Public Release Notes for Panther POS (Version 0.9.40)

- Upgraded Modifier Creation Flow
- Support for Wireless Scanner
- Get Terminal Sales on Install
- New Design for the Modifiers Popup in the Register

Introduction

This manual explains how to configure and use modifiers in Panther POS.

What are Modifiers?
Modifiers are options that allow customers to tailor their orders with preferences like extra toppings on a pizza or additions to coffee.

Modifiers are not sold by themselves and do not have their own barcode; they are only sold as an addition to a standard product.

Topics covered are:

1. Creating a **modifier group**.

2. Creating **modifiers** and adding them to a **modifier group**.

3. Assigning a **modifier group** to a **product**.

4. Adding **modifiers** to a product during a sale.

The first three steps above relate to administrative users for Panther POS; making a sale using modifiers relates to cashier users as well.

Creating a Modifier Group

The first step in using modifiers is to create a **modifier group**.

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| **What is a Modifier Group?**

A modifier group contains a selection of modifiers; the entire modifier group is assigned to a product, this allows the cashier to select modifiers from the modifier group when making a sale. |

To create a **modifier group**, the merchant should perform the following steps:

Navigate to **Products** from the home screen or from the sidebar**.**

Tap on **Create a New Modifier Group**.
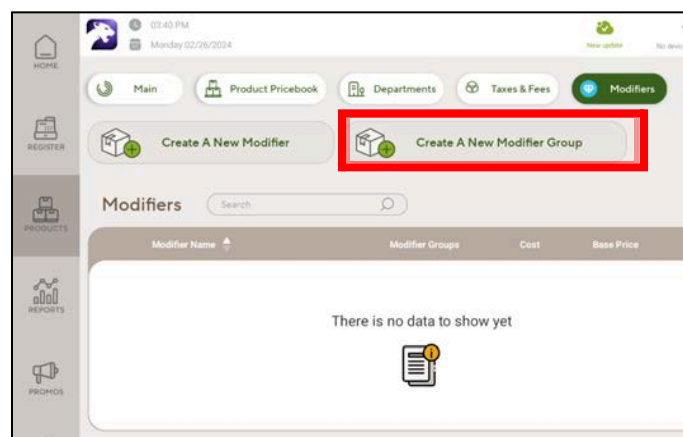
The **Create a New Modifier Group** window opens.

PLEASE NOTE: The process for adding modifiers and modifier groups has been upgraded to that is now possible to:

Add **modifiers** while creating a **modifier group**.

Below is the screen that shows the button to Create a Modifier When Creating a new Modifiers Group

Add a **modifier group** while creating a **modifier**.

Below is the screen that shows the button to Create a Modifier Group When Creating a New Modifier

Enter the **Modifier Group Name**.

Select the **Minimum Requirement**. This is the minimum number of modifier items that must be added to a product that is assigned this Modifier Group; you can leave this value as 0.

Select the **Maximum Requirement**. This is the maximum number of modifier items that can be added to a product that is assigned to this Modifier Group.

If you have already created modifier items you can add them directly to the modifier group from the add modifiers list

Scroll down to the bottom of the screen and click **Create**.

Creating Modifiers and adding them to a Modifier Group

Once a **Modifier Group** has been created, **modifiers** can be created and added to the **Modifier Group**, by using the following instructions:

Navigate to Products then select Modifiers Modifiers.

Tap on **Create a New Modifier**, this opens the **Create a New Modifier** screen.

Enter the **Modifier Name**.

If needed, enter the **Modifier Size**. For example, three modifiers may have the same name, "Extra Cheese", but different modifier sizes (small, medium and large) for different pizza sizes.

