

The Floor Map · แผนผังโต๊ะ

SiamEPOS

Reading the room at a glance

The floor map ( **Tables**) is the home screen after sign-in. Tables are drawn where they really stand — the layout is built once in Admin → Table Plan and every till shows the same room. Colour = status:

Colour	Meaning
 Green — Available	Table free, ready to seat.
 Red — Occupied	Party seated, no course called yet. A timer on the tile shows how long.
 Yellow — Starters Called	Kitchen is cooking the starters.
 Orange — Starters Done	Starters served, mains not called yet.
 Light blue — Mains Called	Kitchen is cooking the mains.
 Navy — Mains Done	Mains served.
 Pink — Desserts Called	Desserts being made.
 Grey — Desserts Done	Desserts served — table is near the bill.
 White — Bill Printed	Bill on the table, waiting for payment.

One look at the map answers the questions that matter mid-service: who has waited longest, which tables are between courses, who is ready to pay, and where you can seat the walk-ins.

 SiamEPOS

Tables

Reservations

Admin

Kitchen

23:28
12 Aug

Bar

Drawer

Cloud

1

Floor

Malee

Log out

Floor map

Available

Occupied

Starters Called

Starters Done

Mains Called

Mains Done

Desserts Called

Desserts Done

Bill Printed

Grid

92

+

-

All free. The 🍷 tiles are takeaway slots — they behave exactly like tables (Guide 4 applies to them too), but their orders are labelled Takeaway on tickets and split out in reports.

 SiamEPOS

Tables

Reservations

Admin

Kitchen

23:35
12 Aug

Bar

Drawer

Cloud

5

Floor

Malee

Log out

Floor map

Available

Occupied

Starters Called

Starters Done

Mains Called

Mains Done

Desserts Called

Desserts Done

Bill Printed

Grid

92

+

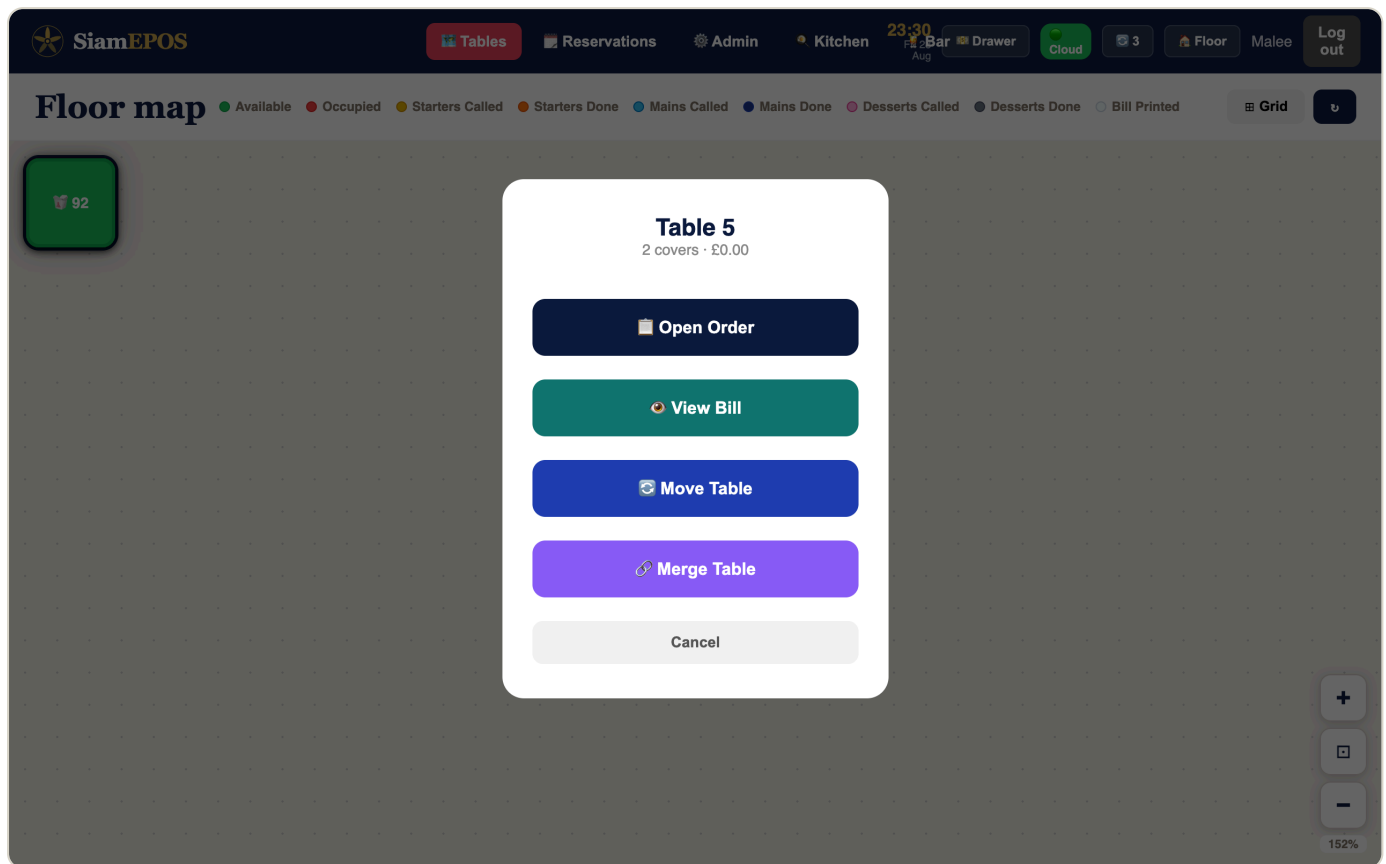
-

152%

Table 5 occupied, with the seated timer. As courses are called and served, this tile will walk through the colours in the table above.

