



# Merlin

Mobile Ordering System

## Programming Manual

QUORION  
Data Systems GmbH

## ACTIVATING MERLIN HANDHELD

- Be sure you have the QMP 'Premium' version installed in the register. You can check this by printing the configuration (305 on TYPE). It should print "BOOTBLOCKVERS. 2"
- Program PORT# to which the base-station is connected in PARAMETER 101.
- Program HANDHELD TYPE and language in PARAMETER 113.
  - TYPE 2 = MERLIN with German Language
  - TYPE 3 = MERLIN with English Language
  - TYPE 4 = MERLIN with French Language
  - TYPE 5 = MERLIN with Italian Language
  - TYPE 6 = MERLIN with Spanish Language
  - TYPE 7 = MERLIN with Dutch Language
- Program BAUDRATE and WORDSIZE to 19200,8,N, 1 for the PORT used.
- Connect BASE STATION to the QMP register.
- Remove Battery Pack from handheld for 5 seconds or more to reset the handheld.
- Switch ON Handheld. Now it will read the initial setting from the register and will display "Check Waiter" when finished.
- Enter Clerk number and Pin code (optional when secret code set in application).
- Press "Menu" and then "Reload Articles" to read the PLU file from the register.
- Data is sent to Handheld. The handheld will display "Handy Init" and "Finished" when ready.
- Ready for operation.

## QMP APPLICATION PROGRAM SETTINGS

- Maximum Number of tables is 9999 and numbering is from 1 to 9999.
- Maximum number of articles is 1900 with FIXED PLU numbers.
- Maximum number of Modifiers is 100. They are accessed by the LAST ITEM GROUP on the screen or by article number 1901 to 2000.
- Maximum number of Department is 99. (Department 100 is used for modifiers)
- Text sizes used by the handheld are maximum 20 characters.
- General Message# 79 is used to display "Handheld Init".
- Balance Function# 1 must be programmed as OPEN/CLOSE TABLE.
- Balance Function# 4 must be programmed as PRINTED INVOICE.
- Balance Function# 5 must be programmed as NOT PRINTED INVOICE (print options).
- Balance Function# 6 must be programmed as SPLIT TABLE (not supported yet).
- Balance Function# 7 must be programmed as TRANSFER TABLE.
- Balance Function# 8 must be programmed as TRANSFER CLERK.
- Correction Function# 3 must be programmed as REFUND.
- SYSTEM OPTION 294, Handheld has Priority. When set the register will give orders from the handheld priority. It will put the register transaction on HOLD and RECALL it after the handheld transaction is processed. Note that you must print the ticket at the end of the transaction by programming the receipt printer as network printer to avoid receipt issue. When this option is set the FIXED function HOLD/RECALL will not be available.

## CLERK PIN ON THE HANDHELD

- When using SECRET CLERK codes or a DALLAS clerk lock the register will use the last four digits of the Secret Clerk code as PIN code for the Handheld. In case the code contains hexadecimal digits they are replaced by 0. The secret code 65B9A87 will result in a PIN code of 9087 on the handheld.
- It is also possible to use the SIGNON CODE of the Clerk as PIN code for the Handheld. You must activate the SignOn code in the clerk configuration and program the codes. Note that hexadecimal digits are also replaced by 0 when using the SignOn code.
- When using NO secret codes the register will automatically select the entered clerk.

## HANDHELD VERSION

- Select "MENU"->"SETTINGS"->"VERSION".
- The hardware version should be V2.03 and the software version V2.28K.

## HANDHELD SETUP

- Select "MENU"->"SETTINGS"->"ACCES CODE".
- See MERLIN documentation for more information. The register will automatically initialize the supported functions but you can modify the display sizes etc.

## HANDHELD RESET

- When you remove the battery for 5 seconds or more the handheld will be reset. When switched on again you will have to select the clerk and reload the articles.

