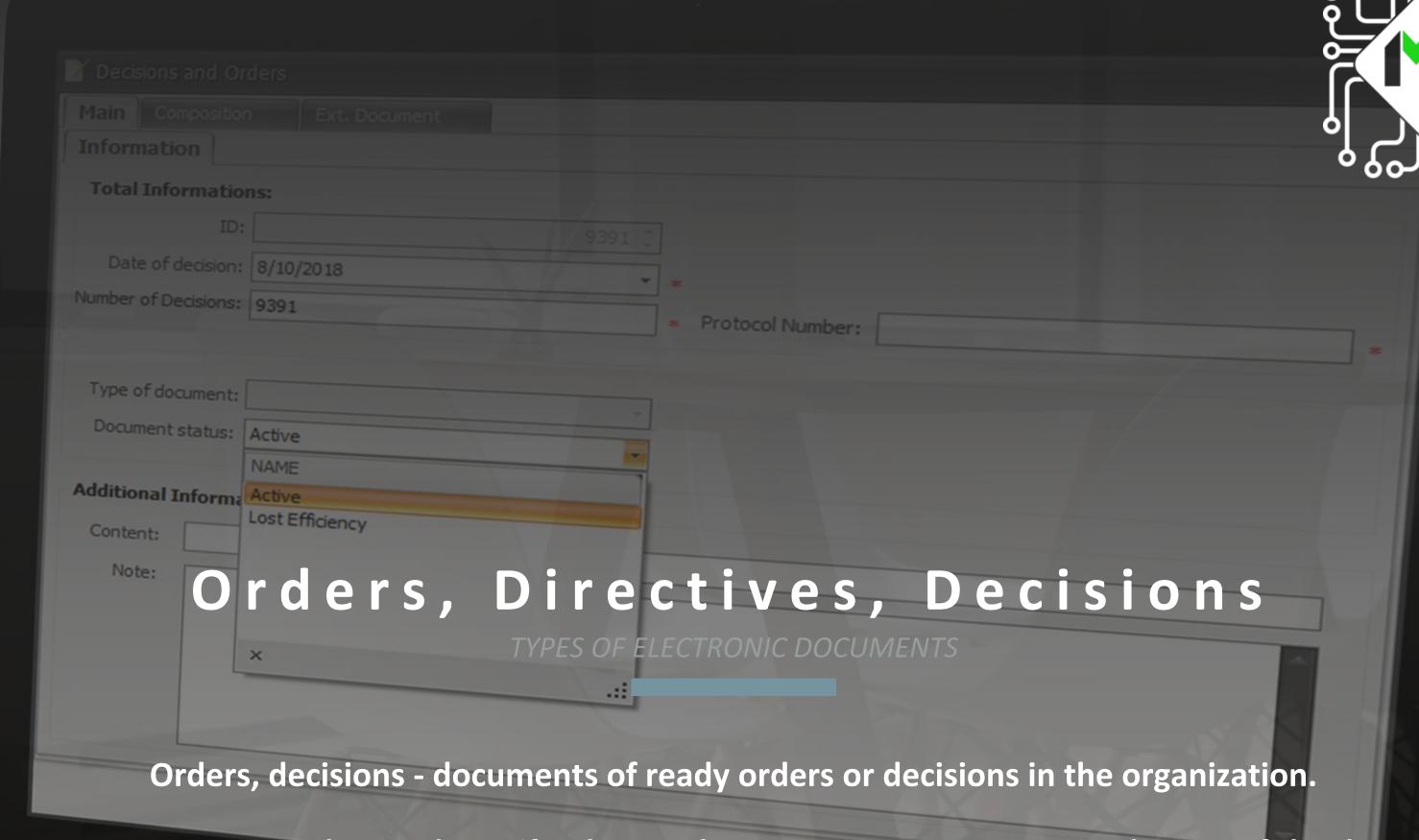
Organization, nomenclature, contact person, form of dispatch and classification of the document. After entering information, the document can be "Send".

Information Documents

SENT DOCUMENTS (OUTGOING DOCUMENTS)

For information - this operation is carried out if necessary, for more information about the document to be sent to other persons. The "For information" operation is performed after selecting an employee from the group, and then pushing the "Send" button. After performing this operation, the document selected by the employee is added to the "Information Documents" menu.





CASPEL

In this form, you can create new orders and specify: the number, type, status, content and notes of the document, after which the preparation and registration of the order takes place. Then you can save it, or cancel it.

