indition™

INDITION COMMERCE

Point of Sale

Release Notes — Module v1.4

Updated 09/26/2026

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What's new (September 2026) — module 1.6.12

Stores can now lay out their own receipts. The new **Receipt Designer** (*Point of Sale* → *Receipt Designer*) builds the sale and refund receipts the registers print, and roll receipts are now made for the receipt printer: laid out at its printable width, ended so the cutter clears the last line, and printed with a logo made for thermal paper. Nothing changes for customers until a store chooses a new layout.

- **Receipt Designer** — drag pieces (logo, store details, customer, items, totals, payments, bar code, QR code, your own text and more) into rows, set each piece's size, font and options, and check a live preview drawn by the same code the register prints with. **Test print** prints the layout as it is on screen without saving it. One default layout per kind; any station can have its own.
- **Built-in Indition basic receipts** — the receipts the registers have always printed are the built-in defaults, so upgrading changes nothing a customer sees. They can't be edited, but their paper, inner margin and printer alignment can be set, and **Duplicate** turns one into an editable layout that looks the same. Standard and Full page (Letter) layouts ship alongside them.
- **Receipt printer logos** — **Manage Logos** keeps a logo for the receipt printer apart from the website logo: an SVG (cleaned on upload) or a PNG, one shared or one per store location, optionally the same set as Service & Repair. Roll receipts print it; online, emailed and PDF copies keep the website logo.
- **Printable-width layouts** — a roll printer prints less than the paper's width (72mm on 80mm paper; 48, 64 and 104mm on 58, 76 and 112mm), so the printed receipt is laid out at that width and nothing is cut off at the right. The preview shows the whole paper with the strips the head can't reach shaded. Every layout can also set an inner margin per side and a printer alignment nudge.
- **End mark** — every roll receipt ends with a tiny 1mm mark 12mm below the last line, so the printer feeds the receipt past its cutter and the cut never goes through the bar code.
- **Receipt printing per station** — *Point of Sale* → *Stations* gains a **Receipt Printing** column: each station's paper (58mm, 76mm, 80mm, 112mm or Letter) and its sale and refund layouts.

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What's new (09/26/2026)

A location's register can now draw its stock from **more than one warehouse**.

- **Several warehouses per location** — under *POS Settings* → *Locations*, each location's inventory source now has one block per warehouse. Pick a warehouse and its bins, then **+ Add another warehouse** for the next. A warehouse can be used once per location, and the **×** beside a block removes that warehouse and its bins.
- **One primary across them all** — exactly one bin is primary, whichever warehouse it is in. It stays the sell-from / receive-into target: refunds restock it and inventory overrides receive into it.
- **Stock and sales span every chosen bin** — on-hand at the register and the oversell check add up the chosen bins in every warehouse. With negative stock allowed a sale comes out of the primary bin; with it disallowed the sale drains the primary first, then the other bins, in any warehouse.
- **Each bin keeps its own warehouse** — bins are saved against the warehouse they belong to in the Inventory module. Existing single-warehouse setups carry on unchanged and open as one block.

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What's new (08/02/2026) — module 1.2.16 / 1.2.18

This cycle adds two stored-value tenders to the register: **Gift Cards** (from the Gift Cards module) and **In-Store Credit** (customer credit accounts owned by Shop, issued by returns). Both are opt-in and off by default, both work as a whole-sale payment or as one leg of a split, and both are handled correctly on the way back out — a refund restores stored value before it ever pays out cash or touches Stripe.

- **Gift Card tender** — a cashier enters or scans a Gift Card code, the register shows the live balance, and the card is applied to the sale. The code is exchanged for a short-lived signed authorization, so the card code and its authorization never land in an order, receipt, or log. Enabled with the **Gift Card** payment method in POS Settings (default OFF); it additionally requires the Gift Cards module to be installed and ready. A Gift Card cannot be used to buy Gift Card products, cannot be applied twice on the same sale, and cannot be spent past its balance.
- **Gift Card balance inquiry and customer cards** — look up any card's balance, status, and expiry without starting a sale (no authorization, no transaction). Cards attached to the customer on the sale are listed on the payment screen and the customer detail panel with last four, status, and balance; depleted or expired cards still show, but are not offered as spendable.
- **In-Store Credit** — customer store-credit accounts with an append-only ledger. A return can send its value to store credit instead of cash or card, and credit can be spent at the register as its own tender. Enabled with **Enable In-Store Credit** (default OFF), with a separate **Accept as payment** switch so an operator can stop new spending without touching balances customers already hold.
- **Store credit is scoped per location, not per workflow** — each POS location sets what a return there *issues* (brand-wide, store-wide, or location-only) and what that location *accepts* (any of our credit, its store's credit, or only credit it issued itself). That split is what lets a mixed estate work: a franchise location issuing location-bound credit alongside corporate locations issuing brand-wide credit, in one workflow. A location always accepts credit it issued itself, and an accept rule can only subtract — it can never widen a location-bound balance.
- **Refunds restore stored value first** — refunding a sale paid with a Gift Card puts that share back on the original card before any cash or card refund is attempted. Refunding a sale paid with store credit *reverses* the redemption against the originating account rather than issuing new credit, and the credit-funded share is never paid out as cash. Voids and exchanges follow the same rules, and refund, void, and exchange are serialised per order so two registers cannot double-refund the same sale.

