

Patch Notes

Funk Nexus platform

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SOFTWARE

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Contents

1. Center Management Control Pad	3
1.1 Improvements in session management	3
1.2 Invoices and meeting summary	3
1.3 Extended reservation functions and calendar view	3
1.4 Introduction of session-related time limits	4
1.5 Lane dashboard and session activation	4
1.6 Reporting and evaluations	4
1.7 Notification center for employees	4
1.8 Context-sensitive help for employees	4
1.9 Improvements in content management	4
1.10 Management of projectors and devices	5
2. Bowler Console	6
2.1 Improved price transparency and receipt display	6
2.2 Independent time extension	6
2.3 Add players - directly via the console	6
2.4 Security through reservation code	6
2.5 Final overview at the end of the session	7
3. Funk portal	7
3.1 Improvements in the product catalog	7
3.2 Aim of the improvements	7
4. Software	8
4.1 Enhanced reporting dashboard	8
4.2 Support for digital signature pads	8
4.3 New "energy saving mode" for inactivity	8
4.4 Improved reliability of the environmental data	8
4.5 UX/UI optimization for touch surfaces	8

1. Center Management Control Pad

With the release of version 1.1.1, numerous functions have been expanded, new tools introduced and existing modules improved to make day-to-day work with the Control Pad more efficient, transparent and user-friendly. The aim of the update is to optimize session management, reservation processes and system communication between employees, customers and devices.

1.1 Improvements in session management

- The user interface for session creation has been revised to provide more control, transparency and overview for price and time settings.
- The total cost of a session is now calculated in real time and displayed at the bottom left of the screen.
- An integrated session timer prevents reservations from remaining incomplete. If the timer expires, the session is automatically closed and the lane is released again.
- The duration of the timer can be configured between 1 and 60 minutes in the game settings.
- Employees can now record players' shoe sizes when creating sessions. The system supports EU and US sizes and is based on the center settings.

1.2 Invoices and meeting summary

- After starting a session, a document icon appears, which displays all information on the current or completed session in a separate tab (e.g. start time, game type, players, shoes).
- A separate invoice table shows a structured overview of the individual items with quantities, prices and totals. At the end of the session, payment can be completed via the same area.

1.3 Extended reservation functions and calendar view

- The calendar view now contains a color-coded status code for reservations:
 - Gray: Completed reservations (transparent, turns opaque gray when selected for preview/editing).
 - Blue: Upcoming reservations (transparent, turns opaque blue when selected for processing or cancelation).
 - Red: Reservations with problems (transparent, turns opaque red when selected for processing or cancelation).
 - Green: Ongoing sessions (transparent, turns opaque green when selected to display the session summary or for editing).
 - Yellow: Missed reservations (transparent, turns opaque yellow when selected; can be canceled if the timeout for canceling the reservation has not yet expired).
- Icons indicate whether a reservation was created via the self-service kiosk or the control pad.
- Another new feature is a search field for reservation codes for quick activation via the calendar.
- Automatic reservation codes that can be used for activation at the kiosk are now also visible in the detailed view.



- Fields for selecting game type, players, duration and shoe sizes have been expanded and are now dynamically linked to the billing method (time-based or game-based).

1.4 Introduction of session-related time limits

- The "Cancel Reservation Timeout" function defines the period up to which a reservation can still be canceled. After this time, it can only be displayed, but not edited or deleted.
- "Missed Reservation Timeout" automatically marks reservations that have not been taken as missed, which is shown in the calendar. Although these can still be edited, they can no longer be deleted manually.

1.5 Lane dashboard and session activation

- Automatic blocking of lanes for parallel use via kiosk and control pad prevents double bookings. As soon as a lane is reserved by a kiosk, it is automatically blocked in the Control Pad - and vice versa.
- Sessions created via the kiosk must be activated by the employee via the calendar.

1.6 Reporting and evaluations

- The performance reports for employees and the center have been improved.
- The invoice status is now displayed directly in the report:
 - "Paid" (black amount)
 - "Open" (warning symbol)
 - "Rejected" (red amount)

1.7 Notification center for employees

- A new feature is the notification area, which can be accessed via the bell symbol at the top right of the control pad.
- Notifications are categorized (information, error, action required) and help employees to respond more quickly to customer inquiries and system events.

1.8 Context-sensitive help for employees

- An integrated help mode offers context-related support (e.g. for reservations, calendars, sessions).
- Can be called up via the question mark at the bottom left; a total of six help windows are available.

