Table of Contents

3.0 Login

Out of the Box

When SmartMan is loaded for the first time onto a computer, you can start using the software with the "**Practice Sessions**" login.

> **How To**: Click on It, Click Enter then select a skill.

>> For the first 14 days this does not ask for a password. After that, it will ask you for a password.

> **Password**: 12345.

See more details below related to using the Practice Sessions user.

If you purchased SmartBaby with a computer you already have many generic users.

> **How To**: Click on a Name, Click Enter, Type the Password and Click Enter.

> **Password**: 12345.

3.1 Understanding the Login

Each person who uses SmartMan must have a login Name, This can be Practice Sessions, a generic name or your own name. The login name determines where the results will be saved and allows you to review results and see your score once you have completed an activity.

There are 3 different ways to login. Each is described below.

3.2 Login with Practice Sessions

"Practice Sessions" always appears in the Login Area. Click on it. This selects it and places in the bottom selection area at the bottom. Click on Enter. For the first 14 days this does not ask for a password. After that, it will ask you for a password. The **Password is: 12345**.

"Practice Sessions" allows you access to the Main Menu and Skills Menu. You have access to all practice activities without registering a name.

You do not need access to the internet. All results will be stored under the user called "Practice Sessions".

3.2.1 Advantages of the Practice Sessions User

You can use SmartMan without preparing logins.

You do not need to register.

You do not need access to the internet.

3.2.2 Disadvantages of the Practice Sessions User

Results are saved under a generic Practice Sessions User which makes it difficult to identify which person performed.

3.3 Login with an Existing Name

If you purchased a computer with SmartMan then your computer already has several generic user names. To use any of these, Click on the Login Name, Click on Enter, Type the password 123456 and Click on Enter. You will be at the Main Menu. Select Skills to perform from the Skills Menu.
You do not need access to the internet. All results will be stored under the user with the generic name you selected.
Once SmartMan has had many uses, there will be a number of user names in the Login area. Scroll to your name Click on Enter, Type the password, Click Enter and then select the skill you wish to practice.

3.4 Create a New Login NAME

At the Login area Click in the space at the bottom left. Type your Login Name and Click Enter.

- Names can ONLY have letters and/or numbers.
- This does not have to be a person's name but could be just a name to help you remember which person performed or what group performed their skills.

It will ask for a password and for you to confirm the password. The password must be between 3 and 10 characters in length, is case sensitive and cannot contain any spaces or special characters.

Click 'continue' and enter the same password one more time. You only need to re-enter your password this one time.

We suggest a simple password that you can remember. The most popular password is: 123456. Click Enter and you will go to the Main Menu, however the Skills Menu is not accessible yet.

For this Login name:

- You MUST Register BEFORE you can access the Skills Menu.
- You MUST have an active Internet Connection to Register.
- You MUST have a Key Code. Your Key Code is in your attached package.

To gain access to the tests, you will have to register. To register you need an active internet connection.

For details on how to make registering easier and how to register a large group of names at one time, please see the section of the manual on Registering and Using a Template.

3.5 TIP: When You Have Many Names In The Login Area

When you have many names in the Login area you can scroll down to find your name. They are listed in alphabetical order.

However, you might be able to get to your name quicker using a short cut.

- Press the first letter of your name
- This is case sensitive so if the login starts with a Capital "P" you must press the shift key and then press "P".
- The Login area will then jump to the first letter which you pressed.

Select your name and it will appear in the selection area. Click on Enter or Press Enter and then type you password. Click on Enter or Press Enter and you will go to the Main Menu.

For information on how to set up a template to make Registering a User Easier and Quicker go here:
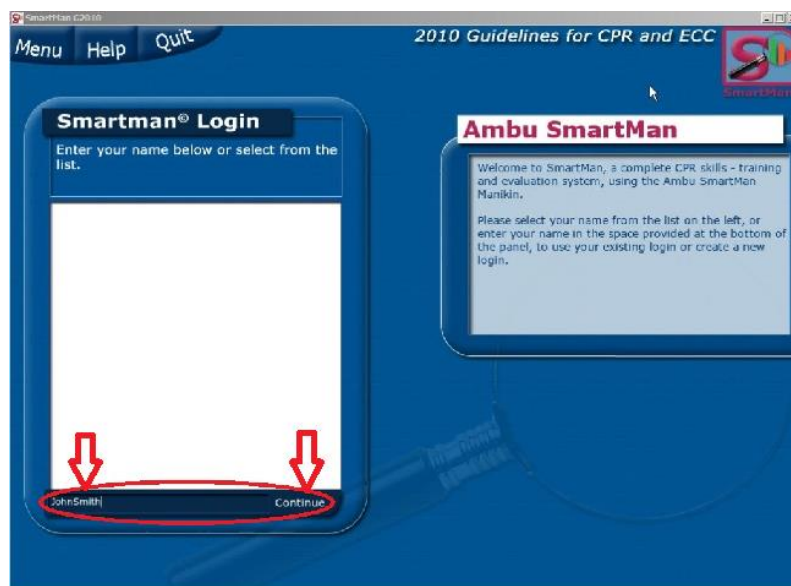
3.6 More On Passwords

Every person's scores are private. When a person creates a login, he or she must give a login name and password. The password must be at least six letters or numbers long and cannot contain any spaces or special characters.