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- **Back office** — store credit **Accounts**, **Ledger**, and **Liability** screens (in-grid filters), plus a **Store Credit** tab on the customer record showing every account a customer holds. Manual issue, adjust, void, and suspend are restricted to POS administrators and above; managers are read-only. These screens stay visible when the feature is switched off — outstanding credit is a liability and must not disappear with a toggle.
- **Reporting** — Gift Card and Store Credit are distinct tenders on X and Z reports and on receipts. Neither is ever folded into Cash or Credit Card.

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What's new (07/23/2026) — module 1.2.12

This cycle reworks how POS is switched on. Instead of enabling online stores, you now enable the **physical locations** that run registers — and map each one to the online store it transacts as and to its own inventory bins.

- **Locations panel** — the Settings screen's store section is now a **Locations** panel listing every active (or already POS-enabled) physical location from In-Store Pickup → Stores. Per location: toggle **Enable POS** → pick the **online store it transacts as** (from the active shop stores) → map its **inventory source** (warehouse + location bins, one primary — the sell-from / receive-into target). With no locations defined yet, the panel links to In-Store Pickup → Stores to add one.
- **Many locations, one store** — multiple locations may share the same online store (the expected multi-register / multi-branch case), differing only by their inventory configuration. Sales at each location debit that location's own bins; orders link to the mapped store; card payments route to the mapped store's Stripe/Connect account; each location's address remains the tax seller address and receipt header.
- **Multi-bin sale debits** — availability and the oversell block use the *sum* across the location's chosen bins. With negative stock allowed (the Inventory setting **Inventory Allow Negative Stock** on) the debit posts to the primary bin, which absorbs drift and may go negative; with negative stock disallowed the debit automatically drains across the location's bins (primary first), so any sale covered by the total is never blocked at commit. Serialized items always move at the bin their serial record occupies. **Refunds restock the originating location's primary bin**, resolved from the sale's location record.
- **Derived store list** — the enabled-store list used elsewhere in the admin (catalogue scoping, stations, card readers, staff assignment, analytics) is now derived automatically from the enabled locations; admins no longer edit a store list directly.
- **Automatic upgrade** — existing setups carry over automatically: every location already flagged as a POS location becomes an enabled location mapped to its previous store with its previous inventory configuration. Nothing changes behaviour on upgrade day.

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What's new (07/19/2026)

This cycle hardens the register for shared, multi-store use: a screen lock so an unattended terminal can't be used, and a single, consistent way every card payment settles to the right store's Stripe account.

- **Screen lock & PIN unlock** — the register can auto-lock after an idle timeout (and, optionally, re-lock a set interval after each unlock), then require a short PIN to resume instead of a full sign-in. The lock is *enforced by the system, not just the screen* (a locked terminal cannot transact at all), is *deferred while a sale is in progress* so a transaction is never interrupted mid-flight, and applies only to the POS roles you opt in. Master switch **Enable screen lock & PIN unlock** (default OFF); tuned by **Idle timeout (seconds)** (default 300), **Re-lock interval (seconds)** (default 0 = off), **Minimum PIN length** (default 4), **PIN rotation (days)** (default 90), **Max unlock attempts** (default 5 → forced full re-login), and **Roles the lock applies to**.
- **Unified per-store Stripe Connect card routing** — *every* POS card rail now charges as the store's own Stripe account through one routing rule: the in-browser card flow, the server-driven S700/S710 smart readers, the M2 Bluetooth reader (mobile app), and keyed / manual entry. A store's account (connected Stripe account, or its own per-store keys) is resolved from the cashier's open session, so funds always settle to the correct store. A store that isn't set up to accept cards is **cleanly declined** with a clear message — never charged against the wrong account.
- **M2 Bluetooth reader on Connect stores** — the mobile app now creates the payment on the store's connected account and then reads the card on the reader, so M2 payments work on Connect stores. Card-present, online-only.

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What's new (06/27/2026)

This cycle adds the most-requested in-store capabilities — keep selling when a stock count is off, draw stock from the exact warehouse and shelf each register uses, and get receipts to customers however they want them.

