

## Custom Validation Override

- Valid if scanned before a specified time. Invalid if scanned after that time. Includes option for the app user to override the invalid status under certain conditions. The case-insensitive trigger word “before” must be used in the associated database’s response text.
- Scanning is stopped when pre-defined values are scanned. Those values will initially be invalid but the app user can override the status to valid under certain conditions. The case-insensitive trigger word(s) “Worker” or “Check ID” must be used in the associated database’s response text. The trigger words can be changed in the script as needed.
- Requires use of the Online Validation Service Type

### A. Middleware Script Variables [The script can be viewed/downloaded here.](#)

```
const beforeTime = "16:00"; /* hh:mm i.e. "15:30" (time is UTC) */
const beforeTimeKeyword = "BEFORE";
const keywords = ["WORKER", "CHECK ID", beforeTimeKeyword];
const duplicateRegex = /Invalid duplicate\.([\s]*)/;
const duplicateCheck = "Invalid duplicate.";
// This is question answer needed that override warning scans
const overrideApprovedAnswer = "Checked";
const overrideQID = "3035932";
const apiKey = "0cec88dc7b163159ac25d8ed0e62b9f9";
```

1. The variable for “BEFORE” must be set based on UTC. For example, the current setting is for 6:00 PM CEST time: **const beforeTime = "16:00"; /\* hh:mm i.e. "15:30" (time is UTC) \*/**
2. The word “BEFORE” must be in the database response text if a barcode value needs to be checked.
3. The question-answer option must match the variable in the script. In this case the answer option is “Checked”.
4. The question ID (QID) must be entered and the question-answer option must match the variable in the script. In this case, the answer option is “Checked” and the QID is **const overrideQID = "3035932";**

# Edit Question

## Question Prompt

How the user will be prompted for question ID 3035932.

DO NOT check if Invalid or Invalid Duplicate

## Question Type

The type of prompt for the user (this cannot be changed)

**Multiple Choice (Single Answer)**

## Answers

Manual Copy-Paste

Answer Option:

Checked

Drag and drop to select options to present to the user.

Add Option

## B. Alter Response

### Pattern:

```
^([\s\S]*)$
```

### Replacement:

```
<html>
<head>
<title>Alter Response</title>
<meta name="viewport" content="width=device-width, initial-scale=1.00" />
<style>
  body { font-family: Arial, sans-serif; }
  .message {
    padding: 10px;
    margin: 0px;
    text-align: center;
    font-size: 150%;
    font-weight: normal
  }
  .error { background-color: #f05050; color: white; }
  .warning { background-color: #f7ca38; color: black; } /*#780000*/
  .success { background-color: #295413; color: white; } /*#1e3d0e #2ecc71*/
  .regular {
    background-color: white;
    color: black;
    display: block;
    padding: 15px;
  }
</style>
</html>
```

```

    margin-top: 10px;
  }
</style>
</style>
<script type="text/javascript">
  // Include keyword "__original_msg__" in your message if/where you want it.
  var phraseMap = [
    { "regex": /Invalid duplicate\.([\s\S]*)(WORKER|CHECK ID|BEFORE)([\s\S]*)/,
      "validity": 0, "style": "error",
      "message": "DUPLICATE! This ID was already allowed entry. __original_msg__" },
    { "regex": /(?!(Invalid duplicate))([\s\S]*)(WORKER|CHECK ID|BEFORE)([\s\S]*)/,
      "validity": 1, "style": "success",
      "message": "The ID has been approved for entry. __original_msg__" },
    { "regex": /(?!(Invalid duplicate))([\s\S]*)(WORKER|CHECK ID|BEFORE)([\s\S]*)/,
      "validity": 0, "style": "warning",
      "message": "Check TIME before allowing entry. __original_msg__" }
  ];

  var scanResponse = `$1`;
  var scanStatus = `__SCAN_STATUS__`;

  document.addEventListener("DOMContentLoaded", function() {
    var ogMsg = "<span class='regular'>"+scanResponse+"</span>";
    //var msgClass = scanStatus == 1 ? "success" : (scanStatus == 0 ? "error" : "-");
    //var msg = (msgClass == "success" ? "VALID" : (msgClass == "error" ? "INVALID" : "")) + ogMsg;
    var msgClass = (scanStatus == 0 ? "error" : "-");
    var msg = (msgClass == "error" ? "INVALID" : "") + ogMsg;
    for (var map of phraseMap) {
      if (scanResponse.match(map.regex) && scanStatus == map.validity) {
        msg = map.message.replace("__original_msg__", ogMsg);
        msgClass = map.style;
        break;
      }
    }
    const msgElm = document.getElementById("msgElm");
    msgElm.classList.add(msgClass);
    msgElm.innerHTML = msg;
  });
</script>
</head>
<body id="msgElm" class="message">
</body>
</html>

```

The Alter Response pattern and replacement can be edited. Here is the section to edit:

```

// Include keyword "__original_msg__" in your message if/where you want it.
var phraseMap = [
  { "regex": /Invalid duplicate\.([\s\S]*)(WORKER|CHECK ID|BEFORE)([\s\S]*)/,
    "validity": 0, "style": "error",
    "message": "DUPLICATE! This ID was already allowed entry. __original_msg__" },
  { "regex": /(?!(Invalid duplicate))([\s\S]*)(WORKER|CHECK ID|BEFORE)([\s\S]*)/,

```

```
    "validity": 1, "style": "success",
    "message": "The ID has been approved for entry. __original_msg__" },
  { "regex": /(?!Invalid duplicate)([\\s\\S]*)(WORKER|CHECK ID|BEFORE)([\\s\\S]*)/,
    "validity": 0, "style": "warning",
    "message": "Check ID before allowing entry. __original_msg__" }
];
```

Notes:

1. The message "**Check ID before allowing entry. \_\_original\_msg\_\_**" text was changed for the **BEFORE** service to "**Check TIME before allowing entry. \_\_original\_msg\_\_**"
2. The other messages can be changed too, if necessary.