



Book directly with the landlord

BookMe - Information

The "BookMe" software is a booking system without a MySQL or MariaDB database and works with JSON files. The system can be set to the following languages: German, English, Bulgarian, French, Italian, Dutch, Spanish, and Polish. I have published the software under the MIT License. Intended mainly for those who want to rent out a holiday apartment, but you can also use the booking system for a guesthouse, small hotel, bed & breakfast, a clubhouse, campsite, barbecue huts, youth hostels... You can put together all the necessary form queries for your object(s) yourself. You can even create several object types and use them in parallel. For each object, you can either generate and copy the URL to the form or, if you want to integrate the forms directly into your website, generate an iframe and copy and paste it into your website at the desired location. For each object, you can upload five images that can be viewed in a gallery (showbox), and under the settings, insert links to your terms and conditions, contact form, and privacy policy, which are displayed in a new browser window. The best thing - you don't have to install anything. Simply unpack the "BookMe.zip" file and upload the "BookMe" folder to your server in the root directory (where all your pages are saved). You log into the backend with the first password "passwort" (<https://www.your-domain.com/BookMe/admin/login.php>) and can start right away to adapt the password to your own password and put together the first object type and create your object(s). The booking system also offers the possibility to cancel a booking. You will find everything important about this in the program. The system automatically sends an email with a copy of the booking to the guest as well as to the landlord and contains a button for the guest to cancel his booking.

The system does not offer you complex management of your bookings or the processing of payments. You have to take care of that yourself.

Server requirements:

The system is very undemanding because it does not require a database. The following things must be active on the web space/server:

Write permissions: The web server (or the PHP user) needs write permissions on the server to create folders and save the .json files and images.

PHP GD Library: This extension must be activated in PHP. It is absolutely necessary to automatically scale the uploaded logo in the settings to a maximum of 800px. (Is active by default with 99% of hosters).

PHP Zip Extension (ZipArchive): Required for the backup module to pack the files into a .zip archive and unpack them again. (Also standard with almost all hosters).

Email sending: Since the system uses PHPMailer, the server must be able to send emails.

What is the minimum PHP version requirement?

Absolute minimum requirement: PHP 7.0 Reason: The code uses modern PHP notations such as the null coalescing operator (??) and the short array syntax ([]), which are only available from PHP 7.0 or 5.4.

Recommended version: PHP 8.0 or higher (e.g. PHP 8.1 or 8.2). Reason: PHP 7 is officially no longer supplied with security updates. For the best speed and highest security, the project should run on a server with PHP 8.x. The code of "BookMe" is written in a modern way and is fully compatible with PHP 8.

In summary: You can run the system on almost any standard web space (e.g. IONOS, Strato, All-Inkl, Host Europe) without any problems, as long as PHP 8.x is selected!

Details about the booking system Settings:

The landlord/administrator can:

- Set the company name, the sender email, and links (terms and conditions, contact, privacy policy).
- Switch the language (Bulgarian/German/English/French/Italian/Dutch/Spanish/Polish).
- Upload a logo, which is automatically scaled to a maximum width of 800px and saved in the imgs folder.
- The settings are saved as desired both in admin/settings.json and in json/settings.json (for the frontend).

Create object categories:

The landlord/administrator can create main categories (e.g. "Holiday apartment", "Conference room" ...). A corresponding folder is created in objects/ for this.

Create individual objects:

Specific objects (e.g. "Room 1", "Pitch 12") can be created within the category. These receive their own subfolder with an ID.

Define properties:

For each object, the landlord/administrator can use checkboxes to determine which fields the person booking must fill out in the frontend (number of people, animals, children, boat size, projector required, etc.). This configuration is saved as JSON in the respective object folder.

Image upload: Up to 5 images per object can be uploaded (are also saved in the object folder).

Object management:

Categories:

The landlord/administrator can create main categories (e.g. "Holiday apartment", "Conference room, ... "). These are created as folders in the objects/ directory.

Objects:

Individual objects (e.g. "Room 101") can be created within a category. These receive their own subfolder with a unique ID (e.g. objects/Holiday apartment/12345_Room 101/).

Properties:

For each object, the landlord/administrator can use checkboxes to determine which fields should be queried in the frontend form (people, animals, children, boat, caravan, tent, projector, type of event). These settings as well as the description are saved in a config.json in the respective object folder.

Images: Up to 5 images per object can be uploaded and also deleted again.

Calendar management (admin/calendar.php)**Central calendar:**

The landlord/administrator can select days that should generally be blocked for all objects.

Object-specific calendar:

The landlord/administrator can select a specific object from a dropdown and block days only for this one object.

Storage:

The blocked days are saved as a JSON file (e.g. admin/blocked_days.json) so that the frontend can access them later.

Epilogue:

Does "BookMe" use cookies?

Yes, but only technically necessary session cookies. The system does not set any tracking cookies (like Google Analytics) and no advertising cookies. Only the standard PHP cookie (PHPSESSID) is used.

In the backend: The session cookie is absolutely necessary to keep the administrator logged in after login (\$_SESSION['admin_logged_in']). Without this cookie, you would be logged out immediately with every click.

In the frontend: The session cookie is also used here. It fulfills two important tasks:

Security (Captcha): The generated Captcha code is saved in the session to compare it with the user's input when submitting.

User-friendliness: If a user submits the form and makes a mistake (e.g. Captcha wrong), the system temporarily saves the data already entered in the session. This means the user does not have to retype everything when the page reloads with the error message.

GDPR note: Since these are purely technically necessary cookies that are automatically deleted after closing the browser, you do not need an annoying cookie consent banner for "BookMe". It is completely sufficient to mention the use of session cookies in your privacy policy.