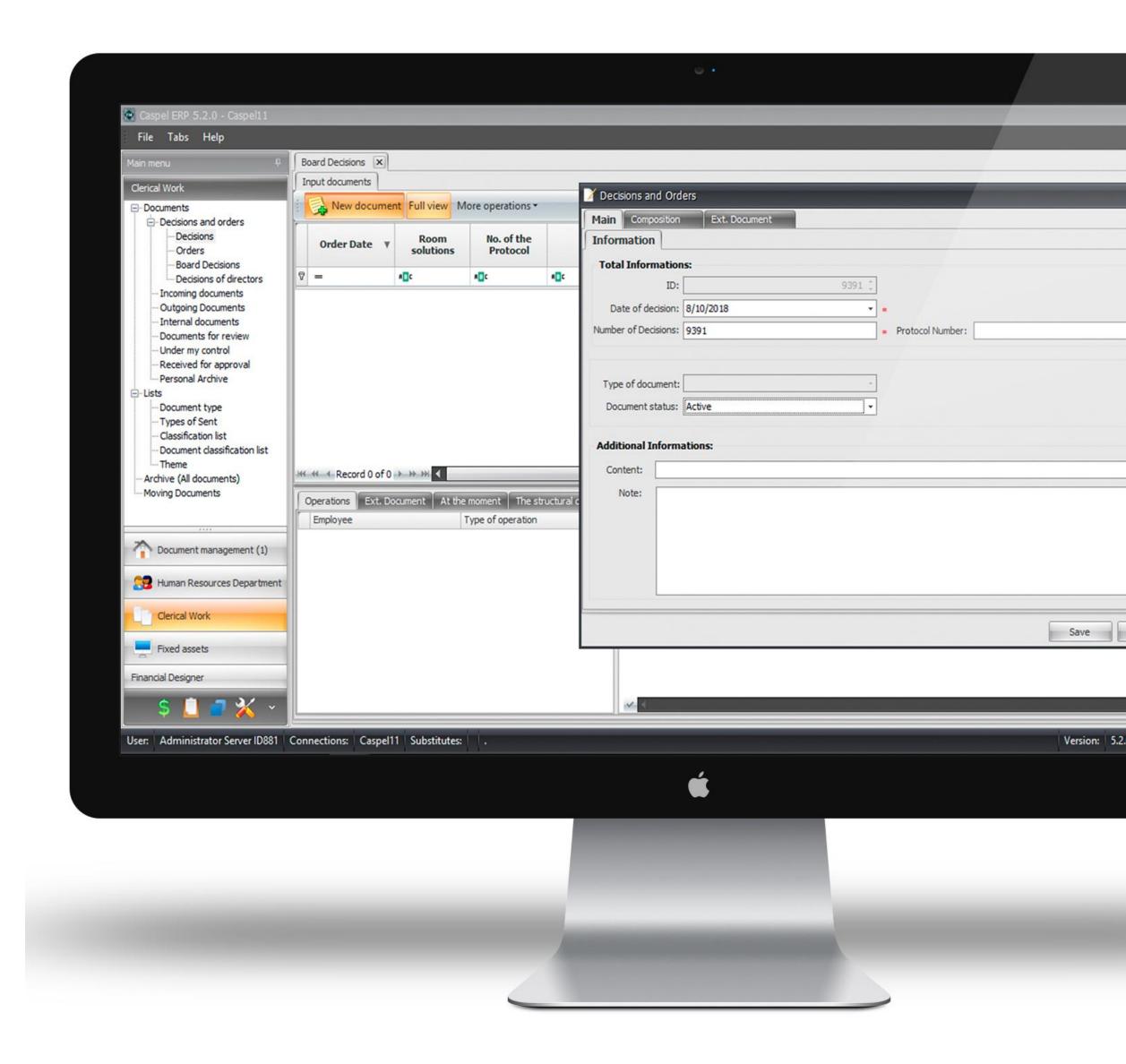




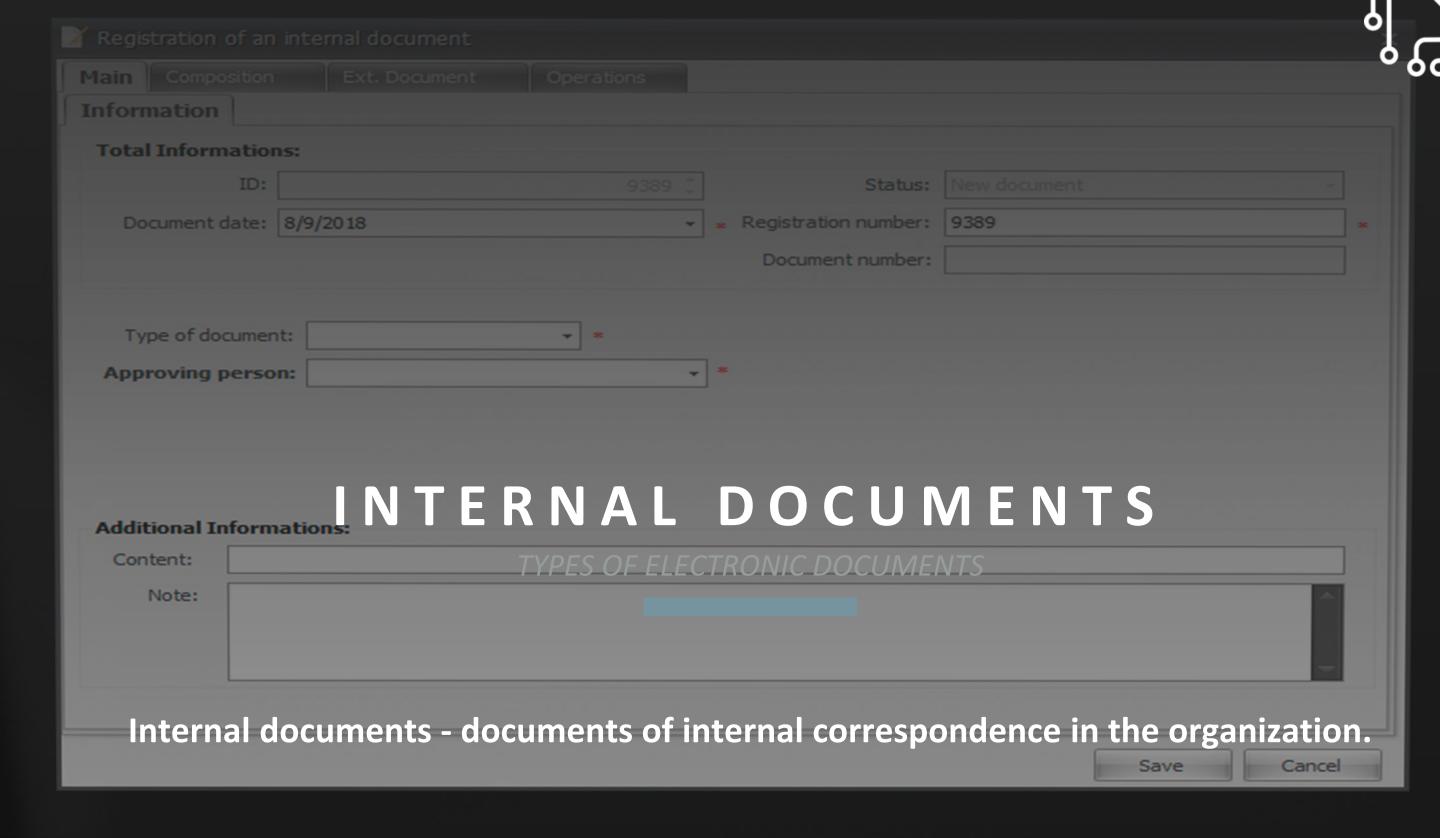
Registration of orders, regulations, decisions.

Orders, Directives, Decisions

In this section, orders, regulations and decisions are added to the management of the enterprise or organization.





