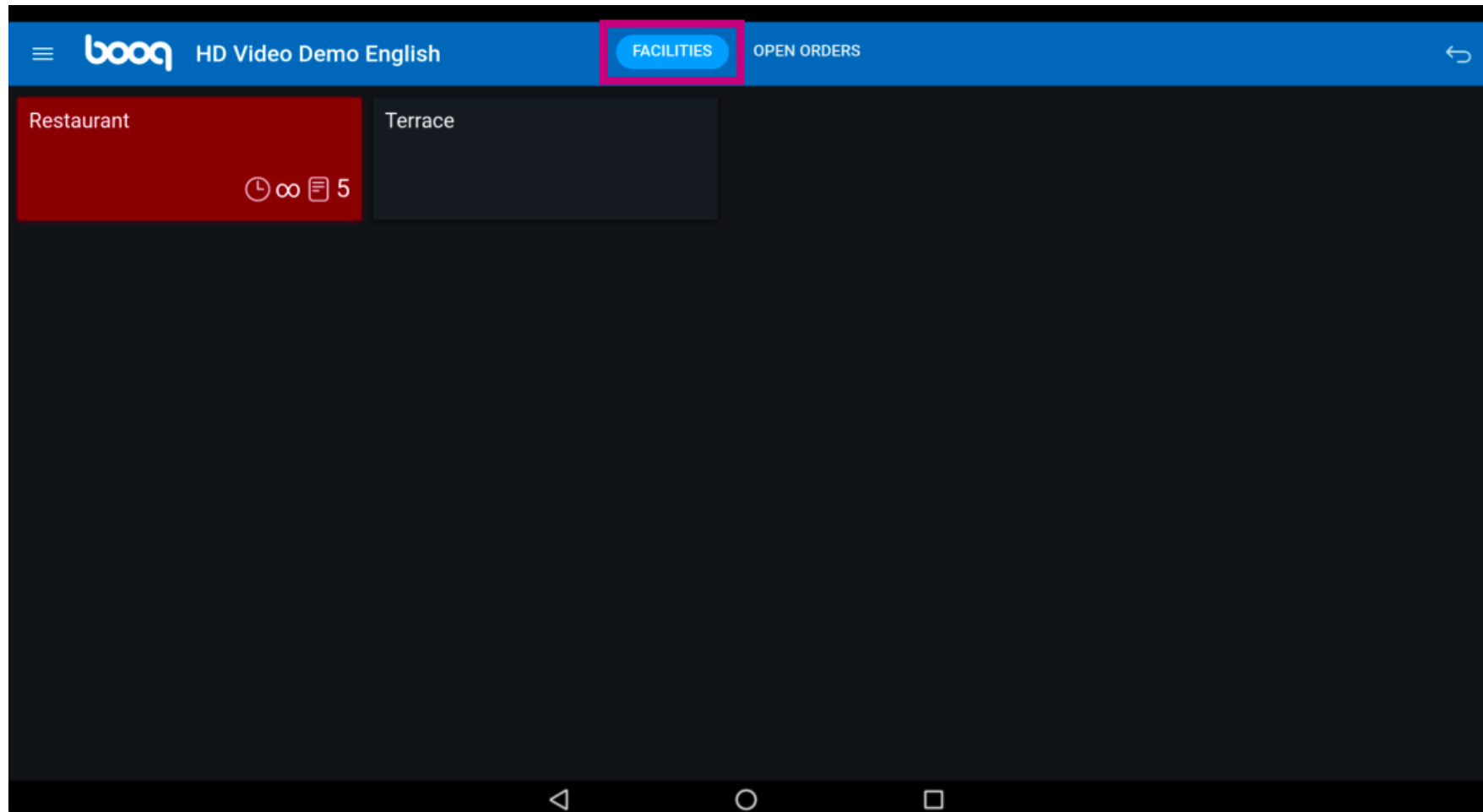