- **Inventory override on out-of-stock products** — when enabled (**Allow inventory override on out-of-stock products**, default OFF), a tracked out-of-stock item the cashier physically has can still be sold. On completing the sale the shortfall is *received* into inventory and then sold, so on-hand reconciles with an audit trail instead of going negative. The receive cost is recorded at a configurable **cost basis** (**Record override inventory at**): Last purchase cost, Average purchase cost, or $0.
- **Per-store warehouse & location selection** — for each POS-enabled store, the admin picks the inventory warehouse and the location(s) the register draws stock from, marking one **primary** (the location debited on each sale and where an override receives stock). On-hand shown and sold at the register is summed across the chosen locations; unconfigured stores fall back to their default inventory location.
- **Block oversell with manager override** — **Prevent selling out-of-stock items** (default ON) stops a cashier before payment when a tracked line exceeds on-hand at the store; a manager can authorize the sale anyway. Serial items are always checked; untracked items are never blocked.
- **Manual card entry** — key in a card number when a reader isn't available, with optional *require-customer* (**Require Customer for Manual Entry**) and optional *require-ZIP* for AVS (**Require Zip Code for Manual Entry**).
- **Email & SMS/text receipts** — email a PDF receipt or text a receipt; a **PAID** badge now appears on completed receipts across print, email, and PDF.
- **Card-fee / surcharge recovery** — recover card processing costs with a configurable percent + fixed surcharge (**Percent of the Card Amount (%)** default 2.9, **Fixed Amount per Card Payment ($)** default 0.30), recorded separately and shown to the cashier.
- **Cashier self-void policy** — **Let cashiers void their own sales** (default OFF) controls whether a cashier may void their own sale without a manager.
- **Touch POS UI** — a touch-optimized register (mode switch + settings, auto-enable by device class), plus support for an additional Stripe Terminal reader: the M2 BLE reader.

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Original v1.0 release

Indition's first in-store Point of Sale module shipped as a browser-based register at `/pos/`, integrating with the existing Shop catalogue, customers, and Inventory module, and processing card-present payments through Stripe Terminal.

- Full cashier flow — barcode scanner, customer lookup, fractional fabric sales, serialized SKUs, hold/resume, returns, exchanges
- Stripe Terminal integration — S700 reader pairing, default-reader selection, tipping prompt, card-on-file
- Cash drawer + X/Z reports for end-of-shift accountability
- Per-line discounts, configurable tax exemption, configurable quick-key buttons
- All-or-nothing saving — every sale, refund, and exchange is saved in one step together with its serial and inventory updates

Setup

Two one-time steps before the register is usable:

1. **Install the POS module.** Contact Indition support to install the POS module and the In-Store Pickup location fields it uses.
2. **Configure POS Settings.** Go to **Point of Sale → Settings** — toggle the master switch, enable your location(s) in the **Locations** panel (turn on Enable POS, map each location to the online store it transacts as and to its inventory bins), configure tender types, optionally enable tipping and quick keys.

Card payments use the store's own Stripe credentials: enter its Stripe keys under **Shop Setting → Store** (edit the **Stripe** row in the **Payment processors** panel) unless the store has a connected Stripe account. Then paste each location's Stripe Terminal Location ID on its store record and pair card readers under **Point of Sale → Card Readers**.

Major features

Receipt Designer (September 2026 · module 1.6.12)

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RECEIPTS · NEW

Receipt Designer

A new back-office screen, *Point of Sale → Receipt Designer*, lists the sale and refund layouts (Layout, Paper, Default, Status, Stations using it, Actions) and opens each one in a designer: pieces placed in rows, each row spread Left / Center / Right / Ends / Spread with an optional thin, thick, dashed or dotted rule above it; per-piece settings (size, bold, upper case, font, labels, label left / value right, lines between items, item columns, stamp style, logo and bar code height, QR code size); and the font, base text size and row spacing. The live preview renders through the register's own renderer, on a sample sale or a real sale or refund number, and **Test print** prints the layout as it is on screen without saving it. There is exactly one default per kind; a layout can be retired without deleting it, and a deleted layout's stations go back to the default. The screen is granted to POS Admin, like POS Settings.

RECEIPTS · NEW

Built-in Indition basic receipts, plus Standard and Full page layouts

Indition basic receipt and *Indition basic refund receipt* are the receipts the register printed before the designer, made the defaults on upgrade — so installing this release changes nothing a customer sees. They are read-only apart from their paper, inner margin and printer alignment (**Save paper, margin and alignment**); **Duplicate** turns one into an ordinary layout with its pieces set up to look the same. Each kind also ships with a *Standard* layout and a *Full page* (Letter) layout.

RECEIPTS · NEW

Receipt printer logos

A thermal printer prints black dots only, so a color or gray website logo prints speckled, and a picture blurs on its way to 203dpi. **Manage Logos**, on the Receipt Designer's breadcrumb bar, keeps a separate receipt printer logo: an SVG (cleaned of scripts and outside links on upload) or a PNG at least 300 pixels wide (1,000 recommended); JPG is refused; up to 2 MB. There is one logo for every store location or — with **Set different logos for each location** — one per location with a shared fallback. With Service & Repair installed, **Use the same logos in POS and Service & Repair** keeps both modules on one set. Roll receipts print it; the online, emailed and PDF copies and Letter pages keep the location's website logo.

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PRINTING · NEW

Printable-width layouts, inner margin and printer alignment

Papers are 58mm, 76mm, 80mm and 112mm rolls and Letter. A roll printer's head prints less than the paper's width — 48, 64, 72 and 104mm — so the printed copy's page is now the printable width, with the receipt centered in it, and nothing is lost off the right-hand side. The designer's preview shows the whole paper with the strips the head can't reach shaded. Every layout, built-in or designed, can set an inner margin per side and a printer alignment (move right / move down, in mm); both apply to the printed copy only.

