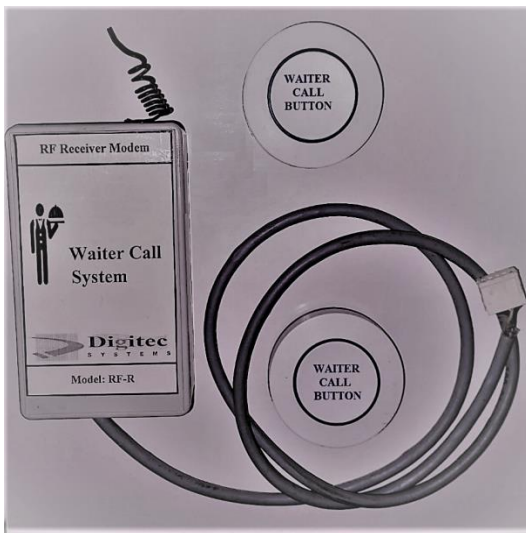


USER MANUAL



In Pace with Technology

WAITER CALLING SYSTEM



Requirements:

It includes;

- A wireless Button
- A Receiver Modem
- An Android Device

HOW IT WORKS?

- An Android Device needs to be placed in the Staff/Monitoring room.
- The given Button will be placed on the Table and the Receiver Modem will be attached with an Android device.
- Each button will be assigned as a Table ID.
- When the customer triggers/presses the waiter call button from the Table, it will appear on the app screen on Android Device placed.
- When the staff views the call, they will have option to log the call with the details.

Demonstration of Android Application:

In Waiter Call System, there will be;

- Several wireless buttons, which will place on table, each button consists of a unique Remote id (Provided).
- A Receiver Modem (will be attached with Android (Tablet) App).
- An Android Application (For Monitoring Waiter calls).



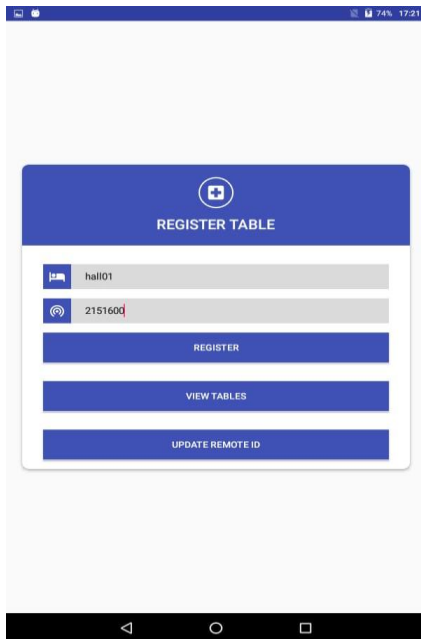
Above, figure represents the Main screen where all waiter calls will appear. For receiving calls of a particular button, you will require to register the remote id (provided) with table you want to place on.

By clicking **ASSIGN TABLE** button, another screen will appear **REGISTER TABLE**, you will have to enter the table name or table number the remote id of that call button.

For example, in below figure, 'hall01' is the table name (For Hall Area 1st Table has id hall01 and 5th table will have id hall05) and '2151600' is the remote id of call button (provided to you).

Now, after clicking on **REGISTER** button.

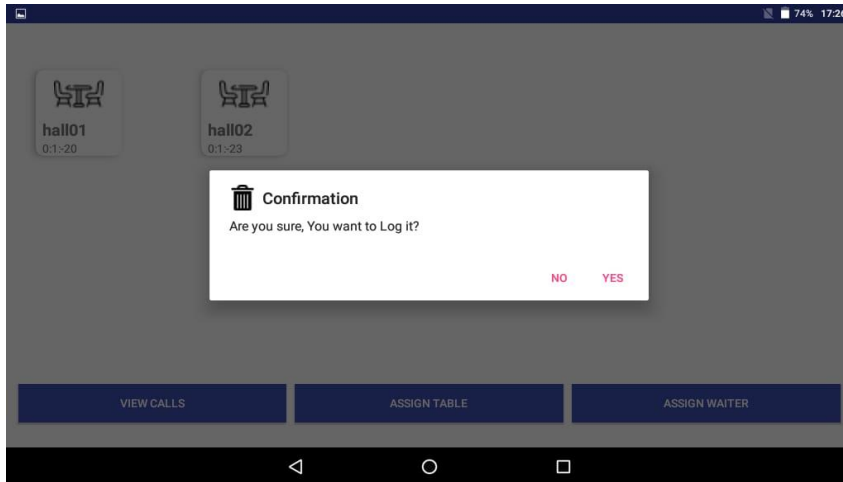
For updating Remote Id, enter the correct table name and New Remote Id and click **UPDATE REMOTE ID** button. The remote Id will be updated.