Then select the **Modifier Group** of which this modifier should be a part by tapping on the Modifier Group selection box; this opens the following dialog box.
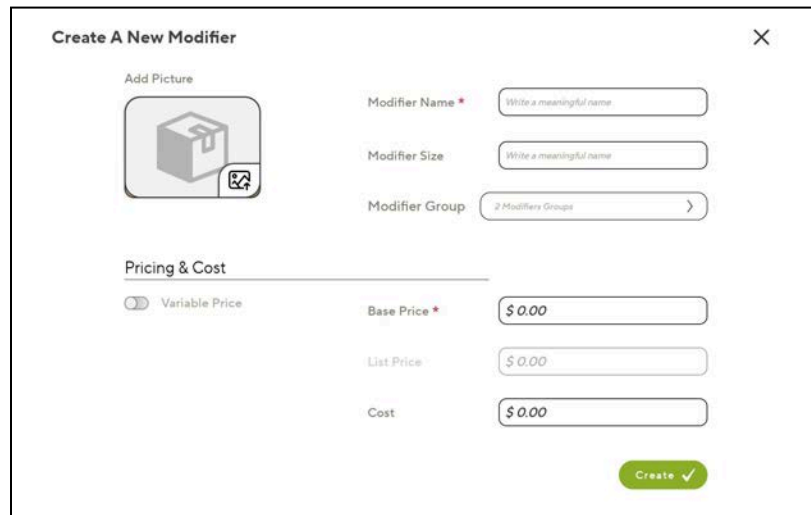
Tap **Add** to add the modifier to the required Modifier Group(s), then tap **OK**.

Enter the **Base (selling) Price** for the modifier.

Enter the **Cost** (optional but recommended); this is the cost of the modifier for the merchant and is used in generating profitability reports.

Tap on **Create**.

Assigning a Modifier Group to a Product

After creating a **Modifier Group** and adding **Modifiers**, the **Modifier Group** can be assigned to a product; this allows the cashier to add **modifiers** included in the **Modifier Group** to a product during a sale.

> **Note**: The following example involves creating a new product and adding a **Modifier Group** when the product is created, however a **Modifier Group** can also be added to an existing product in a similar way from the product view.

Perform the following steps to assign a **Modifier Group** to a product.

Navigate to **Products ▪ Main page and then** Tap on **Create A New Product**.
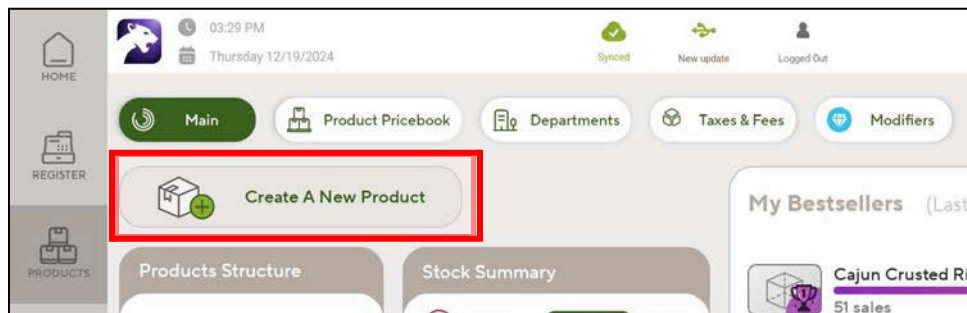
Select Form.
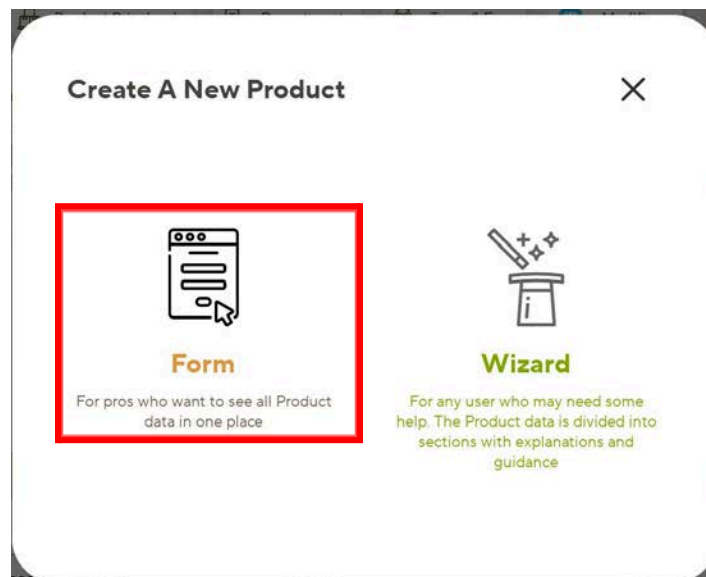
Fill in details for the new product, as required.

Scroll to the bottom of the screen and tap on the plus sign (**+**) in the **Modifiers** section.

The following pop-up dialog appears.