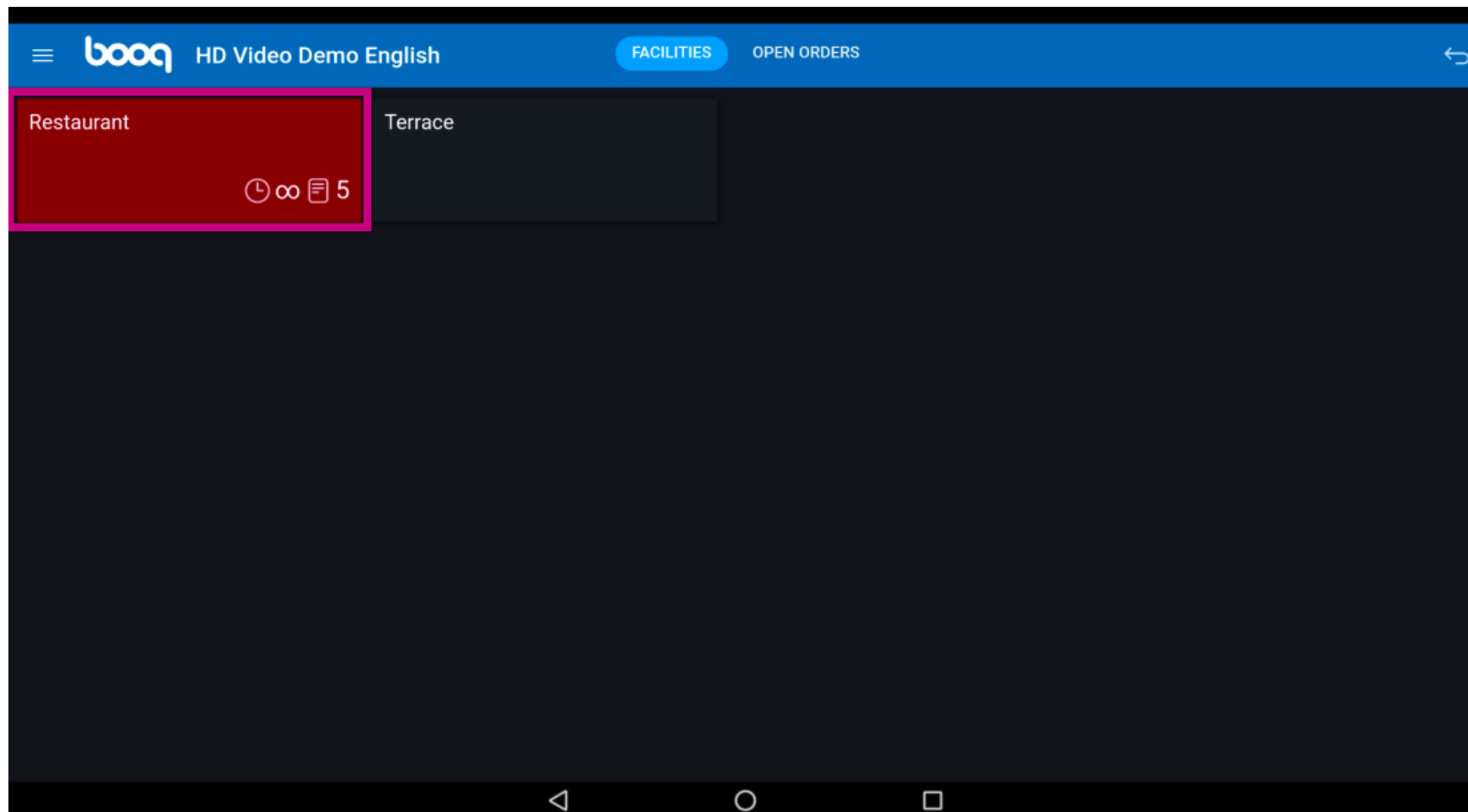


Click on **FACILITIES**.



