Approved KDS Peripherals & Operation and Parser Library

Epson Supported POS SW & Peripherals

POS SW and *growing* Library of Parsers

- Aldelo
- Breadcrumb (Upserve)
- Cake
- Casio QY6000ver.D
- Digital Dining
- Dinerware
- Duet (Action Systems)
- Epson
- Galaxy
- Lavu
- Lineskip
- Linga
- Mediamix
- MICROS 3700
- MICROS e7
- MICROS Symphony 2.7 MRG
- NCC Reflection
- NCC USA
- NCR Aloha
- Nirvana
- Positouch
- Shift4
- Shopkeep
- Skywire
- Squirrel
- Talech
- Tavlo
- TouchBistro
- Ongoing additions

The KDS Configuration Utility updates new parser additions to the library

Peripherals

- Controllers are fully compatible with **any wide screen HD display (1680 x1050)**
- **Single point touchscreen:** ELO 2201L 22in LCD ACCUTOUCH VGA / USB
- **USB bump bar:** Logic Controls KB1700U-D-BK, USB

Information/Links can be found on:

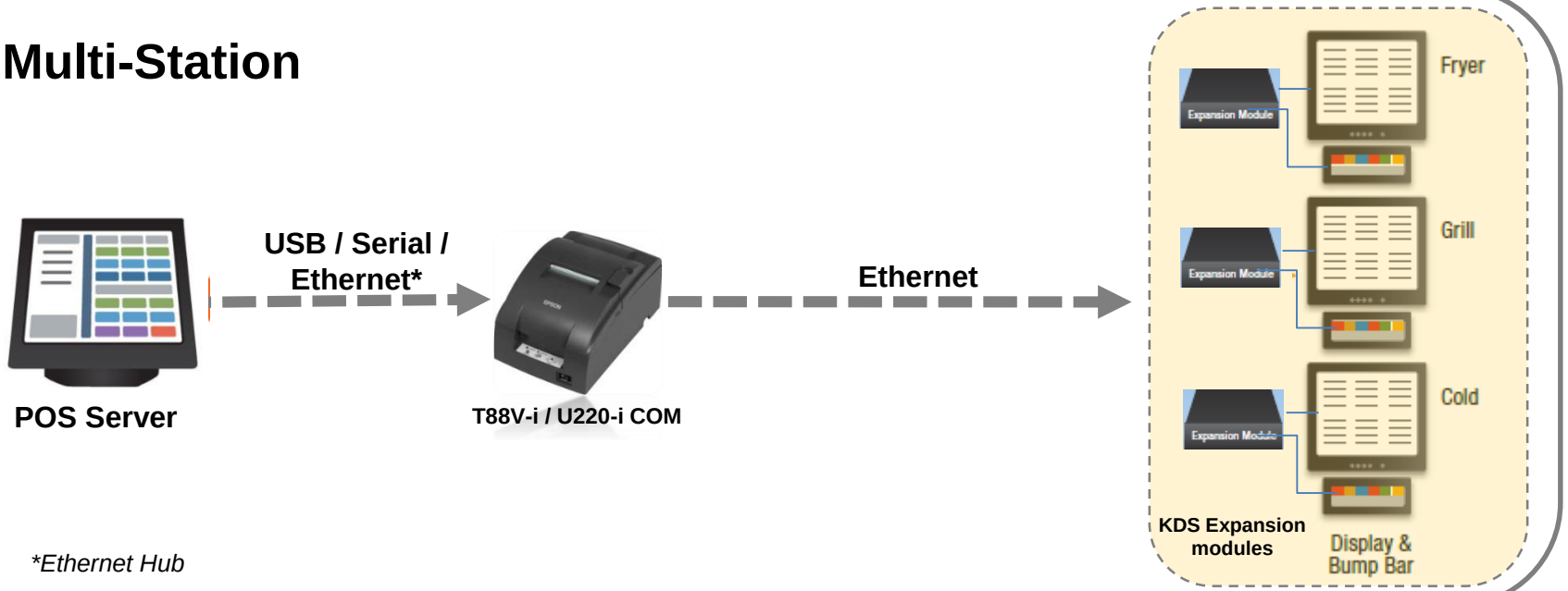
- **KDS product pages – www.epson.com/kds click on "more information"**
- **Epson Support site – www.epson.com/support/u220-ikds or www.epson.com/support/t88v-ikds**
- **Product in-box product flyer**

Controller Connectivity

Direct-Connect



Multi-Station



*Ethernet Hub

Bump Bar Functionality



Logic Controls
KB1700U-D-BK, USB

Bump Bar Features

Bumping an Entire Order

Pressing the tile number 1 - 9 will bump the order with associated with that tile.