Add a Modifiers Group to this product   ✕

Search 🔍

Group Name ▲▼   **No. of Modifiers** ▲▼   Remove All

Modifiers   0   ➕ Add

Pizza toppings   2   ➕ Add

1. Tap "**+ Add**" to add the relevant **Modifier Group**(s) to the product, then close the pop-up dialog by tapping the **X** in the top right-hand corner.

2. Once all the product details have been entered, tap **Create** at the bottom of the new product form.

Adding Modifiers to a Product During a Sale

There is a new design/enhancement for the modifiers popup in the register. The modifiers pop-up screen in the register has been updated to enhance accessibility and ease of use.

Note: There has been no change in screen functionality.

Below is an explanation of the new Modifiers group screen with short explanations for each new feature.
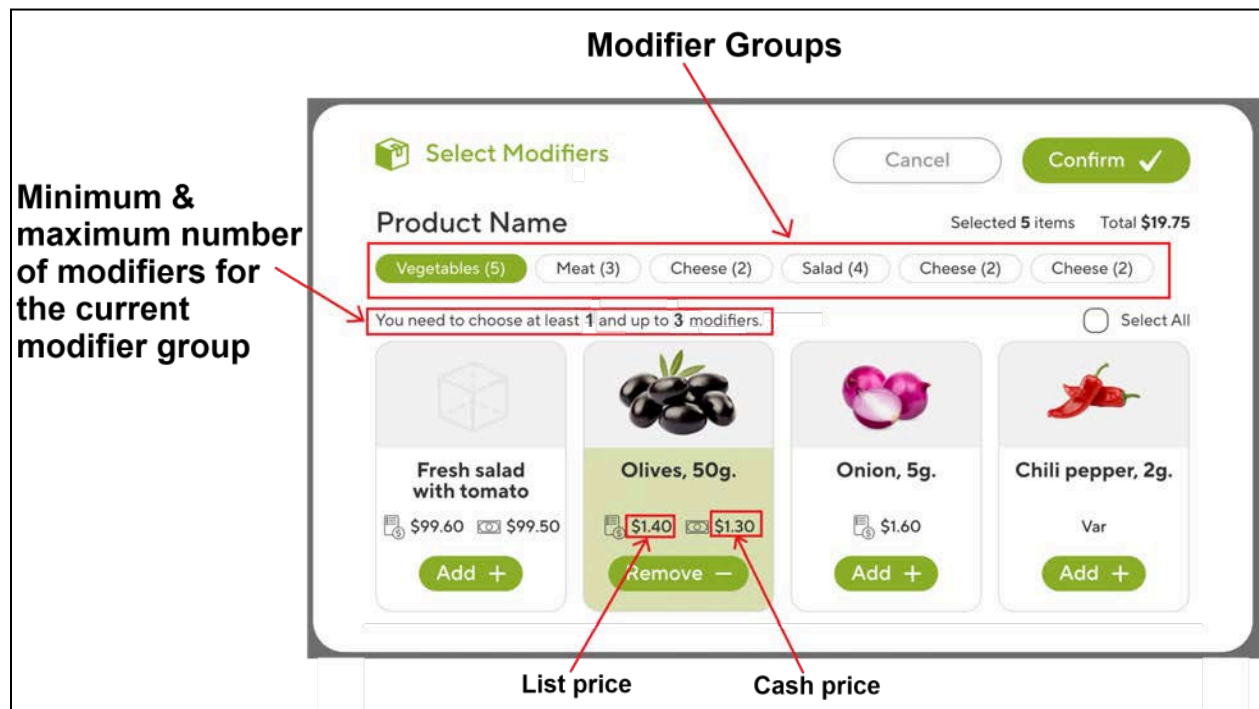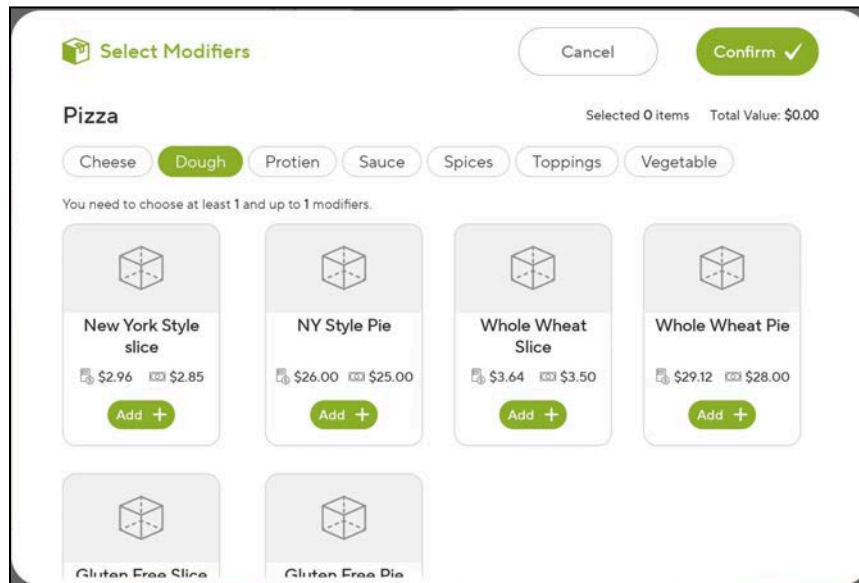

