

March 2009

In-House Credit Card Processing is Here!

As mentioned in our last newsletter, our team has been testing and implementing in-house credit card processing from within SportsMan SQL itself. Adding this new feature will simplify the payment process for your staff and your customers.

How does it work? Just setup an account with one of our supported payment gateways and configure SportsMan SQL to use that account in the site settings. Credit card transactions are transmitted to the payment gateway over the internet and immediate authorization is sent straight to SportsMan SQL.



Which gateways are supported? We currently support the following gateways for in-house credit card processing:

AuthorizeNet	Skipjack	iTransact
PayPal	CyberSource	

Please contact our support team for details about the supported account types and how to set them up in SportsMan SQL.

Is hardware needed? If you would like to swipe a credit card rather than typing the card information into SportsMan SQL, a credit card reader will be necessary. Visit <http://www.sportsmansql.com/optional.htm> for pricing and availability of magnetic stripe readers.

When is it available? Call us today and we will assist in updating you to the latest version with this exciting new feature. An automatic update including the feature will be available within the next few weeks.

Suggestions

At Peak Software, our commitment has been to producing a quality product that meets the needs of the parks and recreation industry. Customer suggestions have played a key role in making SportsMan SQL what it is today. In addition to the suggestions given directly to our staff, we have implemented an online suggestion tool to allow you to submit your requests. If you have a suggestion or feature request, go to <http://www.sportsmansql.com/sugreq.htm> to let us know.

Come See Us

Come and visit us at the Utah Recreation and Parks Association Conference on Tuesday March 17th.

Making Changes to Activities

SportsMan SQL allows you to organize your activities, programs and sports into your own categories. Some users create menu categories for seasons and years, like Spring 08, or Summer 09. Others choose to create them based on the type of activity, like Soccer or Basketball.

Once a menu category has been created you are ready to add your activity. Depending on the type of activity, you will add either classes or teams. The new classes and teams will inherit the characteristics (price, GL assignment, sign-up dates, etc.) of their parent activity. Classes, however, can then be modified to have their own characteristics that differ from their parent activity and other classes within the same activity.

Once a class has been created, its characteristics are independent from its parent activity. If a characteristic in the activity is modified, it is not automatically passed to the classes. To cascade changes to the classes below it, use the Cascade button at the bottom of the Add/Edit Activity Definition screen.

The cascade function will allow you to decide which characteristics to assign to the classes.



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