To bump order 10 – 12 you need to press the 0/10 key (which selects 10 – the first digit of ten) and then 0-9 to select the second digit.

Pressing Bump will bump the first order on the screen as long as you are not in Scroll Mode.

Bumping Individual Items (Scroll Mode):

Pressing Scroll and then the tile number 1 - 9 enters Scroll Mode and will select the first item in that tile.

Pressing Home selects the next item in the order. If the item is in the next tile then the item in the next tile will be selected. If it is the last item for the order it will do nothing. This will not traverse to orders off screen.

Pressing Mode selects the previous item in the order. If the item is in the previous tile then the item in the previous tile will be selected. If it is the first item in the order it will do nothing. This will not traverse to orders off screen.

Pressing Bump will bump the item and associate modifiers by showing them struck-through. Items can be unbumped by pressing Bump again. Once all items are bumped/struck-through the entire order is bumped and Scroll Mode is exited. The order can be recalled if necessary.

Pressing Scroll while in Scroll Mode will exit Scroll Mode.

Pressing Summary will bring up the recipe for that particular item.

Bump Bar Functionality

Recalling Orders

Orders that have been bumped can be viewed in the history window and recalled if necessary. To bring up the history window press the Recall button:



Bumped orders appear in a list – with the last bumped order at the top and highlighted.

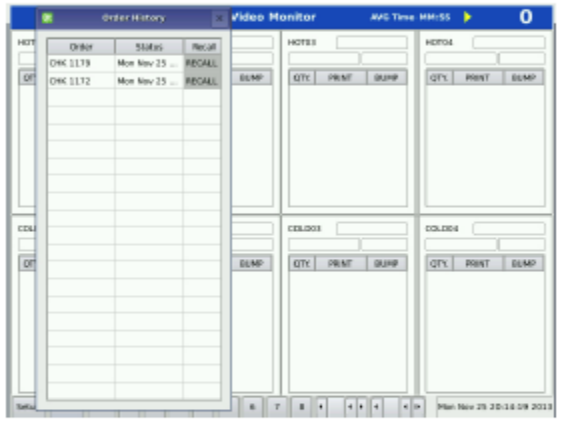


Figure 2.2.3 – Order History

To select the next order press



To select the previous order press:



To recall an order, select the desired order and press:



To exit back to the main screen press:



Recalled orders are identified and highlighted in the order header and placed in the beginning of the queue – tile #1.

Expanded Order View

An order can be selected to be viewed in its own pop-up window. This is convenient if orders span multiple windows or if an order extends off the screen.

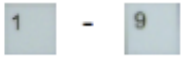


Figure 2.2.4 – Preview Order Window

To view an order in its own pop up window press:



And the corresponding tile number for the order.



Pressing any key will close the window.

Viewing Off Screen Orders

To see new orders that are not visible on the main screen press:



Will shift windows (not orders) one at a time. To shift windows back one at a time press:



Touchscreen Functionality



ELO 2201L **LCD ACCUTOUCH VGA / USB**

Touchscreen Type
A single point touchscreen can be used in place of a bump bar with the same capabilities

Bumping an Entire Order
Entire order can be bumped by pushing the bump icon on the tile of the screen

Bumping an Individual Item
Pressing the item to be bumped will bump it (strike-through) along with all associated modifiers

Recall Orders
Recall icon at the bottom of the screen

Order Preview
Can be done by selecting the tile number from an icon at the bottom of the screen

Recipe Information
Pressing and holding on a particular item will bring up the recipe information

Orders off Screen
Use Scroll left and scroll Right icons at the bottom of the screen