PRINTING · NEW

End mark on roll receipts

Printer drivers trim the blank paper off the end of a page (Epson's "Paper Reduction") and then cut, with the last lines still short of the cutter — so a white bottom margin alone was thrown away and the cut could go through the bar code. Every roll receipt now ends with a 1mm mark 12mm below the last line; printing something there makes the printer feed the receipt past its cutter first. It is added for print only, so the screen and the PDF never show it.

STATIONS · NEW

Receipt paper and layouts per station

Point of Sale → *Stations* gains a **Receipt Printing** column (sortable, filterable by paper and by layout, and in the Excel export) that opens **Receipt printing** for a station: **Paper this register prints on**, and its **Sale receipt layout** and **Refund receipt layout** (*The default layout*, or any active layout of that kind). The register's Print — desktop and touch, for sales, reprints and refunds — prints the server's receipt from the station's layout on the station's paper. The emailed, PDF and online copies use the default layout.

Inventory from several warehouses (September 2026)

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INVENTORY · NEW

A location can draw stock from more than one warehouse

Beneath each POS-enabled location in *POS Settings* → *Locations*, the inventory source is now built from one block per warehouse: choose a warehouse, pick its bins, and use **+ Add another warehouse** for the next. One bin across all of them is marked **primary**. On-hand at the register, the oversell check and every sale debit span the chosen bins in all of the location's warehouses, and refunds still restock the primary bin of the location where the item was sold. Each bin is saved against the warehouse it belongs to in the Inventory module, so moving a bin between warehouses there is reflected here. A location set up with a single warehouse keeps working exactly as before.

Service & Repair counter intake (August 2026)

SERVICE & REPAIR · NEW

Book a repair in at the register

Where the shop enables it, the **F10** dialog now offers **Create Work Order** alongside finding an existing one, and a cashier can run a complete intake without a back-office login: customer, items, reported issue, condition notes, accessories, priority, promised date, storage location, drop-off photos and signature. The result is an ordinary work order in the register's store's own numbering sequence, on the Work Orders screen the moment it is saved.

The register's own *Customer* and *Products* panels stay on screen and apply what the cashier picks to the **work order** rather than to a sale, with an on-screen reminder to that effect; PAY NOW and the Payment tab are hidden while the form is open, because there is nothing to pay for yet. Items can be linked to the catalogue or to the customer's own previous orders, which is what allows warranty cover to be determined automatically. Serialised products are flagged and prompted for a serial, and a serial that has been in before surfaces its earlier repairs at the counter.

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SERVICE & REPAIR · NEW

Deposits, paperwork and corrections at the counter

Deposits follow the shop's configured rule: a **fixed** deposit is named on the button and pre-filled, a **percentage** deposit shows no amount — there is no quote yet to take a percentage of — and is explained as falling due at quote approval, and a shop that requires no deposit is never prompted. Part payment is accepted and the shortfall stays visible on the work order. The rule is enforced on the server as well as in the register, in front of every tender.

From the confirmation screen the cashier can print the drop-off receipt and the work-sheet tag (which carries the barcode F10 scans back later), email the receipt, or text a tracking link where SMS is enabled and the customer has consented — buttons that cannot deliver are not shown. Half-finished intakes save as **drafts** and are listed at the register that took them. A work order can be reopened and amended while the customer is still at the counter, and stops being editable from the till once a technician or a quote has moved it on.

SERVICE & REPAIR · NEW

Work orders across stores

A work-order search that finds nothing at the register's own store now reports how many matches exist at other stores and shows them on request, under a divider and individually marked, with a banner on the detail view. Payment on another branch's work order is allowed — a customer can be served wherever they walk in. A scanned work-order barcode searches every store from the start, since the item is physically present; every fresh F10 lookup returns to the local scope.

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SERVICE & REPAIR · TOUCH

Counter intake on the touch register

The touch shell could find a work order and charge or complete it, but never open one — so on a till running the touch register, counter intake did not exist. It is now reached from **Repairs → + Take an item in** and presented as a single scrolling screen rather than a series of steps: customer, the items being left, then priority, promised date, storage and accessories. It creates the work order exactly as the desktop register does, so the resulting work order is identical — same numbering, same history — and nothing about it records which shell took it.

Prior repairs on a serial surface at the counter, the drop-off receipt can be emailed or texted where those channels are available, and a deposit can be taken with the amount keyed on the numpad. Drop-off photos, signatures, drafts and amending a work order after creation are done on the desktop register.

SERVICE & REPAIR · SETUP

Off by default, and dependent on the Service & Repair link

Counter intake ships switched off. It requires the Service & Repair **POS Integration** to be on as well as its own switch; the switch cannot be selected before the integration is, and clears if the integration is turned off, with the register withdrawing the feature at the same moment. Each register's store also needs a Service Location mapped to it — the usual cause of "Service & Repair is not enabled for the selected store" when both switches are on.