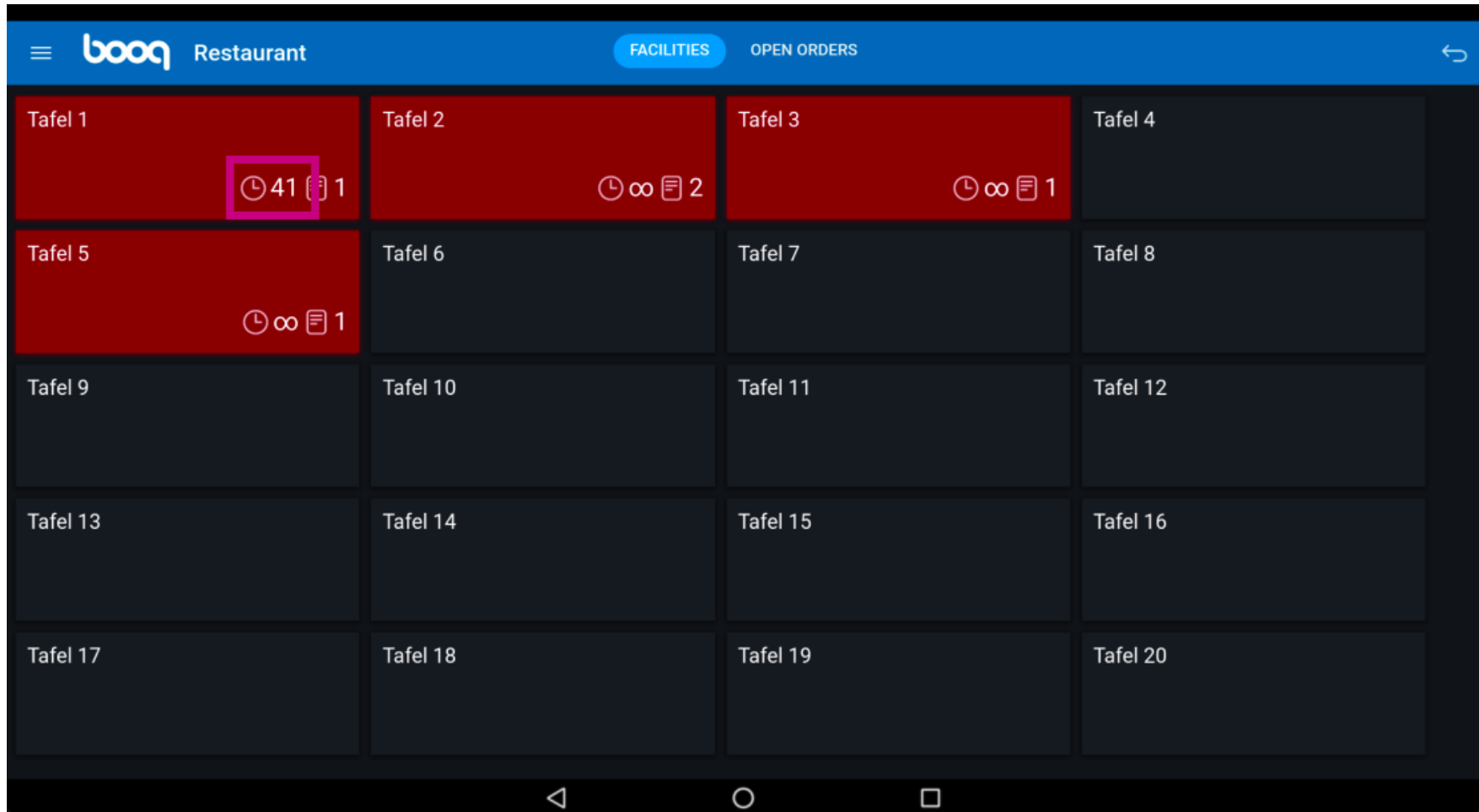


-  Select your **facility** by clicking on it. In our case we selected **Restaurant**.