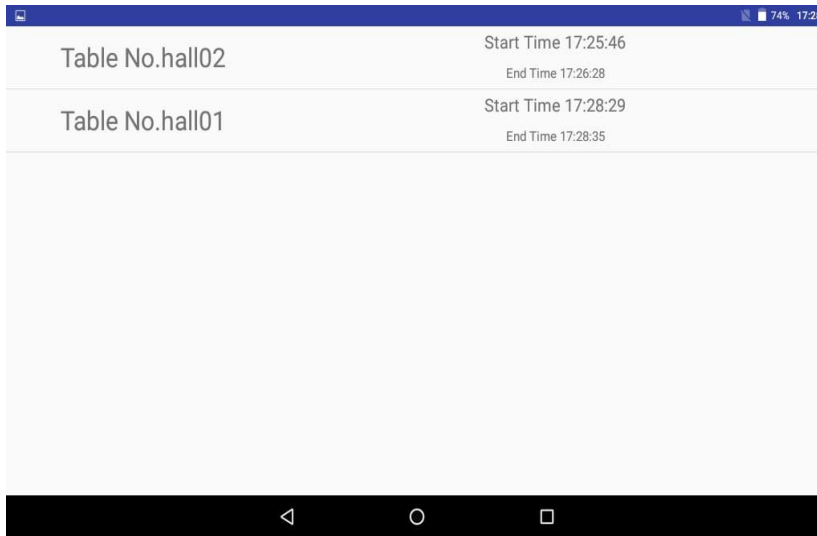
Now, all registered button calls will appear on main screen.



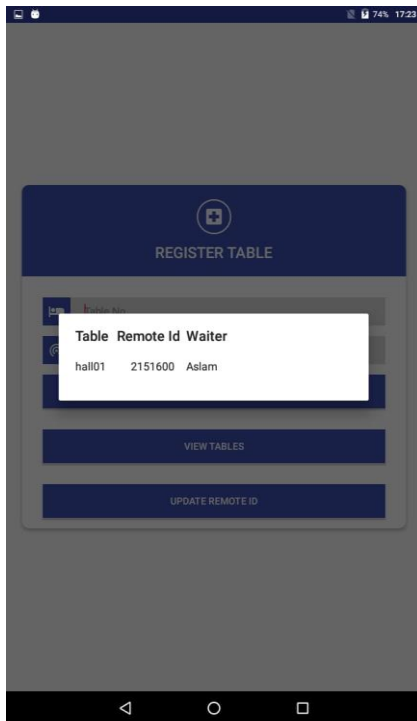
Now, If the waiter has taken the order, then there is no need of the call to appear on Main screen. So, by Pressing and Holding call a dialog will be appear for confirmation. Click 'Yes' and the call will disappear from main screen. Now, if there is another call from the table you will receive it.



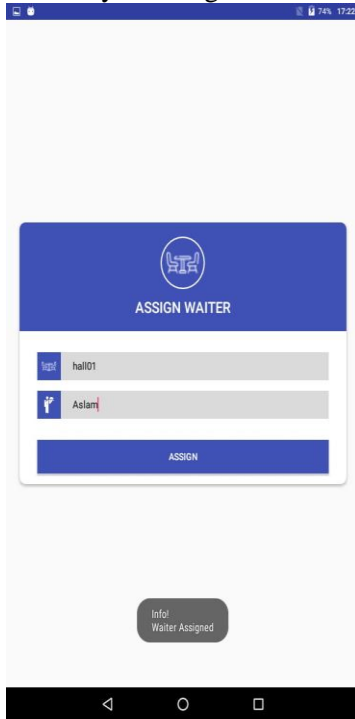
Now, for viewing calls history from **Main screen** Click **View Calls** button.

A screenshot of a mobile application interface. At the top is a blue status bar with a battery icon, 74% battery level, and the time 17:28. Below this is a table with two rows. The first row shows 'Table No.hall02' with a start time of 17:25:46 and an end time of 17:26:28. The second row shows 'Table No.hall01' with a start time of 17:28:29 and an end time of 17:28:35. The table has a light gray background and is separated by thin white lines. At the bottom of the screen is a black navigation bar with three white icons: a back arrow, a circle, and a square.

The registered tables can be viewed by clicking **VIEW TABLES** button.



This waiter name '**ASLAM**' is an optional feature. If you want to Assign waiter to table then from **Main Screen** click **ASSIGN WAITER** button. The new screen appears and you can assign waiter by entering table name and the waiter name. As show below

A screenshot of a mobile application interface. At the top, a status bar shows a battery icon, signal strength, and the time 17:22. The app screen has a light gray background. A central white card with a blue header contains the 'ASSIGN WAITER' screen. The header has a circular icon with a waiter and the text 'ASSIGN WAITER'. Below the header are two input fields: the first is labeled 'Table' with a small blue icon and contains the text 'hall01'; the second is labeled with a person icon and contains the text 'Aslam'. Below these fields is a blue button with the text 'ASSIGN'. At the bottom of the screen, a dark gray toast message box displays the text 'Info! Waiter Assigned'. The bottom of the screen shows a black Android navigation bar with back, home, and recent apps icons.