Stored-value tenders (August 2026 · module 1.2.16 / 1.2.18)

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PAYMENTS · NEW

Gift Card tender at the register

With the **Gift Card** payment method on *and* the Gift Cards module installed and ready, a 🎁 **Gift Card** button appears on the payment screen (and an **Add Gift Card** button inside split payment) in both the classic and touch registers. The cashier types or scans the code, and the register checks it and returns the card's last four, its live balance, and a **short-lived signed authorization token** — never the code itself. The amount defaults to the lesser of the balance and the amount due; the cashier confirms and the token is attached to the sale.

Every authorization is re-validated when the sale is completed, before the order is saved: an expired, tampered, already-used, or over-balance authorization is refused with a safe message, each card can only be applied once per sale, and Gift Cards cannot be used to buy Gift Card products. Because the balance is verified live, the tender requires a network connection — the register says so rather than queueing it. Receipts show `Gift Card •••• ####`, the amount applied, and the remaining balance; the code and authorization are deliberately excluded from the receipt, the order, and the logs.

PAYMENTS · NEW

Gift Card balance inquiry and customer cards

A standalone balance lookup returns a card's balance, status, and expiry without attaching a customer, authorizing anything, or creating a transaction. When a customer is attached to the sale, their cards are listed on the payment customer card, the customer detail panel, and the touch customer sheet — last four, status, and current balance each. Cards belonging to another customer are never shown, and depleted or expired cards remain visible on their owner's account with their status but are not presented as spendable.

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IN-STORE CREDIT · NEW

Store credit accounts, issued by returns

Store credit is a customer balance held in Shop (not POS — an outstanding balance is customer liability and must survive a POS uninstall). Each account has a balance plus an **append-only ledger**: every issue, redemption, reversal, adjustment, void, and expiry is a ledger entry, and each entry records the till that moved the money.

With **Enable In-Store Credit** on, the refund method picker offers **Store Credit** alongside cash and card, and the register states *where that credit will be spendable* before the refund is committed. Exchanges can settle the amount owed to the customer the same way. Manual issue, adjust, void, and suspend are available in the back office, with an optional per-issue cap (**Manual issue limit**) and optional expiry after a set number of months (**Credit expires after**), enforced by a scheduled job. Sales without a real customer — guest/walk-in profiles — and tills with no location are refused rather than being given a default policy.

IN-STORE CREDIT · NEW

Per-location issue and accept rules

Scope is configured **per location**, on the Locations panel of POS Settings, with two independent rules per location: **Store credit issued here** — what a return processed there creates (*brand-wide*, *store-wide*, or *this location only*) — and **Store credit accepted here** — what that location honours (*any of our store credit*, *its store's credit*, or *only credit it issued itself*). Workflow-level defaults exist only to seed new locations.

Because issue and accept are separate, a mixed estate works in one workflow: a franchise location can issue location-bound credit that only it accepts while corporate locations issue brand-wide credit. Two rules are enforced by the system, not merely documented: a location *always* accepts credit it issued itself (otherwise tightening a rule strands a customer's money at the till that created it), and an accept rule can only *subtract* — it never widens a location-bound balance into being spendable elsewhere. Consequently a customer may hold **several** accounts (brand-wide plus store or location accounts); the register shows and spends what is usable at that till, most-restrictive account first when **Spend across balances** is on. Editing a rule **grandfathers** existing balances — credit keeps the binding it was issued under and is never migrated.

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REFUNDS · NEW

Refunds restore stored value before paying anything out

A refund is split *before* the gateway or the drawer is touched. The Gift Card-funded share of the original sale is restored to the original card first; the store-credit-funded share is **reversed** against the originating account (resolved from the sale's own record, never re-derived from current policy); only the remainder is refunded as cash or through Stripe. That ordering is what stops two real failure modes: a credit-funded sale returned "to cash" laundering store credit into cash, and reversing the credit *and* paying cash refunding the customer twice.

Voids reverse the sale's Gift Card redemptions and store credit exactly once. Exchanges apply the same protections to the owed leg and can settle it as store credit. Refund, void, and exchange on one order are handled one at a time, so two registers working the same sale cannot double-refund it. Sales predating the feature that carry a legacy "Store Credit" tender label — the label shipped in the default tender list long before there was anything behind it — have that share **withheld** rather than paid out, recorded as a `Store Credit (Unfunded)` leg.

ADMIN · NEW

Store credit back office and customer tab

Three screens under **Point of Sale → Store Credit**: **Accounts** (every account, its scope binding, balance, and status), **Ledger** (every movement, filterable), and **Liability** (outstanding balance, the figure the business owes). All three use in-grid filters. A **Store Credit** tab is added to the customer record, listing every account the customer holds with its balance and scope.

Writes (issue, adjust, void, suspend) require POS administrator or above; POS managers have read-only access, enforced by access rules. All of these screens remain reachable when **Enable In-Store Credit** is off — they show a banner instead of redirecting, because balances customers already hold do not stop existing when the feature is toggled.