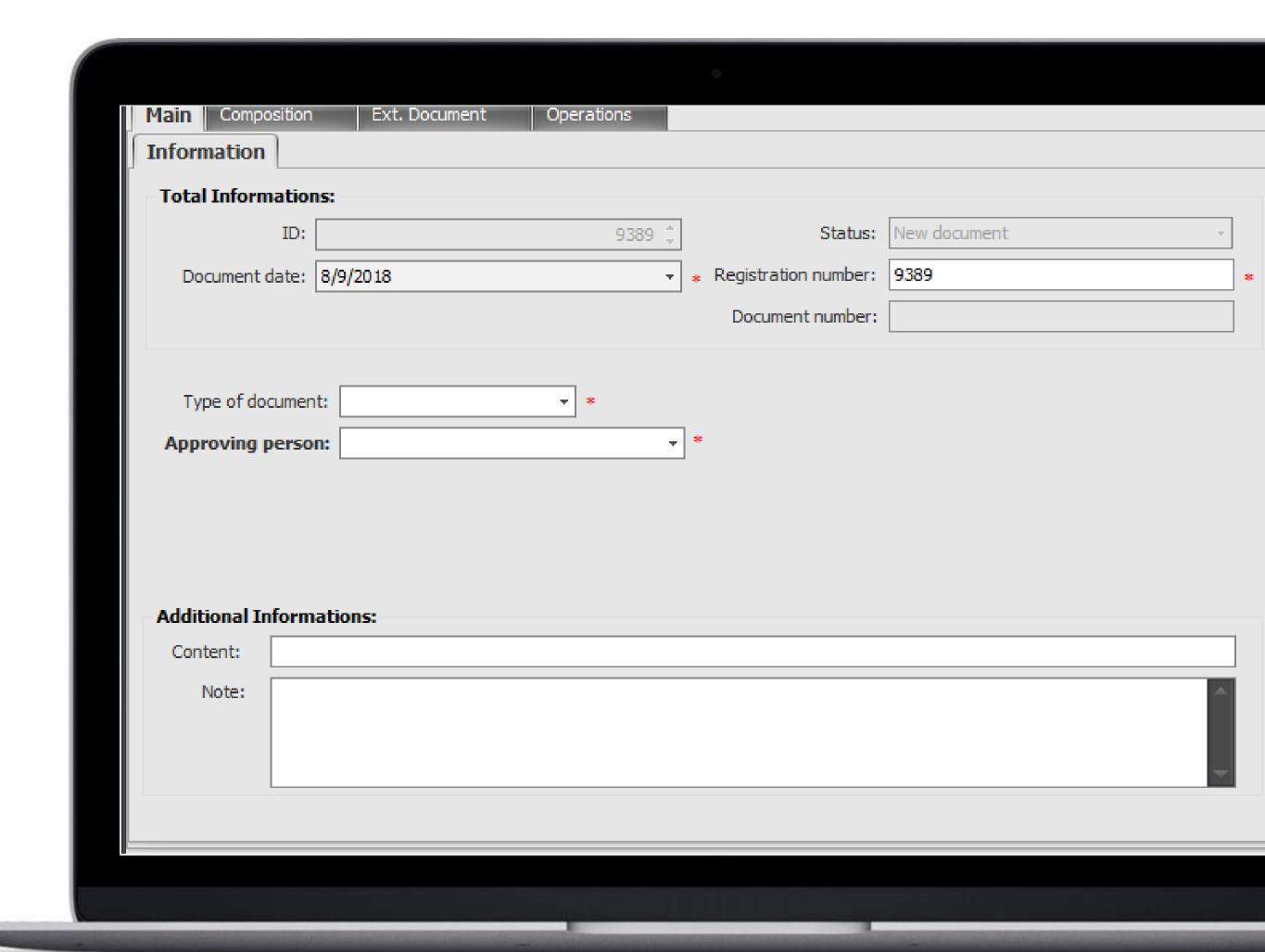




Registration Of Internal Documents

Internal Documents

In this form: you can choose the execution period of the document, the type and nature of the performance, as well as the response to the document information. The document notes additional information on the "internal document" and a summary.



Scheme Of Internal Documents Execution

Registration of internal documents The document is assigned a number The document is signed by the head Approved performers Sending for execution The employee confirms the document creates the document

Internal Documents





The "Personal Archive" menu is a personal archive of each employee. During the last 6 months all the documents sent by the employees are saved in the program. Documents sorted by date can be selected by filtering and downloading.





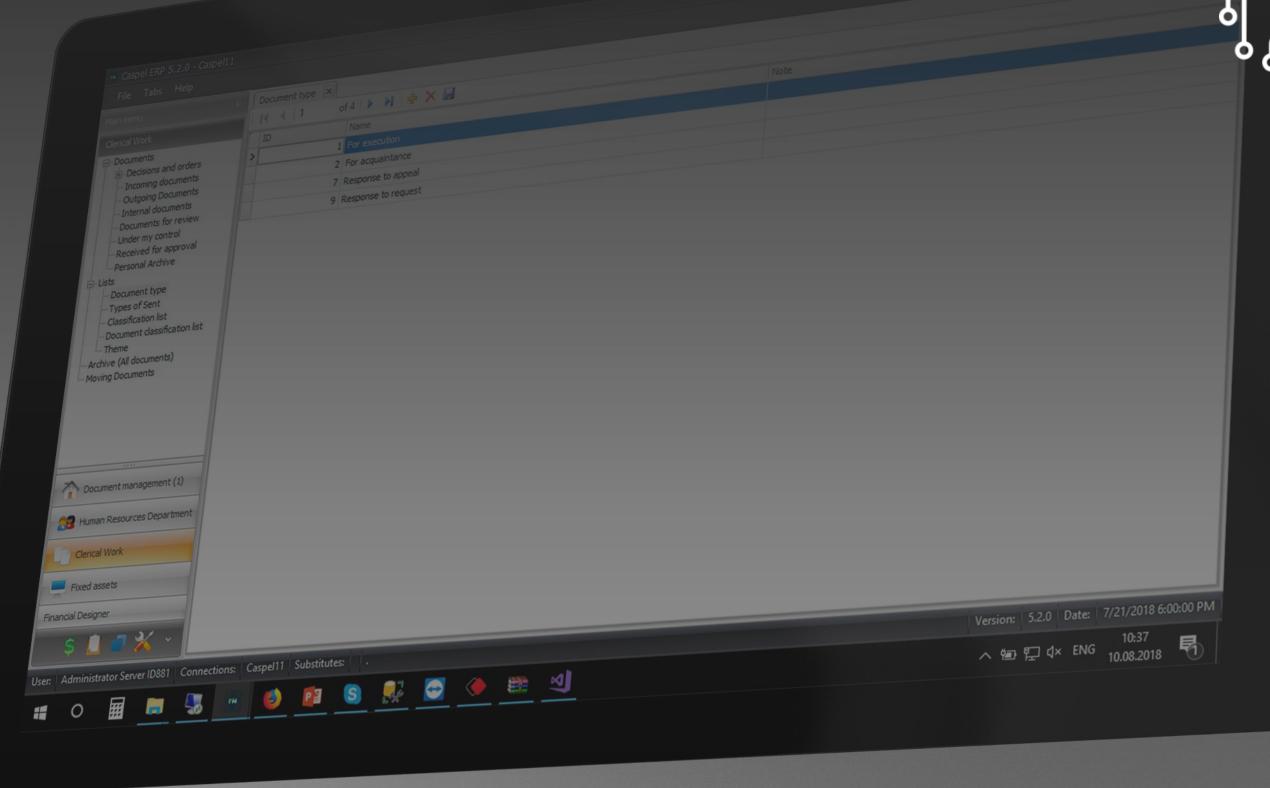
Filtering and searching

PERSONAL ARCHIVE

In the Caspel ERP system, filtering and searching for data tables are available in all menus. The first top line of the lookup table is used for filtering.

For example, a registered document can be found by the date "10.03.2015" in the "Registration Date" cell. In the "Registration Date" cell you can specify the approximate date of registration of the document and a list of all documents registered for March 2015 will be shown.