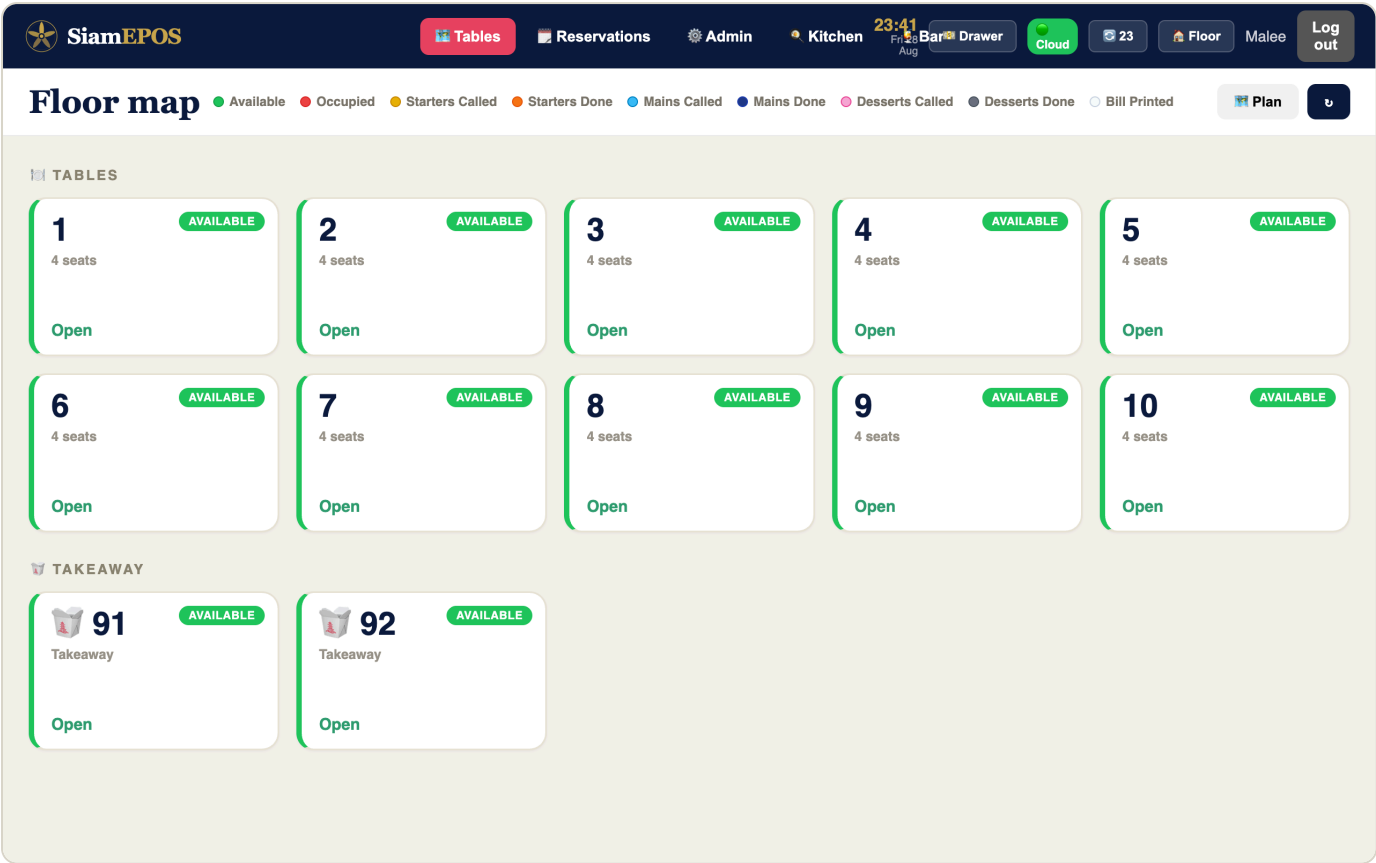
What tapping a table does

- **Free table** → asks for the number of covers, then opens the order screen (Guide 4).
- **Occupied table** → shows the table's summary and the whole-table actions:



Open Order — back into the order to add more or make changes. **View Bill** — straight to the bill (for “can we pay?”). **Move Table** — the party relocates; the entire order and its kitchen state follow to the new table. **Merge Table** — two tables join into one bill.

Map view vs Grid view



Grid swaps the map for a tidy list — same tables, same colours, same taps — with dine-in and takeaway as separate sections. Some teams prefer it on small screens. **Plan** switches back. The choice is per device and purely visual.

Small controls worth knowing

- + / - / Fit** — zoom in, out, and fit-to-screen. Each till remembers its own zoom.
- Refresh** — refresh now (the map also updates itself in real time as other tills work).
- Drawer** — opens the cash drawer between orders (till devices only). The press is logged with your name.
- Floor** — from anywhere in the app, straight back to this screen.

Setting up — what changes the floor map

Where	What it changes here
Admin → Table Plan	The room itself: tables, seats, walls, takeaway slots, linked tables, per-table QR stickers. Save Layout pushes the new room to every till.
Settings → Navigation	Venues with no floor service can hide Tables and run on the Counter screen instead (one of the two must stay on — the till always has a home).
Settings → Till Security → idle sign-out	The map is where the till rests; idle sign-out returns it to the PIN screen after the chosen minutes.