Store-enablement rework (July 2026 · module 1.2.12)

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SETTINGS · NEW

Per-location POS enablement — the Locations panel

The Settings screen's store section is now the **Locations** panel: it lists every physical location from In-Store Pickup → Stores that is active (or already POS-enabled). Per location the admin toggles **Enable POS**, picks the **online store the location transacts as** (from the active Shop stores), and maps the location's **inventory source** (warehouse + location bins, one primary — the sell-from / receive-into target). Multiple locations may share the same online store — the expected multi-register / multi-branch case — differing only by inventory config: sales at each location debit its own bins, orders link to the mapped store, card payments route to the mapped store's Stripe/Connect account, and each location's address remains the tax seller address and receipt header. The enabled-store list used elsewhere in the admin (catalogue scoping, stations, card readers, staff assignment, analytics) is **derived automatically** from the enabled locations. With no locations defined yet, the panel links to In-Store Pickup → Stores.

INVENTORY · NEW

Multi-bin sale debits & location-true refunds

Availability and the oversell block use the **sum across the location's chosen bins**. With negative stock allowed (the Inventory setting **Inventory Allow Negative Stock** on) the sale debit posts to the **primary** bin, which absorbs drift and may go negative; with negative stock disallowed the debit automatically **drains across the location's bins** (primary first), so any sale covered by the total is never blocked at commit. Serialized items always move at the bin their serial record occupies. **Refunds restock the originating location's primary bin**, resolved from the sale's location record.

Reliability, receipts & payment fixes (July 2026)

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RELIABILITY · FIX

One-step-capture safety backstop

The register captures the card immediately at the point of sale (by design). If the sale then fails to record on the server — a rare inventory or system error *after* the card has been taken — the captured charge is now automatically **reversed in full**, or the authorization cancelled, so a customer is never charged without a recorded sale. The cashier sees **"SALE NOT SAVED — the card charge was reversed."** Offline reconciliation writes (sales that already physically happened) are excluded from auto-reversal.

INVENTORY · FIX

Untracked items never fail a sale

Items with inventory tracking turned off now sell without any stock movement and never fail a sale.

CASHIER UX · FIX

Rejected sale never looks successful

A server-rejected sale now shows a clear red **"SALE NOT SAVED"** state and keeps the cart for retry — never a green / paid receipt.

RECEIPTS · FIX

Card processing fee on the receipt

When a card surcharge applies, the receipt now shows a **"Card processing fee"** line and the total reflects the amount actually charged to the card.

RECEIPTS · FIX

Serial numbers on receipts

For serialized items, the serial number(s) sold now print on *every* receipt — the on-screen register receipt, the emailed receipt, and the public receipt link (opened from the SMS / email). Shown as `S/N: <serial>` under the item, for warranty and registration.

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PAYMENTS · FIX

Split tender partial cash

The split-tender **"Add cash"** step now accepts a partial amount, so a true part-cash / part-card sale works on both register UIs.

RETURNS · FIX

Serialized refund returns the serial

Refunding a serialized item now returns the exact serial to stock even when the register doesn't prompt for which serial — the system finds the serial that was sold on that order line.

SECURITY · NEW

Screen lock & PIN unlock

An unattended terminal auto-locks after an idle timeout (**Idle timeout (seconds)**, default 300) and can also force a re-lock a set interval after each unlock (**Re-lock interval (seconds)**, default 0 = off). A locked screen is resumed with a short PIN — no full sign-in — set and rotated by each cashier (**Minimum PIN length** default 4; **PIN rotation (days)** default 90). The lock is **enforced by the system, not just the screen**: while locked, a signed-in terminal genuinely cannot transact. It is **deferred while a sale is in progress** (the re-lock interval waits; the idle timeout still applies) so a transaction is never cut off mid-flight. After **Max unlock attempts** wrong PINs (default 5) the terminal is signed out and requires a full username/password login. Applies only to the POS roles opted in via **Roles the lock applies to**. Master switch **Enable screen lock & PIN unlock** (default OFF — behaviour unchanged when off).

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PAYMENTS · NEW

Unified per-store Stripe Connect card routing

Every POS card rail — the in-browser card flow, the server-driven S700/S710 smart readers, the M2 Bluetooth reader via the mobile app, and keyed / manual entry — now charges as the store's own Stripe account through a single routing rule, per store. The account (a connected Stripe account, or the store's own per-store keys) is resolved from the cashier's open POS session, so funds always settle to the correct store and reads/refunds ride the same account as the charge. A store not set up to accept cards is **cleanly declined** with a clear message instead of ever charging the wrong account. The old POS-level secret key is no longer used for charge routing.

PAYMENTS · NEW

M2 Bluetooth reader on Connect stores

The mobile app now creates the payment **on the store's connected account** and then reads the card on the M2, so M2 payments work on Connect stores. Card-present and online-only (the reader and the register both need a live connection).

CASHIER UX

Browser-based register at /pos/

Full-screen kiosk-style terminal that runs in any modern browser on a PC with a barcode scanner attached. Login uses existing admin credentials. F1–F8 keyboard shortcuts for new order, customer lookup, search, payment, void, discount, hold, recall.