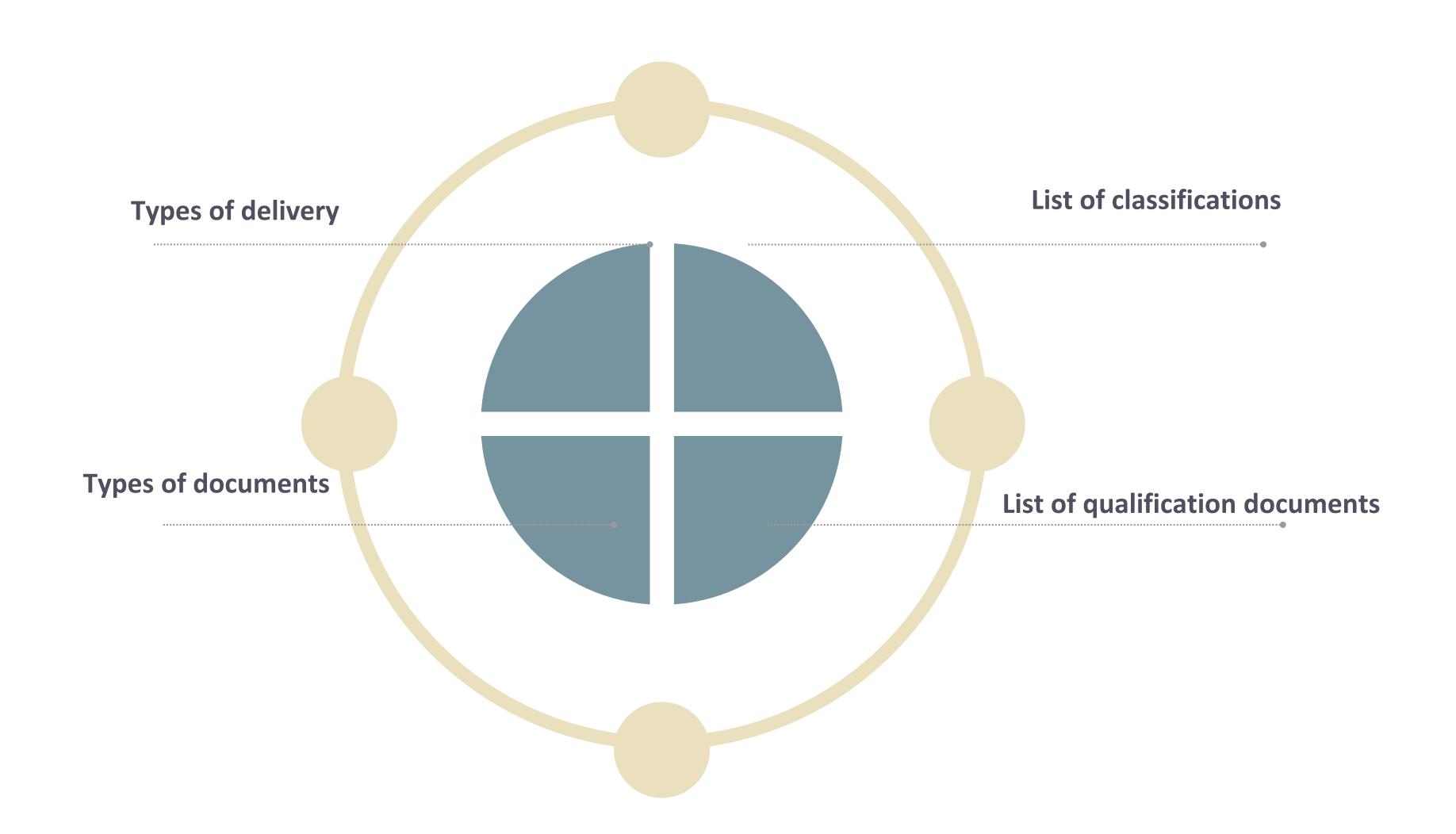


«OFFICE WORK» MODULE DIAGRAM

LISTS



LISTS

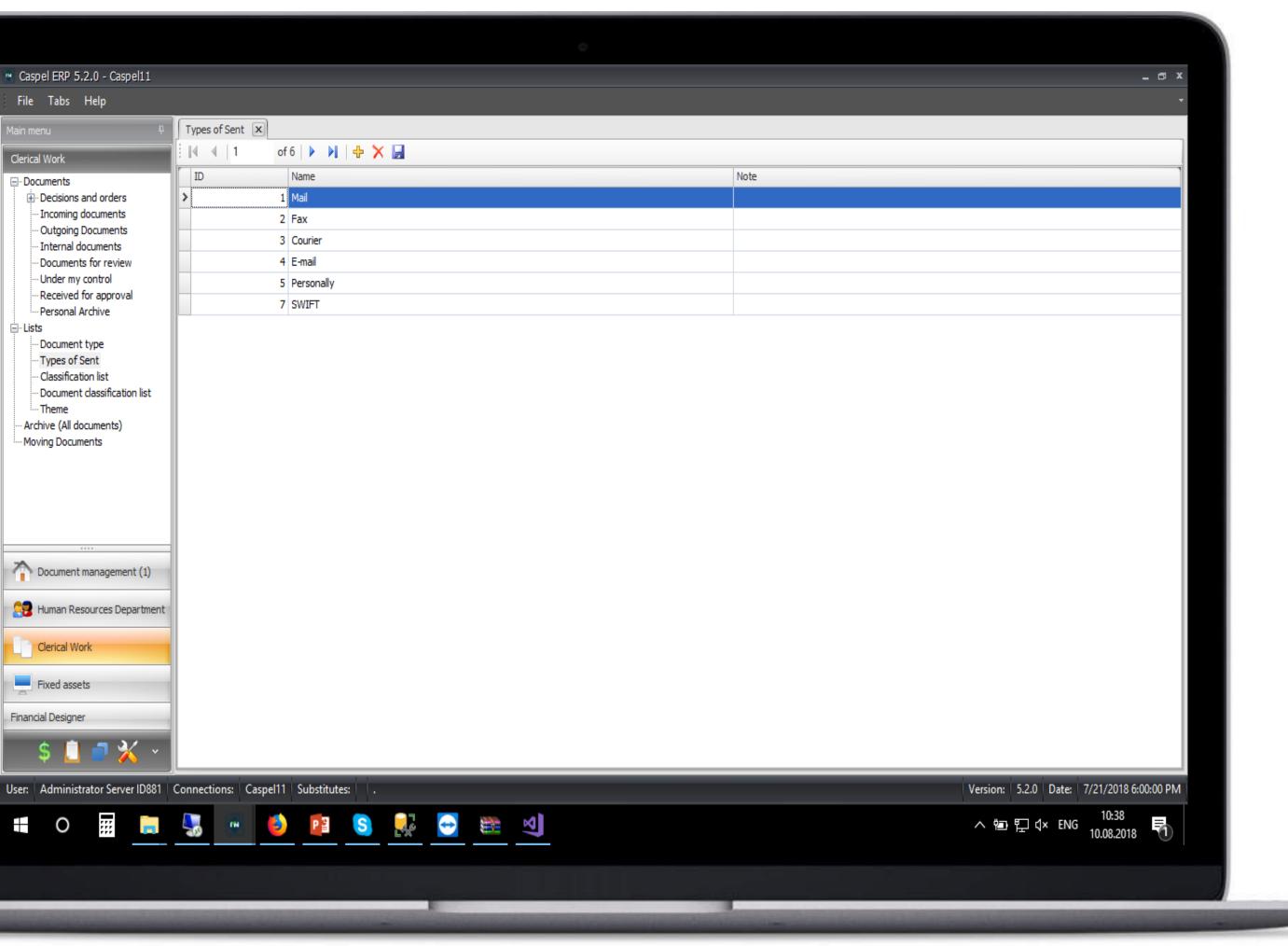


TYPES OF DOCUMENTS

LISTS

For each document, you can select a specific type. This form shows a list of all types of documents.