1.9 Improvements in content management

- Content management has been enhanced to create SMS/email templates for confirmations, invoices and reminders.
- Notifications can now be sent in real time to kiosks, queue screens and overhead TVs.



- Employees can create their own message templates and customize content such as the subject line, sender name and message text.

1.10 Management of projectors and devices

- Central device and projector control is now integrated in the "Lane configuration" area.
- Status displays, restarts (Playback Engine and OS) and hard reboots can be managed there - including security queries.
- Devices that are used across two lanes (e.g. overhead TVs) are displayed and controlled together.
- If a device is not recognized in the network, control options are automatically deactivated and marked as "N/A".

2. Bowler console

The update to version 1.1.1 of the Bowler console brings a number of improvements in terms of transparency, flexibility and self-service. Guests have more control over their session - from the number of players to time extensions and insight into running costs. At the same time, the bowling center process is made more efficient and secure.

2.1 Improved price transparency and receipt display

- Introduction of a new receipt function on the Bowler Console display.
- Users can view the current total price of their session in real time at any time - depending on the selected game types, products, additional players and time extensions.
- A receipt view (pop-up window) shows a complete list of costs (e.g. track time, extras, discounts, final total).
- The window can be opened and closed freely without disturbing the session progress.

2.2 Independent time extension

- Guests can extend their playing time directly at the bowler console - provided no other reservation has been made.
- The "Extend playing time" function can be used intuitively.
- The price will be recalculated automatically.
- A built-in system checks for overlapping dates with other bookings and blocks the extension if necessary.

2.3 Add players - directly via the console

- Additional players can be added during the session via the bowler console.
- The console immediately displays the updated total price.
- A notice provides transparent information about additional costs per new player.

2.4 Security through reservation code

- Changes to the session (e.g. players or time) require confirmation by reservation code or telephone number provided at the time of booking.
- This security feature protects existing reservations from unauthorized changes.
- Incorrect entries are recognized - a message prompts you to correct them or contact the staff.



2.5 Final overview at the end of the session

- At the end of the session, an automatic closing screen opens, which summarizes all items of the session in detail.
- This overview includes train times, products, discounts, fees and additional services.
- The window closes automatically after a short time (e.g. 2 minutes) to clear the screen. to be released.
- Payment is then made by the staff via the Center Management Control Pad.

3. Funk portal

3.1 Improvements in the product catalog

In this version, a separate area for managing location information has been introduced, making it easier to work with multiple branches or centers.

Innovations in detail:

- A separate page for location assignments has been integrated within the catalog settings.
- On this page, users can:
 - Show all available locations with names and addresses,
 - Assign locations to specific store numbers using a "Match Locations and Store #s" function,
 - Selectively include or exclude individual locations,
 - Save all changes in one step.

These functions are required to manage location-specific price structures and to enable stocks and prices to be imported automatically for each location.

3.2 Aim of the improvements

- Flexible pricing per location: Allows the assignment of individual prices for a product per store.
- Consistent database: Ensures that price and stock data is correct and up-to-date in all stores.
- Automation: Supports the automated integration of location information without manual maintenance.

4. Software

Funk Central

4.1 Enhanced reporting dashboard

- A new Analytics tab provides real-time reports on player status, task delivery status and user activity across all connected sites.
- Reports can be exported in CSV format or sent by e-mail at regular intervals.

Nexus OS

4.2 Support for digital signature pads

- Nexus OS now supports the integration of USB-based signature pads for applications in the waiting area or in the ordering process.
- Captured signatures are securely stored locally and can be transmitted to Funk Central for archiving.

4.3 New "energy saving mode" for inactivity

- Introduction of an optional energy-saving mode: When inactive, the screen brightness is automatically reduced and non-critical processes are paused.
- Particularly suitable for night-time operating times or environments with low public traffic.

4.4 Improved reliability of the environmental data

- Optimized offline functionality: Players now store environmental data for up to 72 hours in order to remain operational even if the connection to Funk Central is lost.
- In the event of error conditions, the device displays a local QR code with diagnostic data for easy on-site support.

4.5 UX/UI optimization for touch surfaces

- Redesign of the user interface for tablets: larger touch surfaces, improved contrast and simplified navigation for intuitive use.
- Introduction of a new "Help" overlay that explains important areas and displays context-related tooltips on first use.