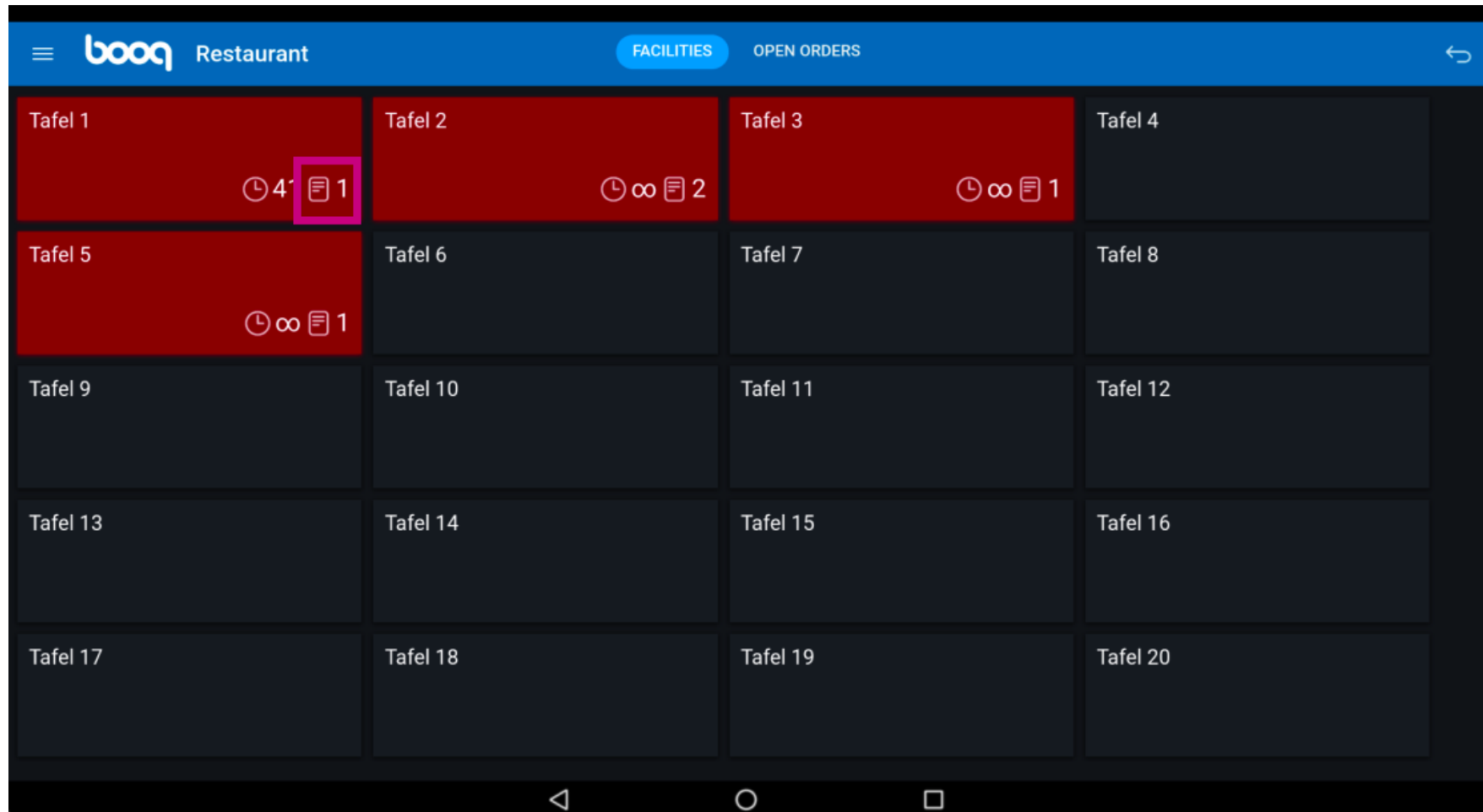




 The **clock icon** shows you how long ago the last product was added to the table.