Now, you can "build" your product with confidence.

Once a **modifier group** has been assigned to a product, **modifiers** contained in the **modifier group** can be added to a product during sale, as follows:

Add the required product to the basket, for example by using the search box.
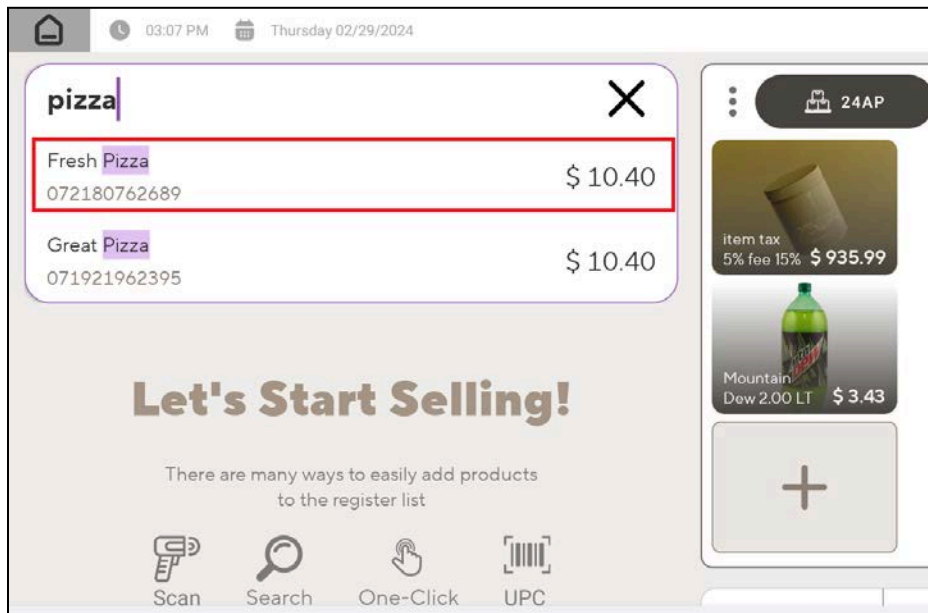
Once the product is selected, the Select Modifiers pop-up dialog appears