CATALOGUE

Live Shop catalogue with configurable status filter

Live product and customer lookups from the Shop catalogue. The multi-status filter in Settings lets administrators pick which product statuses the register should surface — defaults to *Sellable + Active*, but a cashier can be allowed to look up Inactive or Search Only items for reference.

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FABRIC SALES

Fractional quantity for products sold by the unit

SKUs flagged with a unit-of-measure (yard, foot, lb, kg, etc.) automatically prompt for a fractional quantity at the register. Decimal entry like `3.25 yd` is supported with the cashier-friendly fractions ¼, ⅓, ½, ¾, ⅛.

SERIALIZED INVENTORY

Serial-number capture for serialized SKUs

When a product has serialization enabled in the Inventory module, scanning or selecting it opens a serial-entry modal. The serial is validated against inventory in real time. When the sale completes, the serial is marked sold with a full audit trail. Returns put it back in stock.

PAYMENTS

Stripe Terminal in-person card payments

Browser-based card processing through the Stripe Terminal SDK. The S700 and S710 connect over LAN/Wi-Fi. Pair readers in admin, then the cashier just clicks **Charge** and the customer taps. Stripe payment IDs are stored against each sale for refund / lookup.

Multi-reader support: stores with multiple registers can flag one reader as *default*; the terminal auto-connects to that one, falling through to the next online reader if the default is unavailable.

PAYMENTS

Tipping (configurable)

Off by default. When enabled in Settings with preset percentages (`15, 18, 20` by default), the cashier sees a tip-selection modal before card capture. Customer can take a preset, enter a custom amount, or skip. The tip rolls into the card charge and is recorded separately so reports break it out.

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CUSTOMERS

Card on file

During a card payment, cashier can tick "Save card on file for [Customer Name]". The card is saved through Stripe for future use. Subsequent visits show the saved card as a one-tap "💳 VISA ••••1234" button on the payment screen — useful for repeat customers and phone orders.

CUSTOMERS

Tax-exempt customers

The customer record's existing tax-exempt setting now flows through to the register. When a tax-exempt customer is attached to an order, the customer bar shows a green TAX EXEMPT badge and the tax row in the totals zeroes out automatically.

RETURNS

Refunds, exchanges, and partial returns

Returns search past sales by sale number, customer name, phone, email. Cashier picks how much of each line to refund (with serial-level control on serialized items). Three flavours of completion:

- **Plain refund** — money back to original card or cash.
- **Even exchange** — returned items cover the new ones; one-tap completion, no money changes hands.
- **Net-positive exchange** — customer pays the difference for higher-value items.
- **Net-negative exchange** — when returns exceed new items, the difference is refunded to original card or cash via a separate refund-method picker.

CASHIER OPS

Hold and recall orders

F7 holds the current cart with an optional name/note. F8 opens the recall picker showing every held order at this store with item count, customer, total, and creation time. Tap one to load it back into the cart.

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CASHIER OPS

Cash drawer + X/Z reports

The new "Cash" header link opens a session summary: sales count, refund count, by-tender breakdown, drawer movements, expected cash. Cashier can record drops, pickups, pay-ins, pay-outs mid-shift. End-of-shift Z report closes the session, captures the counted-cash float, computes the variance, and renders a printable summary.

CHECKOUT

Per-line discounts

Click any item's line total to add a percentage or flat-dollar discount. Stacks alongside the existing order-level discount. Discounts persist on each sale item so reports retain the breakdown.

SPEED

Quick-key product buttons

Configure a list of SKUs in Settings (*Quick Key SKUs*) and they show as a row of one-tap buttons across the top of the Products tab. Useful for fast-moving items: needle packs, class fees, gift cards, etc. Up to 24 buttons per terminal.

INVENTORY

Automatic stock deduction on every sale

When the Inventory module is installed, every completed sale reduces on-hand stock at the resolved (primary/default) location. Refunds and exchange-returns credit the stock back. No separate sync needed; stock updates are saved together with the sale itself.

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INVENTORY · NEW

Per-location warehouse & bin selection

For each POS-enabled location, the admin picks the inventory **warehouse** (or, since September 2026, several warehouses) and the **bin(s)** the register draws stock from, marking one **primary** — the sell-from / receive-into target (refunds restock there; overrides receive there). On-hand shown and sold at the register is summed across the chosen bins. If unconfigured, the location falls back to its store's default inventory location. Configured under *POS Settings* → *Locations*, beneath each enabled location (requires warehouses to be linked to the location's mapped store in the Inventory module).

INVENTORY · NEW

Block oversell with manager override

Prevent selling out-of-stock items (default ON) stops a cashier before payment if a tracked line exceeds on-hand at the store. A manager can authorize the sale anyway. Serial items are always checked; untracked items are never blocked.

INVENTORY · NEW

Inventory override on out-of-stock products

Allow inventory override on out-of-stock products (default OFF). When ON, a tracked out-of-stock item the cashier physically has can still be sold. On completing the sale the shortfall is *received* into inventory and then sold, so on-hand reconciles with an audit trail instead of going negative. The receive cost is recorded at a configurable **cost basis** (**Record override inventory at**): Last purchase cost, Average purchase cost, or $0.

