

Bump Bar – KB9000

About this Guide

This guide consists of 3 sections:

- **Overview** – Discusses the supported KB9000.
- **Bump bar Functionality** - Describes how to use the bump bar with the KDS.
- **Appendix A** – Key map for the KB9000.

This guide is relevant for:

KDS FW: **v2.50 and above**

KDS Utility (Windows): **v2.5.0.0 and above**

Overview

The KB9000 bump bar allows the operator to bump off orders and interact with the KDS screen. It connects to the KDS printer or controller via USB. Part number for the KB9000 bump bar supported:

Logic Controls KB9000A-USB

This part number is a KB9000 USB bump bar with standard default template:





Note: The bump bar is fully programmable so if you have a KB9000 with a different legend sheet you can consult the Appendix for the key mapping. How to program is beyond the scope of this document.





Bump Bar Functionality

Main Screen Operations





Bumping orders in tiles 1 to 9:

Single press of the key  to  will bump the order associated with that tile number.


Bumping orders in tiles 10 to 19:

1. Press the 10 key: 
2. Single press of the key  to  to select the second digit 1 – 9. Or press  to select tile 10.


Bumping orders in tiles 20 to 21:


1. Press the 10 key: 
2. Press the bump key 
3. Press  to select tile 20 or press  to select tile 21.

Force Bump:

Pressing  followed by the tile number will force bump the order associated with that tile. This is useful in the rare circumstance an order becomes stuck on the Expo screen.

Viewing Off Screen Orders

To see new orders that are not visible on the main screen press:  It will shift tiles (not orders) one at a time.

To shift tiles back one at a time press: 



Scroll Mode

Scroll mode allows the user to select individual items within an order for the purpose of bumping only that item or displaying that item's recipe or instructions.





Entering/Exiting Scroll Mode

Press  to enter/exit Scroll mode. Scroll will appear on the KDS screen header to indicate you are in Scroll Mode, and disappear when Scroll mode is exited.


Selecting Tiles 1-9 in Scroll Mode

Press the tile number  to  to select the tile associated with the desired order. The first item in that tile will become highlighted.



Selecting Tiles 10-19 in Scroll Mode

Press the tile  followed by the second digit  to  to select the tile associated with the desired order. Press  if the second digit is 0. The first item in that tile will become highlighted.


Selecting Tiles 20-21 in Scroll Mode

Press the number key .


Press .

Press  to select tile 20 or press  to select tile 21. The first item in that tile will become highlighted.


Selecting the next item in an order


Press  to select the next item in the order. Only items within the current order are selectable.

Selecting the previous item in an order

Press  to select the previous item in the order. Only items within the current order are selectable.


Bumping/Un-bumping an item

Press  to bump the item and associated modifiers. If it is the only item in an order or the last item to be bumped off the entire order will be bumped off and Scroll mode exited. If there are other un-bumped items in the order then the item will become struck-through.

Items can be un-bumped by pressing  again.

Viewing Recipe/Instructions for an item




Press  to bring up the recipe/instructions for the item currently selected. It will appear in a popup window which can be removed by pressing Summary again.

Order Recall

Orders that have been bumped can be viewed in a list in the Order Recall window.

Opening/Closing the Order Recall Window



Press  to open/close the Order Recall Window. Bumped orders appear in a list – with the last bumped order at the top and highlighted.

Selecting Orders



To select the next order press:



To select the previous order press:


Recalling an Order



To recall an order, select the desired order and press:

Reprinting an Order




Press  to re-print the bumped order. Note the printing functionality must be enabled for this to work.



Expanded Order View

An order can be selected to be viewed in its own pop-up window. This is convenient if orders span multiple windows and it's desirable to see the entire order in its own window or if an order in the last tile extends off screen.





Selecting an Order

Press  followed by the tile number for the order:


Selecting Tiles 1-9:

Press the tile number  to  to select the tile associated with the desired order.

Selecting Tiles 10-19:

Press the key  followed by the second digit  to  to select the tile associated with the desired order. Press  if the second digit is 0.

Selecting Tiles 20-21:

Press the number key .

Press .

Press  to select tile 20 or  to select tile 21.

Appendix A – Key Mapping

KB 9000's that may have other template/legends installed can be reprogrammed according to the mapping in the following table using KB 9000 keyboard USB Software Utility:

Function Keys		Number keys	
Key name	Key command	Key name	Key command
BUMP (Bump)	[Ctrl]	1	[1]
RECALL (Recall)	[PAD-]	2	[2]
SUM (Summary)	[Space]	3	[3]
PAGE (Scroll)	[ArrowDown]	4	[4]
↑ (Scroll up)	[ArrowLeft]	5	[5]
↓ (Scroll down)	[ArrowRight]	6	[6]
REDRAW (Enter)	[Enter]	7	[7]
		8	[8]
		9	[9]
		10	[0]