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Tap on the required modifier(s) to add them to the product; once a modifier is tapped it turns green to show that it has been selected. To remove an item selected by accident before confirming the modifier, you can tap the **Remove** button.
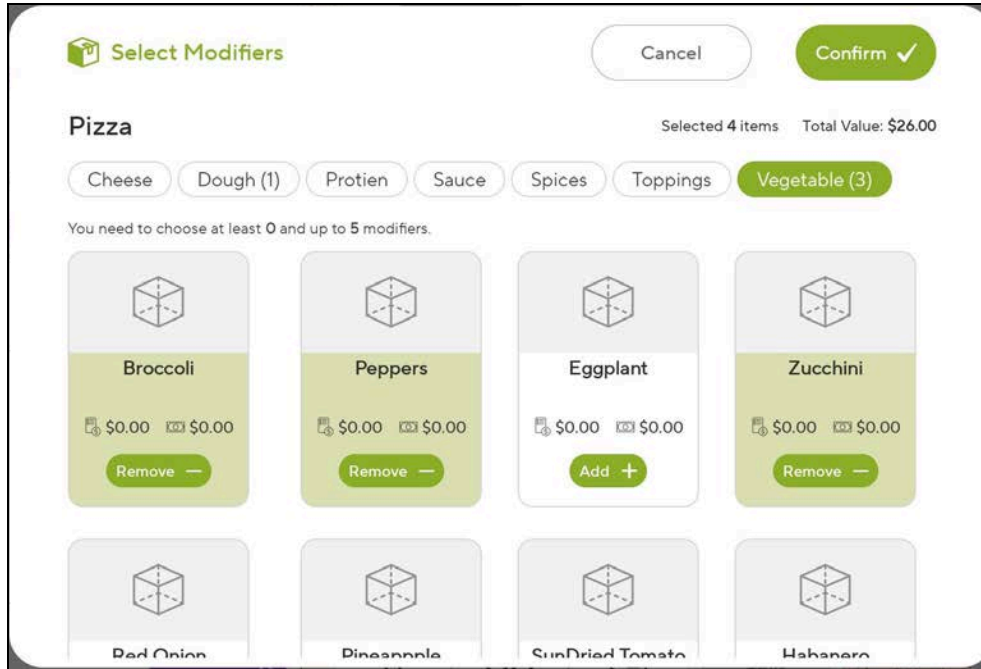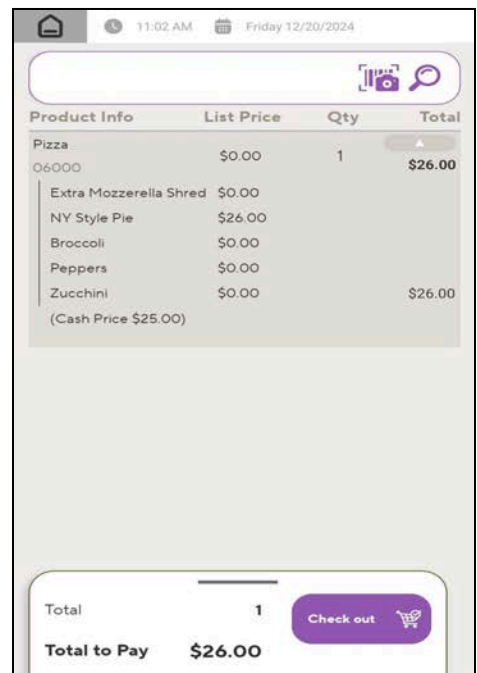
Once all the modifiers are selected, tap the **Confirm** button..

The product is now added to the basket,
together with the selected modifiers.
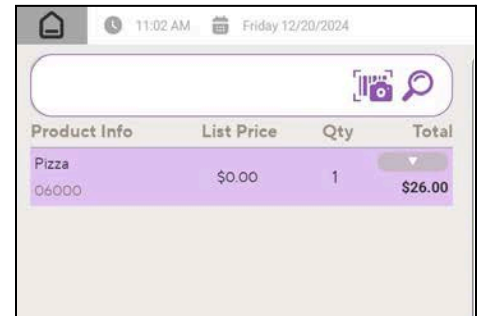
To view the selected modifiers, tap the arrow

above the product description (▼   ).

You are now ready to complete basket
checkout as normal!

Support for Wireless Scanner

Support had been added for the:

- **Z-3192BT Plus** Wireless Handheld Scanner

Using Bluetooth communication with the tablet the **Z-3192BT Plus** can perform as a wireless scanner for your Panther.

How to Connect the Scanner to Your Panther Tablet

First, you will need to install the scanner battery included in the box-

Remove the screw securing the bottom cover of the device.

Install the Battery:

Orient the battery so that the positive terminal faces forward.

Carefully place the battery into the designated compartment, ensuring a secure fit.

After installation, replace and secure the bottom cover with the screw.

Next, assemble the included power supply and USB C Cable.

Now, lift up the rubber on the bottom end of the scanner
to charge the unit in case the battery is not charged.

Approx. charging time: 7 hours

To charge the battery using the USB cable:

There are two methods to charge the scanner via USB cable.

USB Power or the Power adaptor

1. Connect the USB-C connector directly to the scanner.
2. Connect the other end of the USB connector to the host to begin charging.
You can also connect the USB cable to an outlet using the power adapter to
charge the battery.
3. The battery begins charging when the scanner LED indicator starts flashing
green. The LED turns steady green when charging is complete.