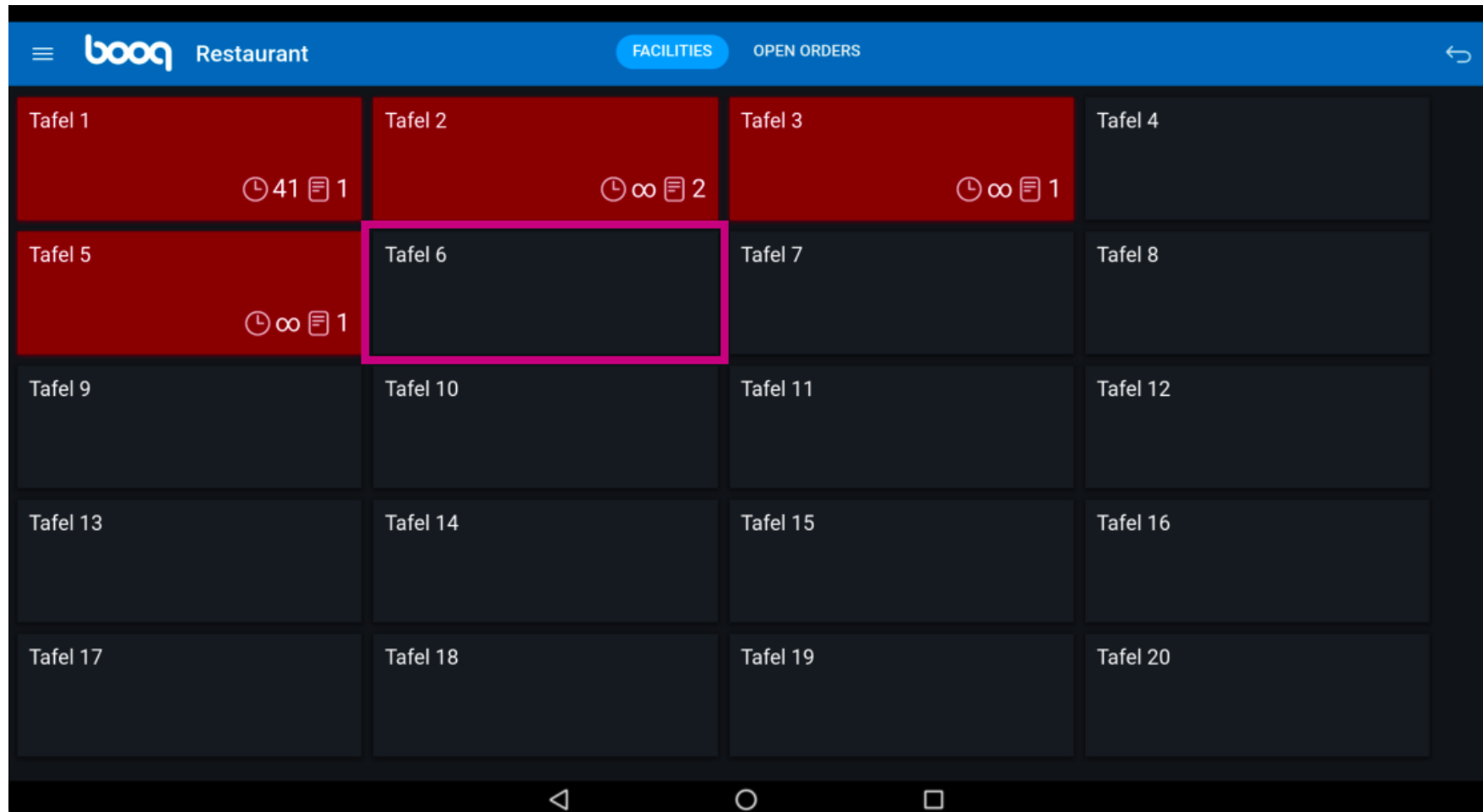


 The **paper icon** shows the numbers of orders on the table.

