

Temi Label Key

Usher Ready State

1.	apps.text.usher.welcome.titleA	e.g. 歡迎光臨
2.	apps.text.usher.welcome.subtitleA	e.g. 主網餐廳

- At least 'apps.text.usher.welcome.titleA'
- At least 'apps.text.usher.welcome.subtitleA'
- If temi detect the people, it will be random to show and speak the welcome label.
- Can Add more welcome text (A to Z).
 - E.g. apps.text.usher.welcome.titleB
 - E.g. apps.text.usher.welcome.titleC



Usher Working State 1

3.	apps.text.usher.customer	e.g. <#>客人	<#> mean is Ticket number
4.	apps.text.usher.following.msg	e.g. 請跟我去<#>	<#> mean is Table name

- You can input <#> to any location. E.g. 客人<#>, 請<#>跟我去
- If no <#>, the example is default.



Usher Working State 2

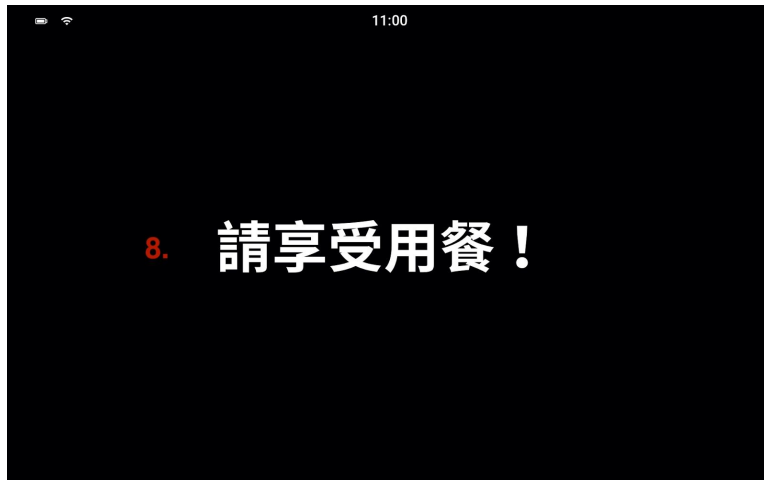
6.	apps.text.usher.customer	e.g. <#>客人	<#> mean is Ticket number
7.	apps.text.usher.sitdown.msg	e.g. 請入座	

- You can input <#> to any location. E.g. 客人<#>
- If no <#>, the example is default.



Usher Working State 3

8.	apps.text.usher.enjoythemeal.msg	e.g. 請享受用餐
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Usher Blocked State

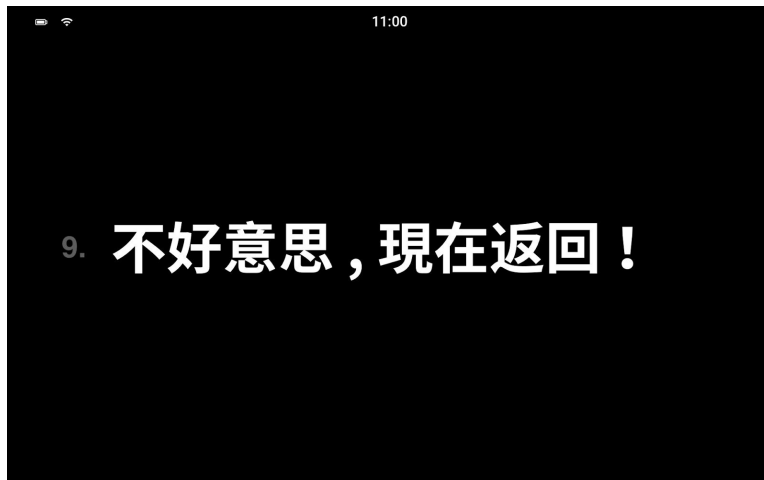
5.	apps.text.usher.calculating.msg	e.g. 麻煩請讓開一下
	apps.text.usher.calculating.bigtext	e.g. 讓開

- If you add 'apps.text.usher.calculating.bigtext', the word will become big.



Usher Cancel State

9.	apps.text.usher.cancel.msg	e.g. 不好意思, 現在返回!
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Usher Special State

apps.text.trip.msg	e.g. 哎唷
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- For Speaking
- If the robot tripping, will speak this msg.