Customizing the look and feel of the Kiosk Interface

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Customizing the look and feel of Kiosk

Working with Kiosk Modes

Before you can customize the Kiosk interface, it is important to understand the different modes that Kiosk offers. Each mode has its own items that you may want to customize.

Alternatively, your organization may not need the other modes and will only need the classic mode to sell tickets. In that case you will only use Classic Kiosk.

Kiosk includes three modes:
- Classic Kiosk: This is the ability to sell items
- Will Call Kiosk: Offers the ability to pick up items that have been saved which includes E-Commerce
- Cashless Kiosk: Enables the guest to load and reload a wristband with value

You may choose to run the kiosk with one of the above modes, two modes, or all three. This is controlled through Sales32c.ini settings and further described in the kiosk documentation.
Working with Animations on the welcome screen

⚠️ Animated start screens will only work if you have one mode set in the Sales32c.ini ⚠️

How it works:

- You will be supplied three sets of 10 images (one set for each kiosk mode)
- Sales Kiosk will display every image for 100 milliseconds (adjustable through IntroTiming setting).
- Each image is slightly different and will therefore create an animated effect.

Important Settings in Sales32c.ini

In order for animated screens to work, these settings must be in place

This setting is how long, in milliseconds, each image will be displayed. Adjust accordingly to get the most fluid animation

[Preferences]
IntroTiming=100,100,100,100,100,100,100,100,100,100

⚠️ Also, keep in mind animated welcome screens only work if one mode is set

[Kiosk]
Mode=ClassicKiosk or Mode=CashLessKiosk or Mode=WillCallKiosk

Notice how each image has the card sliding down lower and lower.

Note – Only 8 out of 10 images are shown. Also, the image specific names are covered in the next page of this document.
You can change the animation that is shown with 10 custom images that have your company logo for example.

If you want to change the default image files, you will need to supply 10 new images with the following criteria and overwrite the originals:

- BMP format
- Image dimensions of 555 x 568
- File names must be in specific formats as shown below

The BMP image name is important! There are three different names, one for each kiosk mode. If using only mode, make sure the images names are as follows for the mode you selected:

- **Classic Kiosk**: intro_syc1.bmp through intro_syc10.bmp
- **Will Call Kiosk**: intro01.bmp through intro10.bmp
- **Cashless Kiosk**: intro_syt1.bmp through intro_syt10.bmp
Working with the welcome screen

**Static Welcome Screen – One Mode**

The welcome screen does not have to use animation and can be setup to use a custom static image such as your company’s logo. Replace the included image with an image with the following.

<table>
<thead>
<tr>
<th>Image Properties</th>
<th>Image Name</th>
<th>Additional Instructions</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMP format</td>
<td><strong>Classic Kiosk</strong>: intro_syc1.bmp</td>
<td>Remove the following images:</td>
</tr>
<tr>
<td>Image dimensions of 555 x 568</td>
<td><strong>Will Call Kiosk</strong>: intro01.bmp</td>
<td>- <strong>Classic Kiosk</strong>: intro_syc2.bmp through intro_syc10.bmp</td>
</tr>
<tr>
<td></td>
<td><strong>Cashless Kiosk</strong>: intro_syt1.bmp</td>
<td>- <strong>Will Call Kiosk</strong>: intro02.bmp through intro10.bmp</td>
</tr>
</tbody>
</table>

Note: A single static image will only work if one mode is set. For example:

```plaintext
[Kiosk]
Mode=ClassicKiosk or Mode=CashLessKiosk or Mode=WillCallKiosk
```

---

**Static Welcome Screen – Two or Three Modes**

If using two or three modes, Sales Kiosk uses different BMP files to display. These can be setup to use a custom static image such as your company’s logo. You can change only one or more than one if you choose. Replace the included image(s) with an image with the following.

