

# INTRODUCTION

This program allows you to create wizards to select one or more products that will be defined as an order.

The program allows you to keep as many open orders as defined objectives. Objectives can be customer names, restaurant tables, hotel rooms, or any other pertinent item.

The printing of the orders can be done to a local printer or to a central printer, by bluetooth communication or wi-fi.

This program is available for Android and Windows CE. The commercial version of Windows CE does not support images for practical reasons related to the usual screen sizes of these devices although it would be perfectly feasible to implement such functionality for larger screens.

# ORDRES

To generate a new order, select the "Orders" option in the General menu. Next you will see a series of buttons with open orders, plus a button to start a new order. Logically during the first run, only the button that allows the generation of a new order will appear.

We will then add items to the selected order. Orders are opened indefinitely until they are either canceled or invoiced. The printing of the order is only available at the time of invoicing.

## **BILLING**

To invoice an order, access the corresponding option in the General menu, and select the order that you want to invoice. In the following screen you will be presented the summary of said order indicating the number of items that compose it and the total amount. If the data is correct, you can press an OK button to print the order, or cancel the option to make the necessary corrections.

## **CANCELATION**

This option allows you to cancel an order quickly and easily. Select the "Cancel" option and then the order you want to cancel. You will receive a confirmation screen where you can confirm the cancellation of the order.

# CONFIGURATION

## ITEMS CONFIGURATION

For the generation of the tree corresponding to the different options of the wizard, the following is applied by default: the first level families will be those two-digit codes. At this point, each additional two digits implies a new branch of the tree.

Imagine that we want a three-screen assistant. In this case we will use two-digit codes for the initial screen, four digits for the secondary screens, and six digits for the final screens, which are the ones that define the particular item.

The terminal program does not include an option to modify or avoid articles so they must be created by an auxiliary application such as dbWin. Usually the implementation of this application is carried out by specialized professionals, although the process is not especially complex, but requires a minimum knowledge of how the dbWin application works.

Once the master file that defines the articles and the tree for the wizard has been generated, it is necessary to copy this to the terminal by the procedure given by your distributor.

In addition to this it will normally be necessary to edit the file WOIDEFS.TXT, to define the objectives of the client, tables of a restaurant, positions of the bar of a bar, etc. This file should also be copied to the terminal.

The terminal is now operational for use.

## IMAGES CONFIGURATION

The Android version supports an image-based wizard. To configure this option it is necessary to pre-prepare, normally on a PC, the images with the appropriate scale and in PNG format. The correspondence of each image with your item is given by the code of the item that must match the name of the image file. Finally these files must be housed in the data subdirectory within the dSOFT folder of the internal memory card (/ sdcard). If you do not have a specialized tool this can be done by activating the USB storage of the device.

Since Android devices are case-sensitive, make sure that the uploaded files match capitalization with the corresponding codes and that the ".png" extension is lowercase.

The images will always be arranged one on the other (vertical layer) allowing both lateral and vertical scrolling. In principle a good scale are

usually images of 100 to 150 pixels wide and 80 to 120 high. Of course these are only orientative measures.

It is not imperative that all codes have an associated image, since the default program will display buttons unless the associated image exists.