BT HID mode

In BT HID mode, the scanner connects to the host /PC via wireless connection and performs like there's a keyboard connection. The scanner initiates the connection to the remote device.

Enable wireless connection on your Panther. Make sure that Bluetooth is turned on.
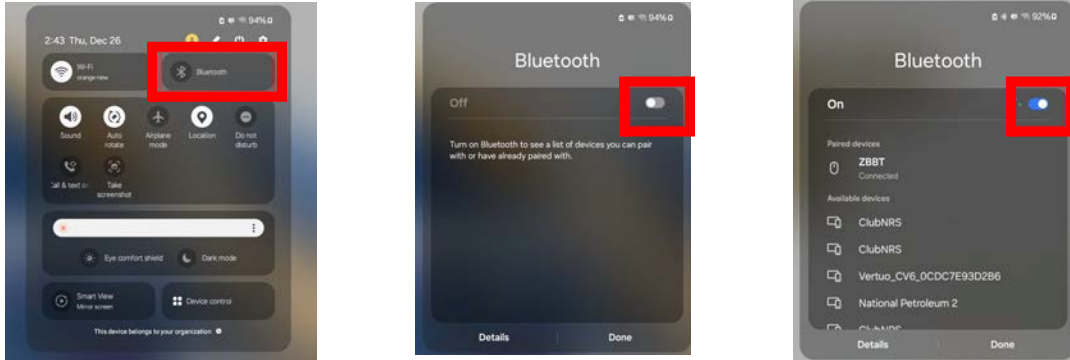
Power on the scanner and program it with "BT HID Mode".
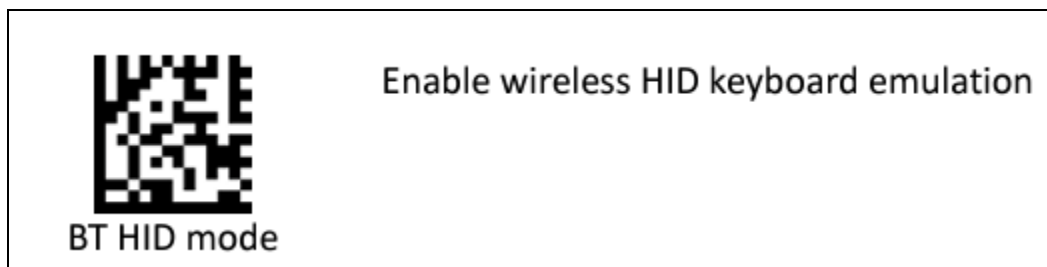
The scanner should be on the list of discoverable devices. The default name of the scanner is "ZBBT". Select the scanner from the list.

Finally, select "Pair"

There are two ways to scan with this device.

Handheld Scanning and Presentation Scanning

Handheld Scanning

1. Power on the scanner.

2. Press the trigger and aim at the barcode as illustrated.

3. When the scan is successful, the scanner will beep and the LED indicates blue.

Presentation Scanning

1. Put the scanner into the cradle for presentation scanning.

2. Move the barcode label and approach the scanner scanning zone.

3. When the scan is successful, the scanner will beep and the LED indicates blue.

Scan Modes

	Trigger mode The scanner becomes inactive as soon as the data is transmitted. It must be triggered to become active again.
	Auto scan mode The scanner is still active after the data is transmitted but the successive transmission of the same barcode is not allowed when the trigger switch is pressed again.
	Presentation mode Also called auto trigger mode. The scanner is inactive but will automatically detect barcodes presented in the scan zone and become active.

In order to view the scanner in the list of devices you will need to close the Panther app and restart the tablet..