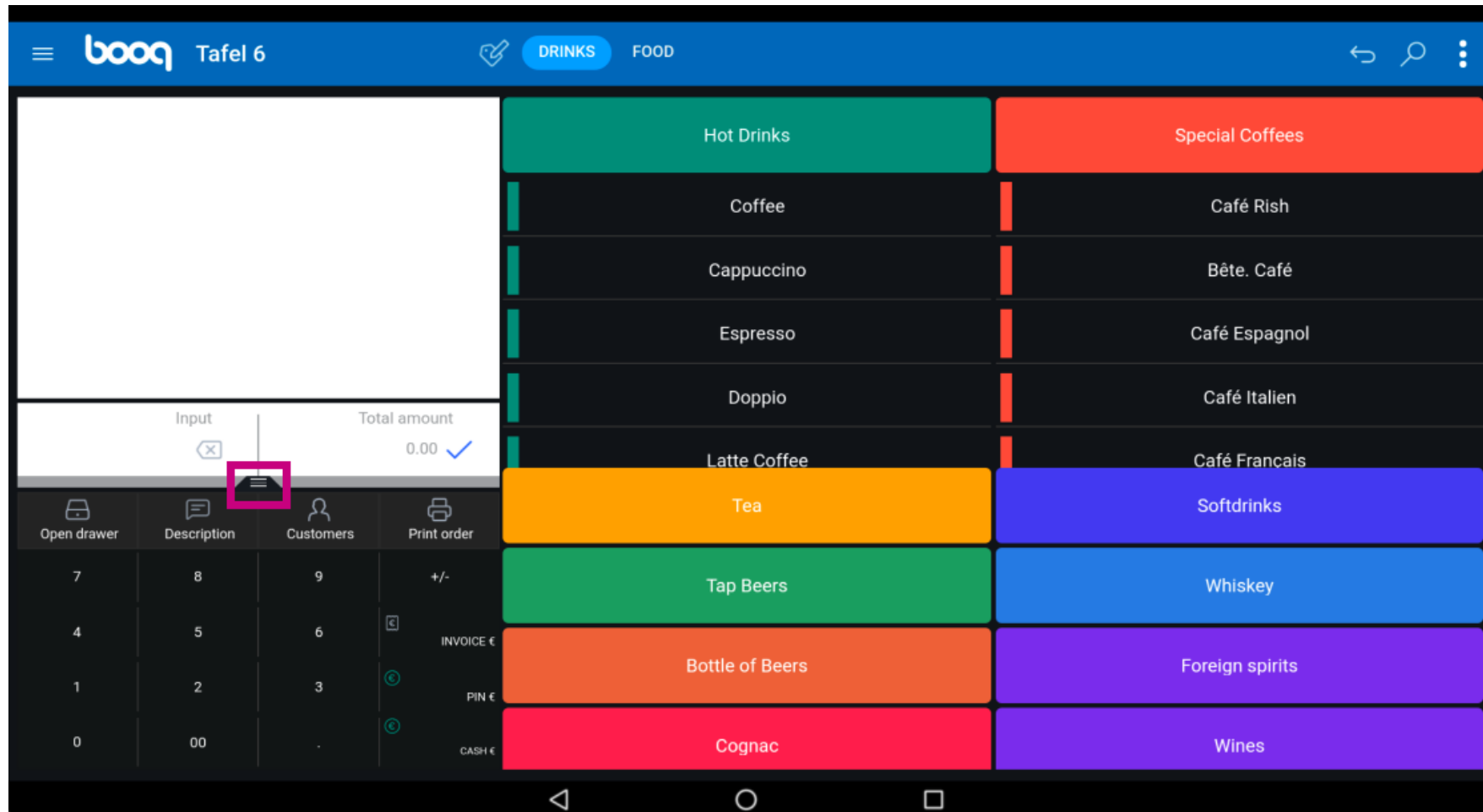




Click on another **table**.

