

## Wireless Restaurant paging system

The attendant enters order numbers into any one of the wireless keypads. These numbers appear on the large wall display in the order that they were entered.

### **Buttons and controls:**

- Keys 0 through 9 - Numeric entry for adding or deleting numbers.
- YES\_KEY - Yes. Add the entry entered from the keypad to the queue.
- NO\_KEY - No. Remove an entry from the queue.
- UP\_KEY - Up. Scroll up to display the previous entry in the queue.
- DOWN\_KEY - Down. Scroll down to display the next entry in the queue.
- S\_KEY - Setup. Configuration and Re-Synchronization.
- P\_KEY - Priority. Move the currently displayed entry to the beginning of the queue.

### **Adding a new entry to the queue.**

Entries can be added to the queue.

- Press the keys 0-9 to enter a numeric value.
- To enter the number 533, press the keys 5, then 3, then 3.
- The display shows: " 2 533"
- Press the YES\_KEY button to save the entry into the next empty slot in the queue.

The unit will hold up to 16 entries in the queue. Only the first 4 entries are displayed on the wall display. As entries are deleted from the queue, subsequent entries move up in the queue and appear on the wall display.

### **Deleting an entry from the queue.**

There are two ways to delete an entry.

Method 1:

- Use the UP\_KEY or DOWN\_KEY keys to scroll through the queue until the desired entry is displayed.
- The display shows: " 2 533"
- Press the NO\_KEY key to Remove the entry from the queue list.
- This unit also informs the other units that the entry has been removed.

Method 2:

- Press the keys 0-9 to enter a numeric value.
- To delete the number 134, press the keys 1, then 3, then 4.
- The display shows: " 134"
- Press the NO\_KEY key to Remove the entry from the queue list.
- This unit also informs the other units that the entry has been removed.

### **Changing an entry in the queue to a priority entry.**

An entry can be moved to the beginning of the list.

- Use the UP\_KEY or DOWN\_KEY keys to scroll through the queue until the desired entry is displayed.
- The display shows: " 5 625"
- Press the P key to move the entry to the top of the queue list.
- The display shows: " 0 625". The entry 625 is now the first entry in the list.

### **Re-synchronization**

On occasion, the master unit and the slave units will have different data. This can happen if power is removed from one of the units temporarily or if there is RF interference in the wireless communication. The units can be re-synchronized by pressing the S button twice in succession from

any unit.

- Press the S button.
- The display will show a single number 0 to 9.
- Press the S button again. The units will immediately re-synchronize

### ***Displaying entries in the queue.***

Press the UP\_KEY to Scroll up to display the previous entry in the queue.

Press the DOWN\_KEY to Scroll down to display the next entry in the queue.

Display

- The display shows two numbers.
- The display shows: "1 134" The left number is the priority in the queue. The right number is the entered number.

The left number is the priority in the queue. The smaller the number, the higher the priority in the queue. Only the 4 highest priority numbers will be displayed on the large wall display. These are also the numbers that have been on the queue for the longest period of time.

## **System configuration.**

Only one step is required on each unit to configure the system.

One unit needs to be designated as the master. The remaining units need to be designated as slaves.

To assign one unit as master, perform the following series of button presses.

- Press the S button.
- The display shows: "0 "
- Press 1930 on the keypad to mark this unit as a master.
- To enter the number 1930, press the keys 1, then 9, then 3, then 0.
- The display shows: " ----"
- Press the S button again.
- The display shows: "0 " where 0=master

To assign the remaining units as slave, perform the following series of button presses.

- Press the S button.
- The display shows: "0 "
- Press 1931 on the keypad to mark this unit as a slave.
- To enter the number 1931, press the keys 1, then 9, then 3, then 1.
- The display shows: " ----"
- Press the S button again.
- The display shows: "1 " where 1=slave

NOTE: Actually any number from 1931 to 1939 will mark the unit as slave.

## **Communication protocol**

This information is useful to a technician for troubleshooting or to a programmer when interfacing to specialized equipment.

- Add a new number to the queue. Whenever the YES button is pressed, this data entry module sends the command "TAxxxx to inform the other units that the entry has been added. Sent from the slave to the master to add a number to the queue. Sent from the master to the slave to tell the slave what numbers are in the queue. "TAxxxx
- Delete a number from the queue. Whenever the NO button is pressed, this data entry module sends the command "TDxxxx to inform the other units that the entry has been deleted. Sent from the slave to the master to delete a number from the queue. Sent from the master to the slave to tell the slave to delete a number from the queue. "TDxxxx
- Re-Synchronizing the master unit with the slave units. Press the S button twice in succession from any unit. The master unit re-loads the data in the master unit into all the slave units. The master unit sends the "TX command to all the slave units to clear out the entire memory in the slave units. The master sends "TAxxxx commands to load the slave units with the data from the master unit.
- "TX Delete all entries from the queue.
- "KPC The slave can send a query to the master to request a re-synchronization. The slave S button, when pressed twice successively generates the "KPC command. The master accepts this command and executes a re-synchronization of the master to all the slaves.
- Numbers displayed on the large

display. "L0xxxxxx Displays the first 2 numbers. "L1xxxxxx Displays the second 2 numbers.