Once the tablet restarts and the Panther app is re-opened, the scanner will show in the list of devices on the register screen
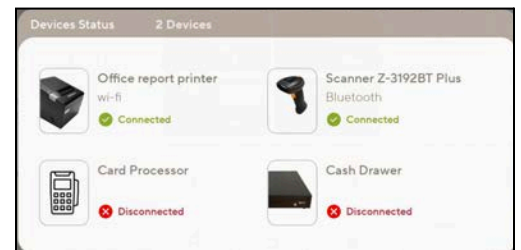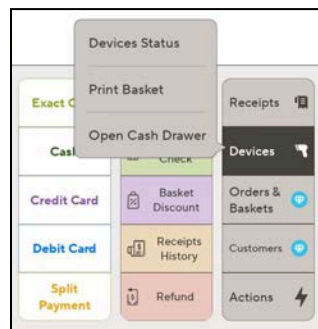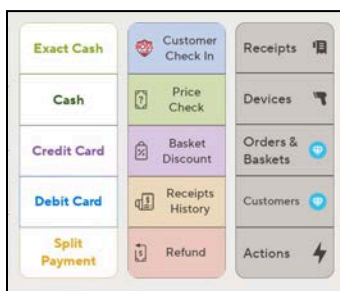
and in the settings sidebar under devices status
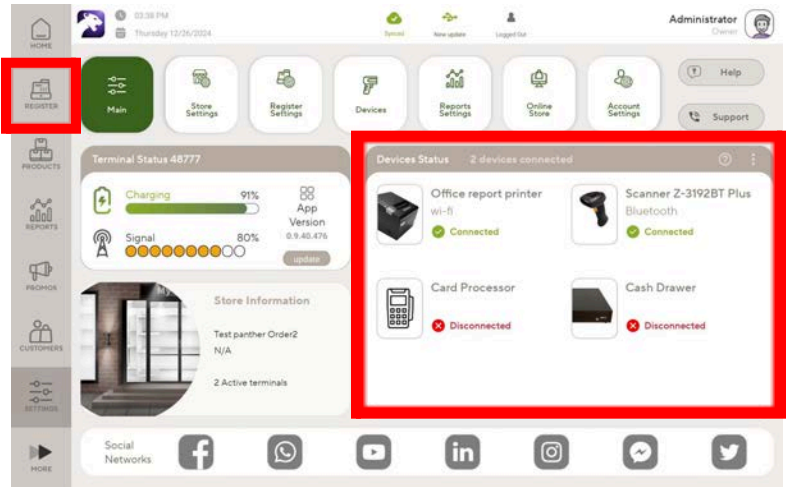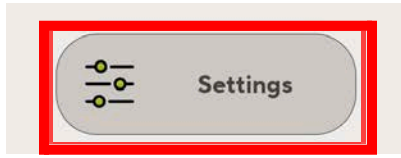
Get Terminal Sales on Install

When Panther is installed using a Panther terminal ID that has previously been used, the sales data for the original Panther terminal will be restored as part of the installation.

In the event that you need to replace your tablet, you can go to the Google Play store, download the app again and log into it using the email and password that you use for the merchant portal.
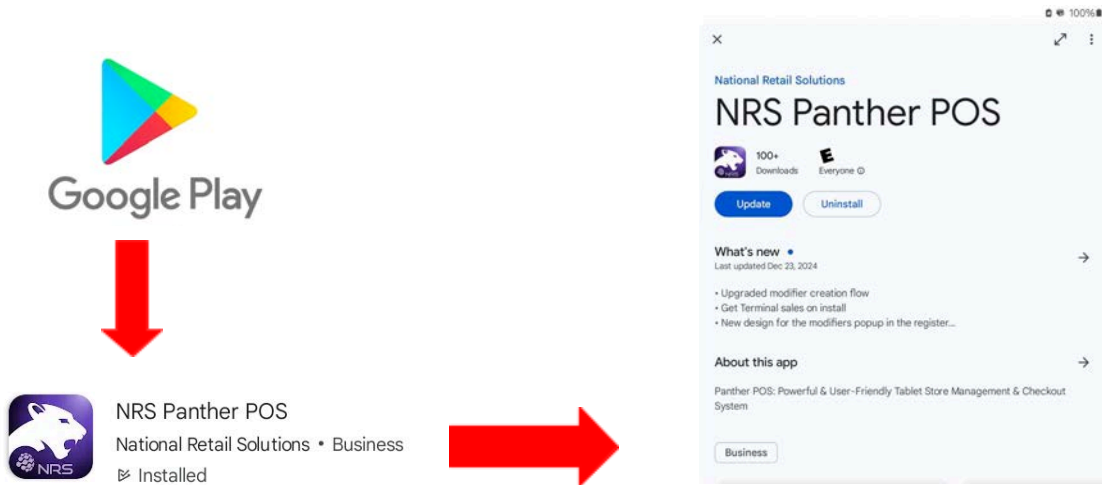
This restored data will be available in the reports section of your Panther terminal.