PAYMENTS · NEW

Manual card entry

Key in a card number when a reader isn't available (**Manual Card Entry**). Optionally require a customer be attached first (**Require Customer for Manual Entry**) and optionally require a billing ZIP for AVS (**Require Zip Code for Manual Entry**).

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PAYMENTS · NEW

Split payment across tenders

Take a single sale across more than one tender — for example part cash, part card (**Split Payment**). Each tender is recorded against the sale for accurate reconciliation.

PAYMENTS · NEW

Card-fee / surcharge recovery

Recover card processing costs with a configurable surcharge (**Add a Card Processing Fee**) — a percentage (**Percent of the Card Amount (%)**, default 2.9) plus a fixed amount (**Fixed Amount per Card Payment ($)**, default 0.30). The fee is recorded separately and shown to the cashier on the totals.

RECEIPTS · NEW

Email & SMS/text receipts with PAID badge

Email a PDF receipt (**Offer "Email Receipt"**) or text a receipt to the customer (**Offer "Text Receipt"**) — in addition to printing. Completed receipts now carry a **PAID** badge across print, email, and PDF.

CASHIER OPS · NEW

Cashier self-void policy

Let cashiers void their own sales (default OFF) controls whether a cashier may void their own sale without a manager present.

TOUCH UI · NEW

Touch POS UI and more readers

A touch-optimized register with a mode switch and its own settings, auto-enabling by device class (**Enable touch screen UI**, **Auto-start in touch mode on**). Card-present payments now also support the **Stripe Reader M2** (Bluetooth) in addition to the S700/S710.

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Settings reference

Configured at **Point of Sale → Settings** and grouped by panel:

- **Locations & Store Access** — **POS Module Enabled**, **Require cashiers to be assigned to a store**; the **Locations** panel (per-location Enable POS toggle, online-store mapping, and the warehouse + bin picker with one primary). The enabled-store list is derived automatically from the enabled locations and is not edited directly.
- **Tax** — **Override Real-Time Tax Quoting**, **Default Tax Rate (%)**.
- **Payment Methods** — **Cash**, **Credit / Debit Card**, **Check**, **Split Payment**, **Manual Card Entry**, **Require Customer for Manual Entry**, **Require Zip Code for Manual Entry**, **Save card on file**, **Gift Card** (default OFF; also requires the Gift Cards module to be installed and ready).
- **In-Store Credit** (belongs to the Shop module, edited on the POS Settings screen) — **Enable In-Store Credit** (default OFF), **Accept as payment** (default OFF — show the Store Credit button at checkout), **Spend across balances** (default ON — let one sale draw across several of the customer's accounts), **Credit issued there can be spent at** (Any of our stores / That store only / That location only, default Any of our stores), **That store will accept** (Any of our store credit / That store's credit only / Credit it issued itself only, default Any of our store credit), **Credit expires after** (default 0 = never), **Manual issue limit** (default 0 = no cap). The two defaults only seed new locations — the live rules are the per-location issue/accept selects in the Locations panel.
- **Card Processing Fee** — **Add a Card Processing Fee**, **Percent of the Card Amount (%)** (default 2.9), **Fixed Amount per Card Payment ($)** (default 0.30).
- **Tipping** — **Enable Tipping**, **Tip Presets (% of subtotal)** (default 15, 18, 20).
- **Inventory** — **Prevent selling out-of-stock items** (default ON), **Allow inventory override on out-of-stock products** (default OFF), **Record override inventory at** (last / average / zero), plus the per-location warehouse/bin selection in the Locations panel.
- **Receipt and Email Receipt** — **Receipt Header**, **Receipt Footer**, **Offer "Email Receipt"**, **Receipt template**, **Email subject**, **From name**, **From email address**, **BCC (optional)**, **Email content**, **Attach a PDF of the receipt**, **Offer "Text Receipt"**. Receipt layouts, the receipt printer logos and each station's receipt paper and layouts are set in the Receipt Designer and on the station.
- **Register Policy and Shifts & Cash Drawer** — **Let cashiers void their own sales** (default OFF), **Use cashier shifts**, **Require a drawer count at shift open**.
- **Screen Lock & PIN** — **Enable screen lock & PIN unlock** (default OFF), **Idle timeout (seconds)** (default 300), **Re-lock interval (seconds)** (default 0), **Minimum PIN length** (default 4), **PIN rotation (days)** (default 90), **Max unlock attempts** (default 5), **Roles the lock applies to**.

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- **Products** — the **Product Statuses**, **Categories**, **Product Detail Images**, **Search Limit** and **Quick Keys** panels.
- **Fractional Quantities** — **Enable fraction quick-pick**, **Fraction buttons**, **Also allow decimal entry**.
- **Touch Screen** — **Enable touch screen UI**, **Auto-start in touch mode on**.
- **Cash Drawer** — **Enable Drawer Kick**, **Drawer Agent URL**, **Auto-kick on cash sales**.
- **Stripe** — no separate POS keys: the register uses the store's own Stripe credentials automatically (its connected Stripe account, or its own keys, entered under **Shop Setting → Store → Payment processors → Stripe**).

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