TYPES OF DELIVERY

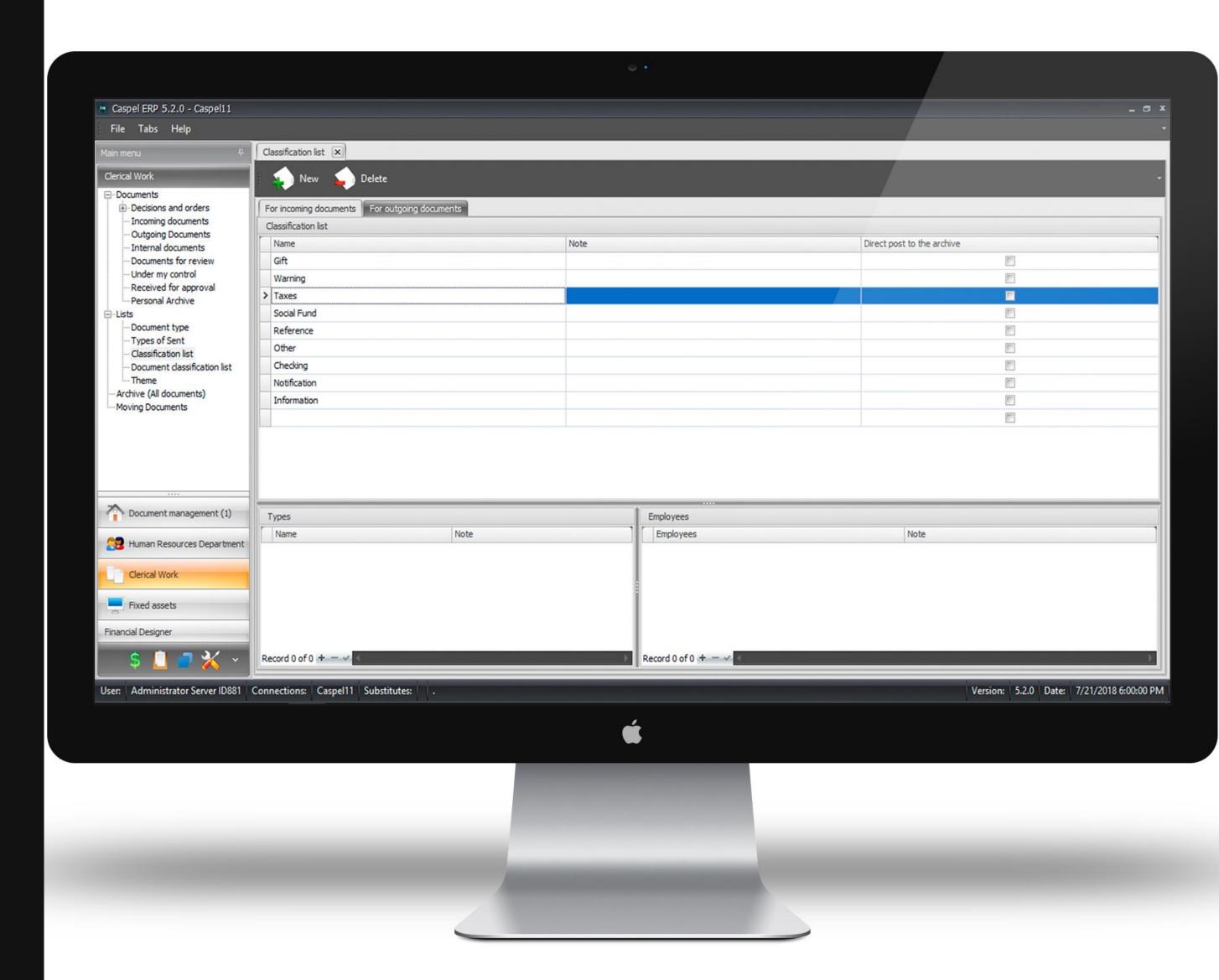
LISTS

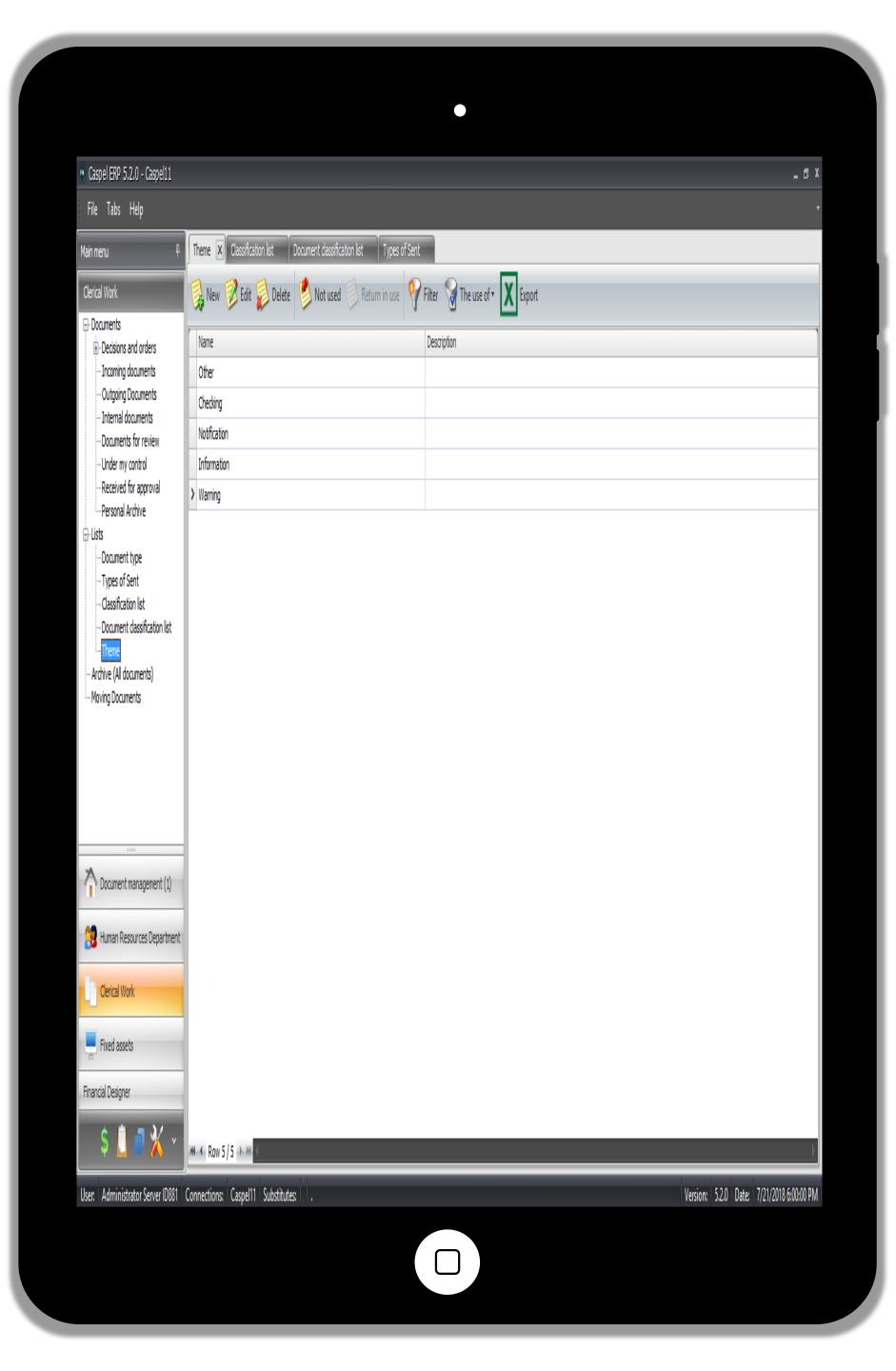
For each document, you can select a specific type of delivery and in this form all types of document delivery are listed.

LIST OF CLASSIFICATIONS

LISTS

This form displays a list of the received and sent documents, from which it is possible to select a specific view.

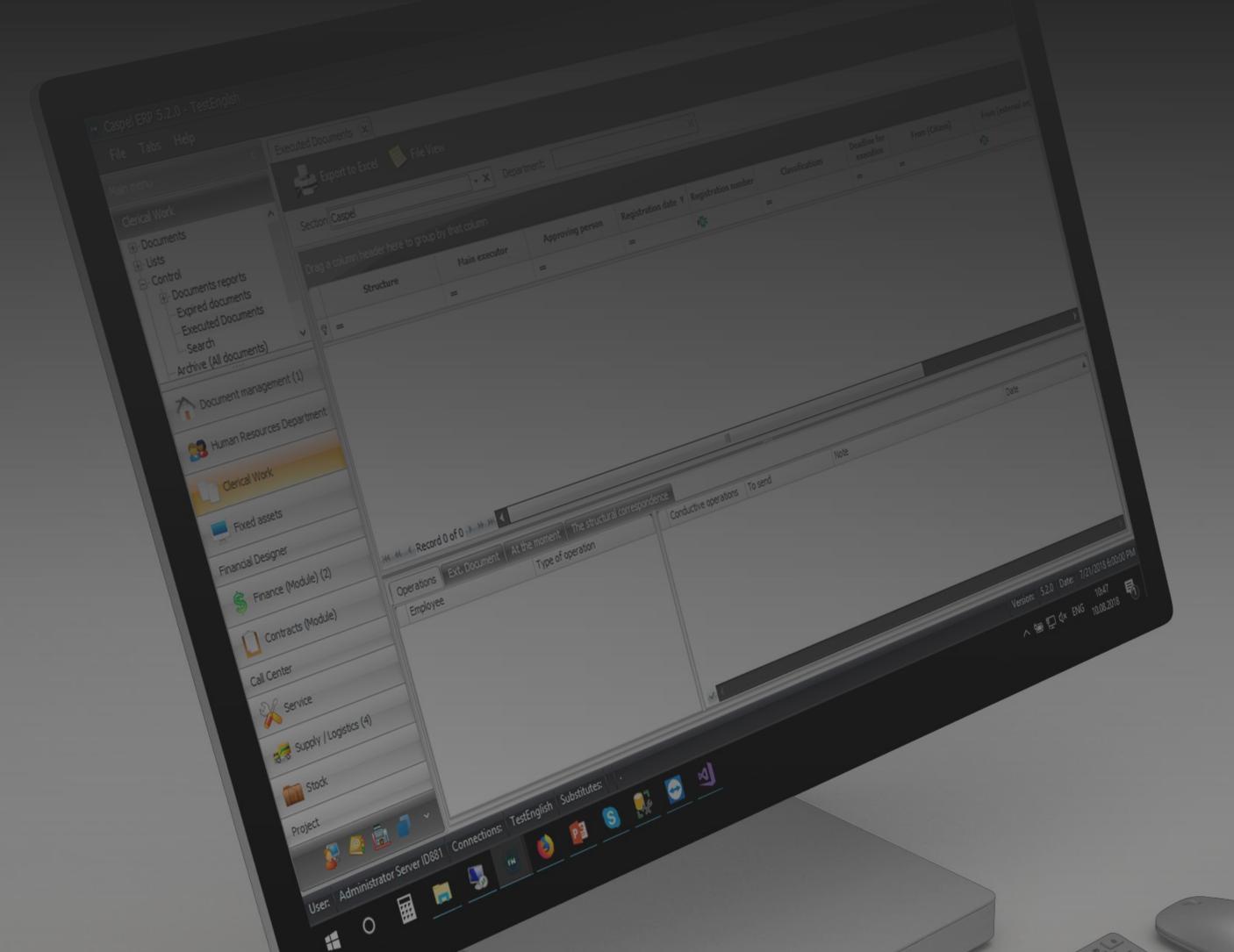




LIST OF THE QUALIFICATION DOCUMENTS

LISTS

This form displays a list of classifications for all documents, and a new classification can be added to this list.







«OFFICE WORK» MODULE DIAGRAM

REPORTS

REPORTS

REPORTS

Through these reports, control over documents is carried out, as well as the ability to print them in Excel format.

UNFULFILLED DOCUMENTS

The execution time of the document is controlled and in this section it is filled out: the department, the person who conducted the operation, the date, time and other information.