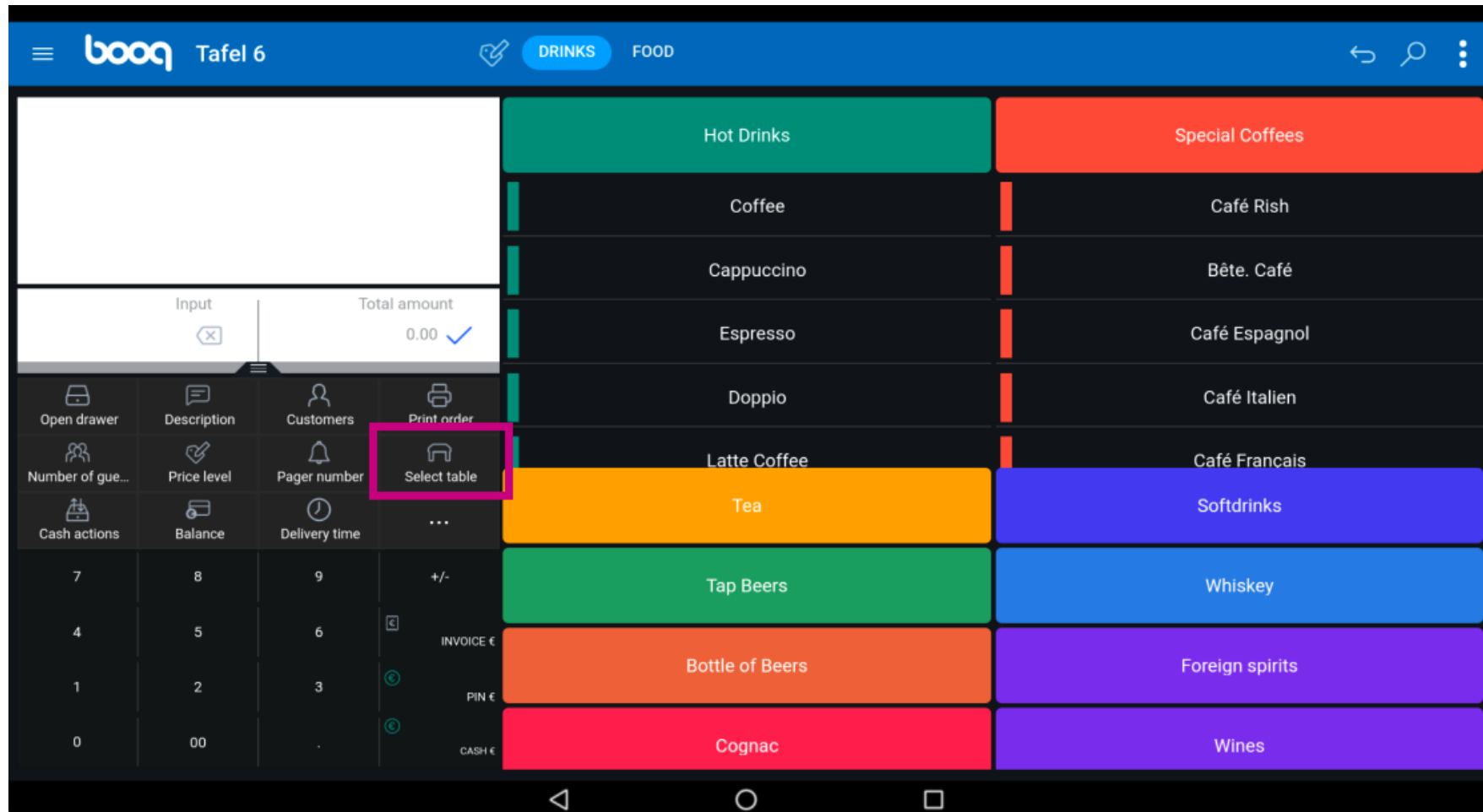


 Click on the following **highlighted field** and drag it up to see further features.





Click on **Select table**.



Enter the **table number** you wish to connect with another table.

The screenshot shows the booq POS interface for 'Tafel 6'. The main menu includes 'DRINKS' and 'FOOD'. The 'Hot Drinks' category is selected, showing items like Coffee, Cappuccino, Espresso, Doppio, and Latte Coffee. The 'Tea' category is also visible. The interface includes a numeric keypad, a total amount display (0.00), and various action buttons like 'Open drawer', 'Description', 'Customers', 'Print order', 'Number of gue...', 'Price level', 'Pager number', 'Select table', 'Cash actions', 'Balance', and 'Delivery time'. A pink box highlights the 'Enter table number' overlay on the right side of the screen, which contains a numeric keypad and an 'OK' button.



Click on **OK**. That's it. You're done.

The screenshot shows the booq POS interface for 'Tafel 6'. The top bar includes the booq logo, a menu icon, and the text 'Tafel 6'. Below this, there are tabs for 'DRINKS' and 'FOOD'. The main area is divided into a menu and a numeric keypad. The menu items are:

- Hot Drinks (green bar)
- Coffee (dark bar)
- Cappuccino (dark bar)
- Espresso (dark bar)
- Doppio (dark bar)
- Latte Coffee (dark bar)
- Tea (orange bar)
- Tap Beers (green bar)
- Bottle of Beers (brown bar)
- Cognac (red bar)

The numeric keypad on the right has the following layout:

Enter table number		
2		
7	8	9
4	5	6
1	2	3
0	00	C
OK		

At the bottom of the screen, there are three Android navigation icons: a triangle, a circle, and a square.



Scan to go to the interactive player