

iDismiss Check in Codes Available

Check In codes may have different uses based on each school's dismissal logistic/process. Some of the ways schools use these codes are to represent: an exit door (1, 2, 3), the lane position of a car in a multi-lane loading zone (Lane 1, Lane 2, Lane 3), a specific spot where students need to go to meet their parent's vehicle (red spot, green spot, spot 1, spot 2, spot A, spot B), when the student's parent arrived to walk him home (W), etc.

iDismiss allows you to set up to 36 one-character codes ranging from 0-9, and A-Z. The code itself doesn't represent anything until it is matched with any of the images shown below. When adding a code, you need to additionally provide the image's name you want to associate it with.

Example: If you need code 8 to represent a purple spot, you need to tap on the "+" sign in the Codes screen, then add the number "8" as the code, and the word "purple" as the image name (make sure the "Enable use of Codes" switch is turned on). Then when checking cars in, you will type the tag# followed by the one-character code you want to assign that car with. If the tag# in the car is 65, and you want to assign it the purple spot, you will input "658" and tap the "Check-In" icon. The app will automatically separate the last character (8) and use it to match the car with the image "purple".