The first time you use a password, you will be asked to confirm it by typing the password again. The next time you enter the password you will only have to enter it once.
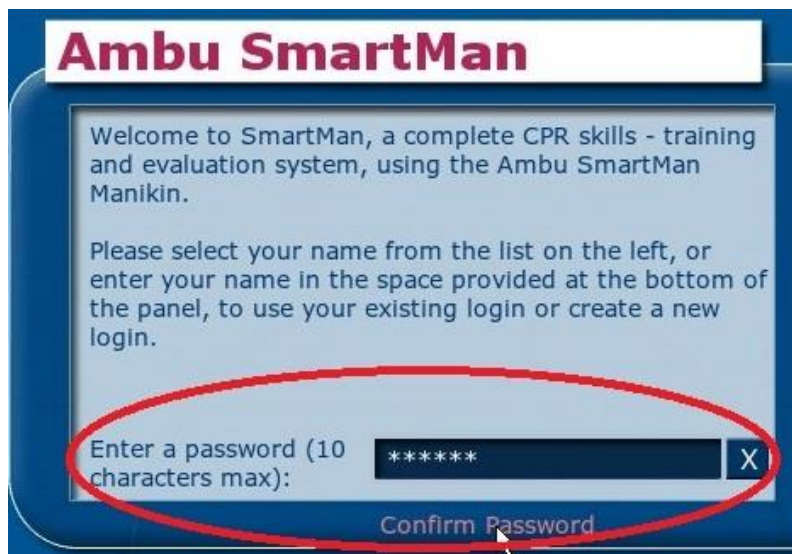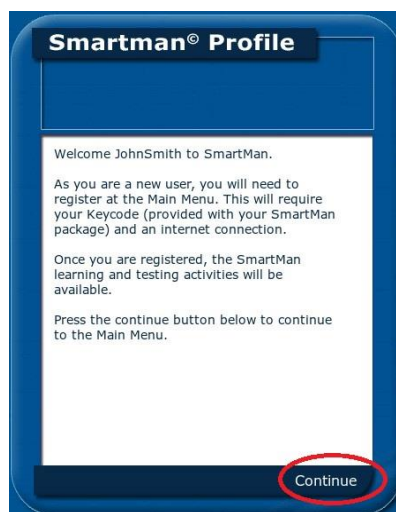
NOTE

Both the 'Log In' name and 'Password' are case sensitive.

If you make an error putting in the password, you will not see the continue button. Use the Back Space key and then type in the correct password.

When your password has been accepted you will see your profile information. See the image below. Click Continue to go to the Main Menu.

3.7 Verify Manikin Connection

SmartMan will now check the connection to the manikin.

3.7.1 Good Connection

If the connection via the USB cable is okay, you will see the SmartMan Main Menu.

3.7.2 No Connection

If the connection cannot be established, a popup window will explain that an error has occurred.

When you click the continue button you will be taken back to the login stage.
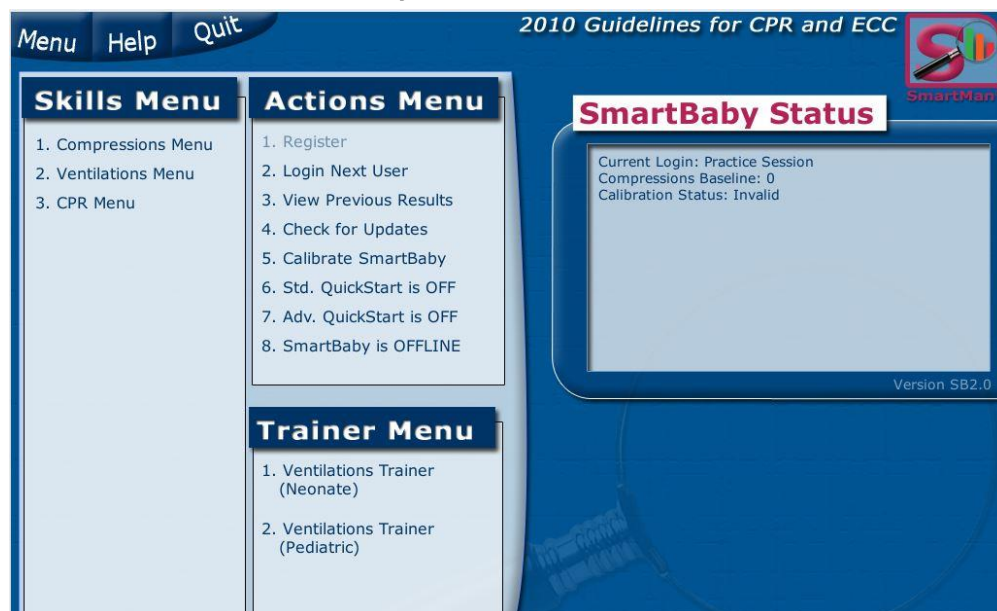
Check that all cables are correctly plugged in. Then login again.

3.8 Main Menu

When you have logged in and the connection is detected, you will be taken to the Main Menu. It will look something like this, depending on which product you purchased.

See the section in this manual dealing with the Main Menu for details.