<table>
<thead>
<tr>
<th>Image Properties</th>
<th>Image Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMP format</td>
<td><strong>Classic Kiosk</strong>: ClassicKiosk.bmp</td>
</tr>
<tr>
<td>Image dimensions of 287x273</td>
<td><strong>Will Call Kiosk</strong>: WillCallKiosk.bmp</td>
</tr>
<tr>
<td></td>
<td><strong>Cashless Kiosk</strong>: CashlessKiosk.bmp</td>
</tr>
</tbody>
</table>

Note: These images will only show when more than one mode is set. For example:

```plaintext
[Kiosk]
Mode=ClassicKiosk,CashLessKiosk or Mode=CashLessKiosk,WillCallKiosk,CashLessKiosk
```
Customizing the Look and Feel of Sales Kiosk

Tips on how to use this document to achieve the best results with your Kiosk.
These are the common settings that you will see in this document.

Sales Kiosk can be heavily customized by changing fonts, colors, and images. Ensure you understand the basics before continuing to the next pages of this document.

**BMP Image File**
You can replace the included BMP files with your own custom files as long as same file name and image size are the same as stated in this document.

**Translations**
Translations are found in SysManager and are designed to be used to either change the English text that is shown in Kiosk or to create new “language packs” for use in Kiosk. This is located in SysManager > Activities > System Lists > Translations

Scroll down and look for the text that you would like to change, then enter the new text on the right-hand column.

After you make any Translation changes, Start up Sales Kiosk, hit F8, enter your password (pass ini setting), click on data files, check the refresh checkbox, and select Language on the right. Then select “Start Maintenance” to ensure all translation changes take place.

**[Preferences] [Interface] [Fonts] settings**
These settings are located in Start > Program Files > Siriusware > Settings > sales32c.ini.

Pro tip: If you have multiple kiosks that should all have the same settings, you can place these settings in the Global Ini

If you do not see the setting in there, you can create the new setting under the appropriate section, for example [Fonts]
Customizing the welcome screen

Regardless if you are using one, two, or three modes, the following can be changed on the welcome screen.

- **Item**: Background color in teal
  - **Type**: [Interface] Setting in Sales32c.ini
  - **Color Setting**: BackColor=167,255,255

- **Item**: Top Grey Banner Bar
  - **Type**: BMP Image File
  - **Image Size**: 1500 x 60
  - **File Name**: marquis_back.bmp

- **Item**: Background Image
  - **Type**: BMP Image file
  - **Image Size**: 1024 x 768
  - **File Name**: Main_background.bmp

- **Item**: Date and Time in white
  - **Type**: [Interface] Setting in Sales32c.ini
  - **Color Setting**: RESForeColorClock=255,255,255

- **Item**: Bottom banner in red
  - **Type**: [Interface] Setting in Sales32c.ini
  - **Color Setting**: RESBackColorClock=255,0,0

- **Item**: Buttons on the bottom
  - **Type**: Image file
  - **Image Size**: 215 x 46
  - **File Names**: Manualenternumber_off.bmp, Manualenternumber_on.bmp, Callforhelp_off.bmp, Callforhelp_on.bmp

- **Item**: Buttons used if using more than one mode (if using one mode, animated image will display)
  - **Type**: BMP Image file
  - **Image Size**: 287 x 273
  - **File Names**: ClassicKiosk.bmp, WallCallKiosk.bmp, CashlessKiosk.bmp

- **Item**: Buttons on the bottom
  - **Type**: [Fonts] Setting in Sales32c.ini
  - **BigFontFace**=Calibri
  - **BigFontHeight**=20
  - **BigFontWeight**=NORMAL

- **Item**: Please Select Kiosk.... Text Shown
  - **Type**: SysManager Setting
  - **Info**: Text shown can be changed.
  - **SysManager**: Activities > System Lists > Translations
  - **Find this text, then change to custom text**
  - **Type**: [Fonts] Setting in Sales32c.ini
  - **Change Font Size**
  - **BigFont2Face**=Calibri
  - **BigFont2Height**=40
  - **BigFont2Weight**=NORMAL

- **Item**: Border around two buttons. This should be the Same color as the border around the BMP images
  - **Type**: [Interface] Setting in Sales32c.ini
  - **Color Setting**: BannerBackColor=0,0,0

- **Item**: Scan Card….. Text shown
  - **Type**: [Kiosk] Setting in Sales32c.ini
  - **Text Setting**: IntroText="Scan Card or Touch Screen to Begin"