## HANDHELD OPERATIONS

- **Start Normal Transaction**
  - Switch on Handheld by pressing UPPER RIGHT BUTTON.
  - Enter the TABLE number and press the ENTER or TABLE key.
  - Now the Table is requested from the register and displayed.
- **Enter Articles**
  - Enter the article number and press the ENTER or PLU key.
  - Press the ITEM GROUP KEY, select an ITEM GROUP and then select an item.
- **Enter Modifiers**
  - Press the ITEM GROUP KEY, select the MODIER GROUP and then select a MODIFIER.
  - When CONDIMENT selection is active in the application the handheld will show the "Extra Order" button and you can select the modifier by pressing this button, select the modifier and press the button again to finish.
- **Correct Last Entry**
  - When the CANCEL key is pressed the LAST ENTRY is CORRECTED.
- **Refund Articles**
  - Enter the article number and select the CANCEL key.
- **Close Transaction**
  - **ENTER ZERO (0) on the TABLE or ENTER key.**
  - **NOTE THAT YOU MUST CLOSE BY ZERO (0) TABLE WHEN YOU SELECT ANOTHER TABLE OR FUNCTION THE ORDER IS LOST AND WILL NOT BE SENT TO THE REGISTER!!**
  - The transaction is sent to the register. When the register is already in transaction the open transaction will be automatically closed after 5 seconds of no operation and the handheld transaction is processed.
- **Request List of Open Tables**
  - Select "MENU"->"SETTINGS"->"TABLES IN USE".
  - Now the Open Table list is requested from the register and displayed. When there are no open tables "NO TABLES IN USE" is displayed. When in the register BALANCE FIXED to clerk is set only the tables for the active clerk are displayed.
  - You can now select a table.
- **Close Table on Cash WITH printed INVOICE**
  - Open the TABLE.
  - Select "MENU"->"SETTINGS"->"ACC" or press ZERO (0) key and press CASH button.
  - The TABLE is recalled from the register and the balance is displayed.
  - Select "STANDARD".

- Now the balance is closed on CASH and printed. BALANCE function #4 is used for the invoice type. When the register is already in transaction the open transaction will be automatically closed after 5 seconds of no operation and the handheld transaction is processed.
- **Close Table on Cash WITHOUT printed INVOICE**
  - Open the TABLE.
  - Select "MENU"->"SETTINGS"->"ACC" or press ZERO (0) key and press CASH button..
  - The TABLE is recalled from the register and the balance is displayed.
  - Select "Without Bill".
  - Now the balance is closed on CASH and NOT printed. BALANCE function #5 is used for the invoice type so it should be set not to print. When the register is already in transaction the open transaction will be automatically closed after 5 seconds of no operation and the handheld transaction is processed.
- **Close Table on Balance WITH printed INVOICE (Subtotal Invoice)**
  - Open the TABLE.
  - Select "MENU"->"SETTINGS"->"ACC" or press ZERO(0) key and press CASH button..
  - The TABLE is recalled from the register and the balance is displayed.
  - Select number 1 (or any other number).
  - Now the balance is closed on BALANCE printed. BALANCE function #4 is used for the invoice type. This function can be used to make a Subtotal invoice before payment. When the register is already in transaction the open transaction will be automatically closed after 5 seconds of no operation and the handheld transaction is processed.
- **Transfer a TABLE to another Table**
  - Open the TABLE.
  - Select "MENU"->"SETTINGS"->"BOOK OVER".
  - Enter the new table# and press the ENTER key.
- **Transfer all TABLES to another CLERK**
  - Select "MENU"->"SETTINGS"->"TABLES IN USE".
  - Now the Open Table list is requested from the register and displayed. When there are no open tables "NO TABLES IN USE" is displayed.
  - Select "Change Waiter".
  - Enter the new Clerk# and press the ENTER key.
- **Sign OFF active Clerk**
  - Select "MENU"->"SETTINGS"->"WAITER".
  - Select YES.
  - The clerk is logged off and you are prompted for a new clerk.
- **Sign ON Clerk**
  - Switch in the Handheld.
  - When no clerk has been selected the handheld will prompt you for the Clerk number and PIN
  - When the PIN is valid the clerk will be signed on until signed off again.
- **Change Price of Item**
  - Press the ZERO (0) key.
  - Enter the new price and press the PRICE button.
  - Now select the PLU for which the new price will be used