END-OF-TERM PERFORMANCE DOCUMENTS

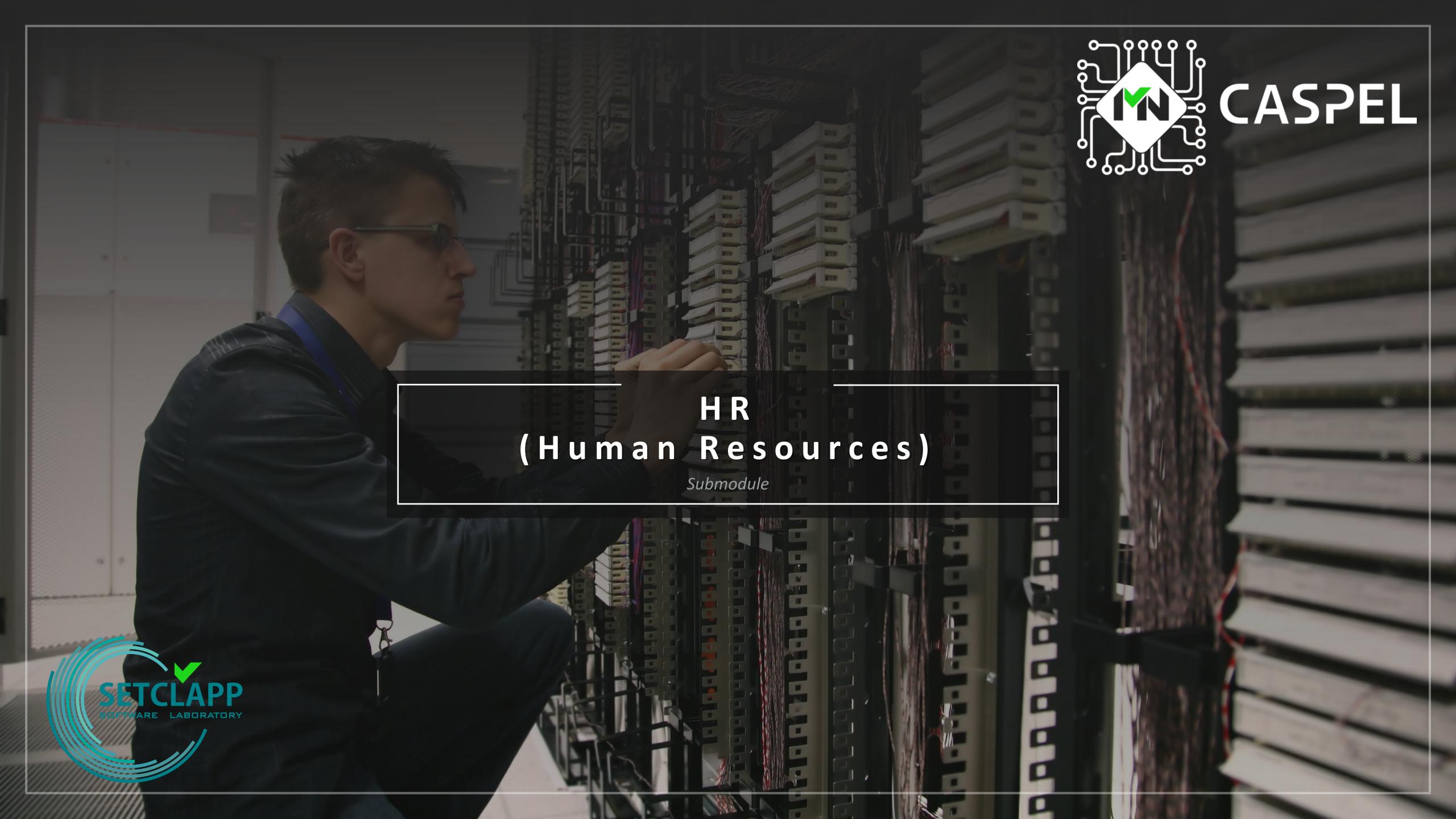
Notifications of delayed execution documents and including information.

SEARCH

Each document can be found by: date, registration number, classification, nomenclature, title, type of document.

PERFORMED DOCUMENTS

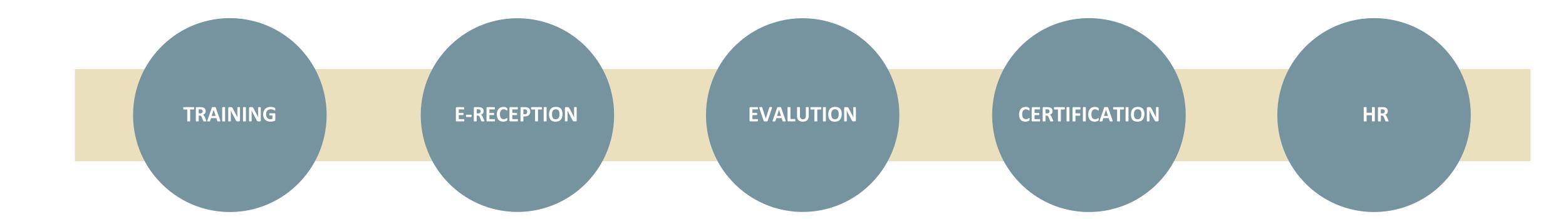
Here are displayed: the date of registration, number, classification, reason, the last term of execution, from whom, the time of execution, the remaining days.