- **Item**: Scan Card….. Text shown
  - **Type**: [Fonts] Setting in Sales32c.ini
  - **BigFontFace**=Calibri
  - **BigFontHeight**=20
  - **BigFontWeight**=NORMAL

- **Item**: Border around two buttons. This should be the Same color as the border around the BMP images
  - **Type**: [Interface] Setting in Sales32c.ini
  - **Color Setting**: BannerBackColor=0,0,0

*Note: Page 11 describes how to hide these buttons
Customizing the Classic Kiosk

After selecting Classic Kiosk from the Welcome Screen, the following can be changed:

Note: You will notice some settings are global and affect every screen in Kiosk

**Items**

- **Welcome:** Select... Text shown before you add items
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Setting:** SaleFirstText="Welcome. Select a product to being"

- **Navigation buttons**
  - **Type:** BMP Image file
  - **Image Size:** 177 x 79
  - **File Names:**
    - previous_off.bmp
    - previous_on.bmp
    - More_off.bmp
    - More_on.bmp

- **Text in Item Buttons**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Settings:**
    - ItemHeight=16
    - ItemWidth=6

- **Checkout Button**
  - **Type:** BMP Image file
  - **Image Size:** 289 x 79
  - **File Names:**
    - Checkout_off.bmp
    - Checkout_on.bmp

- **Text in Item Grid**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Settings:**
    - ListHeight=14
    - ListWidth=6

- **Text for Totals**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Settings:**
    - TotalsHeight=14
    - TotalsWidth=6

- **Select More... Text shown after you add an item**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Setting:** SaleSecondText="Select more products or Press Check Out"

- **Text in Scrolling Marquis**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Settings:**
    - MarquisHeight=16
    - MarquisWidth=6

- **Text in Item Buttons**
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Settings:**
    - ItemHeight=16
    - ItemWidth=6

- **Colors behind Totals**
  - **Type:** [Interface] Setting in Sales32c.ini
  - **Settings:**
    - KioskSubTotalBackgroundColor=255,255,0
    - KioskTotalBackgroundColor=255,0,0

**Font same page 4**

**Affects other font colors, font sizes, or kiosk colors in the application**
Customizing the Classic Kiosk

After selecting your items and proceeding to checkout, the following can be changed:

Note: some color and button settings are carried over from the welcome screen.

- **Item:** Press Finalize to finish...
  - **Type:** SysManager Setting
  - **Info:** To change text color in banner, refer to page 4
  - **SysManager:** Activities > System Lists> Translations
  - Find this text, then change to custom text
  - **Type:** [Fonts] Setting in Sales32c.ini
  - **Setting:**
    - BigFontFace=Calibri
    - BigFontHeight=30
    - BigFontWeight=NORMAL

- **Item:** Return to previous screen button
  - **Type:** BMP Image file
  - **Image Size:** 289 x 79
  - **File Names:**
    - previousscreen_off.bmp
    - previousscreen_on.bmp

- **Item:** Finalize Sale Button
  - **Type:** BMP Image file
  - **Image Size:** 289 x 79
  - **File Names:**
    - finalize_off.bmp
    - finalize_on.bmp

⚠️ Affects other font colors, font sizes, or kiosk colors in the application
Customizing the Will Call Kiosk

After selecting Will Call from the Welcome Screen, you are presented with this keyboard. After you enter your number and hit OK, it will look the same as when you are selecting an item in classic kiosk.

**Item:** Enter Reservation Number..... Text Shown  
**Type:** SysManager Setting  
**Info:** Text shown can be changed. Color cannot be changed  
**SysManager:** Activities > System Lists> Translations  
Find this text, then change to custom text
Customizing the Cashless Kiosk

After selecting Cashless kiosk from the welcome screen, the following screens appear. Note: some color and button settings are carried over from the welcome screen.

**Item:** Button and font color
**Type:** [Interface] Setting in Sales32c.ini
**Settings:**
- ActionBackColor=246,236,1
- ActionForeColor=0,0,0

**Item:** Text shown in all cashless kiosk prompts and also in the button themselves
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=30
- BigFontWeight=NORMAL

**Item:** Load, Cancel, and Exchange (not shown) Button
**Type:** BMP Image
**Note:** Small images can be changed. Color of button can also be changed.
**Image Size:** 48 x 48
**File Names:**
- Load – FIN.bmp
- Exchange – DBW.bmp
- Cancel – LOG.bmp

**Item:** Text in information display
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=20
- BigFontWeight=NORMAL

**Item:** Text displaying wristband or card information
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=40
- BigFontWeight=NORMAL

**Item:** Cancel Text
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=30
- BigFontWeight=NORMAL

**Item:** Cashless Kiosk Header Msg
**Type:** SysManager Setting
**SysManager:** Activities > System Lists > Translations
Find this text, then change to custom text
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=30
- BigFontWeight=NORMAL

**Item:** Text shown can be changed. SysManager: Activities > System Lists > Translations
Find this text, then change to custom text

**Item:** Text in information display
**Type:** [Fonts] Setting in Sales32c.ini
**Settings:**
- BigFontFace=Calibri
- BigFontHeight=20
- BigFontWeight=NORMAL

Affects other font colors, font sizes, or kiosk colors in the application.
Other functions: Customizing the Call for Help Screen

After selecting the Call for Help button, the following screen will pop up.

- **Item**: Calling for help... Text shown
  - **Type**: [Preferences] Setting in Sales32c.ini
  - **Setting**: CallForHelp="Calling for help... A staff member is being informed of your request"
  - **TitleTextColor**: 255,255,255

- **Type**: [Fonts] Setting in Sales32c.ini
  - **Setting**: BigFont2Face=Calibri
  - **BigFont2Height**: 40
  - **BigFont2Weight**: NORMAL

- **Item**: Help image
  - **Type**: BMP Image file
  - **Image Size**: 549 x 626
  - **File Name**: CallForHelp.jpg

- **Item**: Text in Call for help button
  - **Type**: [Fonts] Setting in Sales32c.ini
  - **Settings**: BigFont2Face=Calibri
  - **BigFont2Height**: 40
  - **BigFont2Weight**: NORMAL

- **Item**: Button and font color
  - **Type**: [Interface] Setting in Sales32c.ini
  - **ActionBackColor**: 246,236,1
  - **ActionForeColor**: 0,0,0

⚠️ Affects other font colors, font sizes, or kiosk colors in the application
Other functions: Manually Enter Number

After selecting the Manually Enter Number button, the following screen will pop up. This is used to manually enter a wristband or in house card number.

**Item:** All text on the “Enter your card number” box (for example numbers)

**Type:** [Fonts] Setting in Sales32c.ini

**Setting:**
- StdFontFace=Calibri
- StdFontHeight=30
- StdFontWeight=NORMAL

**Item:** Enter your card number….. Text Shown

**Type:** SysManager Setting

**Info:** Text shown can be changed. Color cannot be changed

**SysManager:** Activities > System Lists> Translations
Find this text, then change to custom text

⚠️ Affects other font colors, font sizes, or kiosk colors in the application
Other functions: Hide ‘Manually Enter Number’ and ‘Call for Help’ Buttons

You may not need the buttons on the bottom banner. Here are instructions on how to hide the buttons.

Note 1: This may come as an .ini setting in a future release

Note 2: Hiding the buttons will not actually disable the button functionality

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**Before**

![Before Image]

**After**

![After Image]

---

**Step 1**
Determine what color you want the bottom banner to be.

For example, if you want the bottom banner to be red and you want the buttons hidden, you would obtain the RGB values for red, which are 255,0,0

**Step 2**
Ensure the following settings are changed to match the RGB numbers from step 1.

- Border around Buttons: BannerBackColor=255,0,0
- Text font color: BannerForeColor=255,0,0
- Bottom Bar: RESBackColorClock=255,0,0

**Step 3**
Remove the BMP Image files from C:\Program Files\Siriusware\Sales\Images

The image names of the files that need to be removed are:
- Manualenternumber_off.bmp
- Manualenternumber_on.bmp
- Callforhelp_off.bmp
- Callforhelp_on.bmp