HUMAN RESOURCES MANAGEMENT SYSTEM

HUMAN RESOURCES

Single Information Space



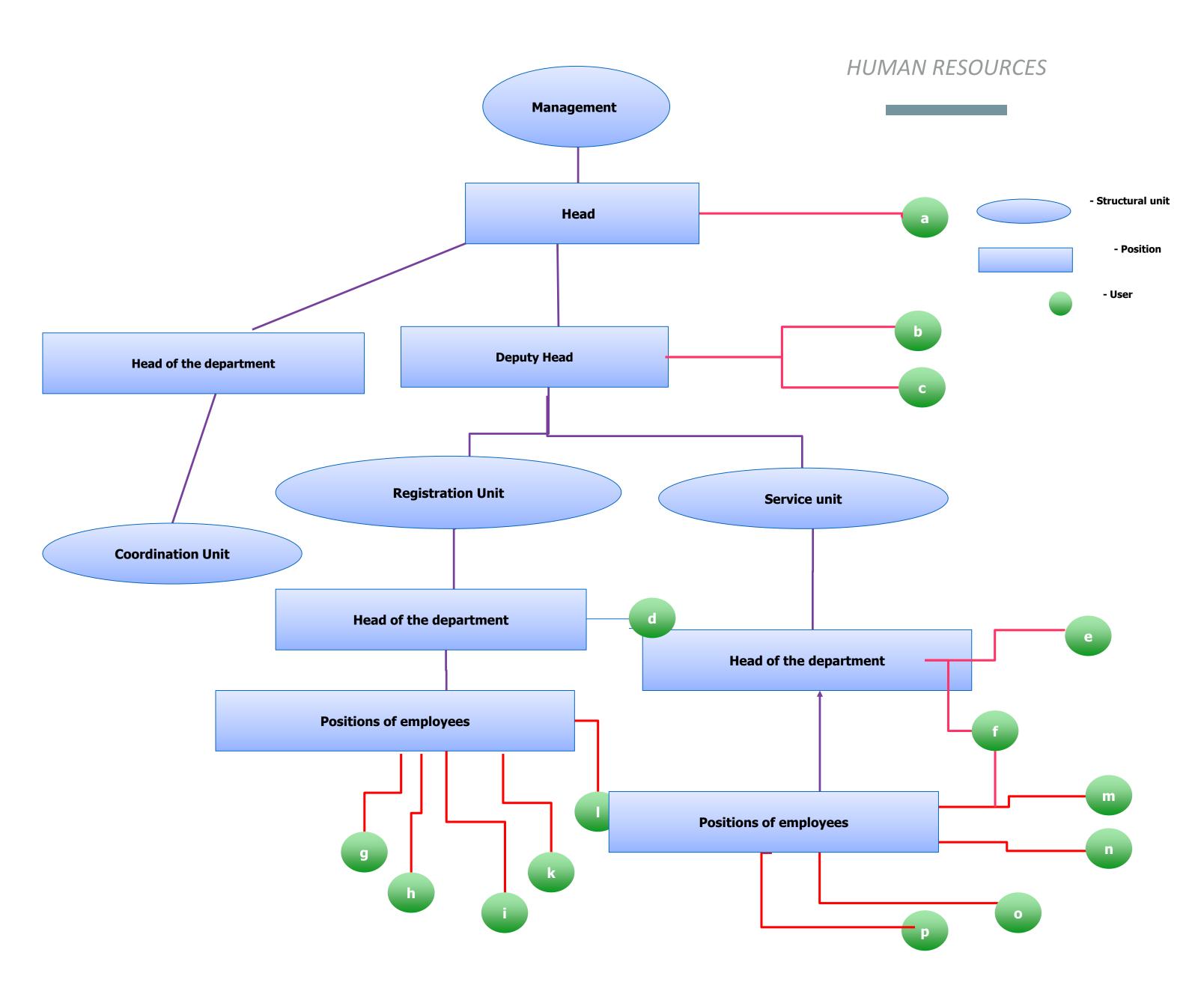
BASIC FUNCTIONAL OF THE "HUMAN RESOURCES" SYSTEM

HUMAN RESOURCES

- Automation of the procedures required during the hiring of new employees
- Inclusion in the database of all information on personnel
- Placement of employees according to the staff structure and identity service
- Registration of employees' sick leaves
- Creation of accounting and processing of personal files of employees

- Preparation, accounting and execution of orders, decisions, business trips, vacations, temporary replacement, incentives, etc.
- Evaluation of staff activities
- Attestation of employees, involvement in training, etc.
- Getting different types of reports, universal search, etc

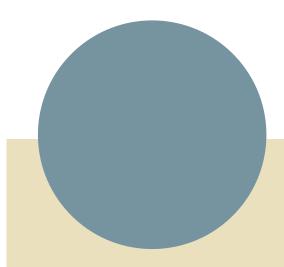
STRUCTURAL SCHEME OF ORGANIZATION



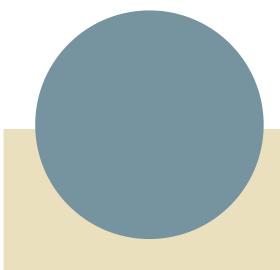
AUTOMATED PROCESSES

HUMAN RESOURCES

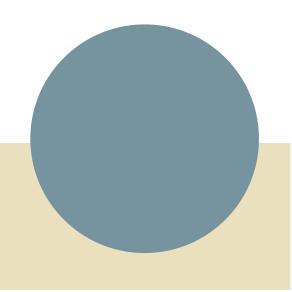
Processing of the electronic application "e-Reception"



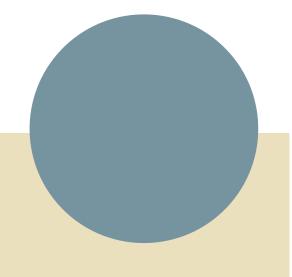
Procedure for hiring a new employee



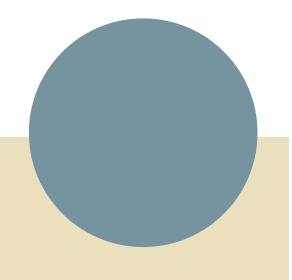
Adding to the database, storing and updating information about employees



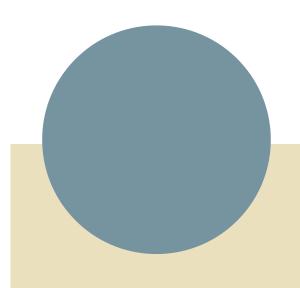
Conducting personnel appraisal



Placement of the employee in the staff structure and registration of service certificates



Accounting of holidays and business trips



Information reports about the operation of the subsystem



ADVANTAGES OF ELECTRONIC OFFICE WORK

Advanced search system of reports

The mechanism providing control over documents

The system automatically provides lists of documents associated with other documents.

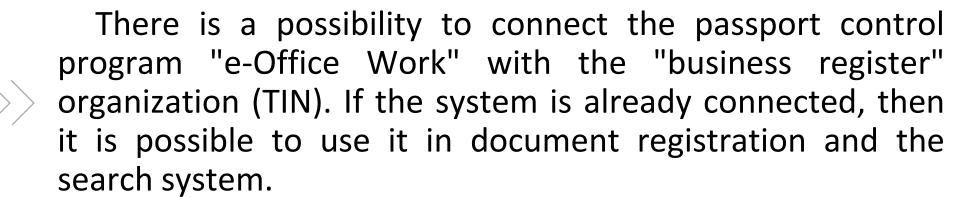
The process of filtering (execution, execution, according to the date of execution, etc.).



ADVANTEGES OF ELECTRONIC OFFICE WORK

All territorial addresses on the territory of the Republic of Azerbaijan and organizational and structural list of all state institutions are located in the system.

The system supports text and various types of multimedia files in the registration of documents.



ADVANTEGES OF ELECTRONIC OFFICE WORK

When documents are registered in accordance with different parameters, documents of the same subject are automatically provided by the system.

The list of registering persons is created in advance of the registration deadline. After the approval of the manager, the documents are sent to the appropriate persons.

For documents of the same type, it is possible to select group operations.

The "Service" system is oriented to the activities of the organization and can be integrated with other modules of the program.

ADVANTEGES OF ELECTRONIC OFFICE WORK

The structure tree of the human rights organization is defined through the user management module. That is, the appointment to the post is managed by the system from the screen of the manager and the employee.

After carrying out certain operations, the document passes from one state to another. At this time, conditionally for each document, only certain operations can be conducted. That is, depending on the status of the document, the type of operations belonging only to it is determined.

The implementation of automatic forwarding of documents to the person replacing the official in the organization.

Support in the "Electronic Signature" system. <

YOUR SUCCESS - OUR PROGRESS



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