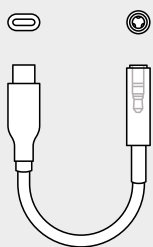


S1U2 Accessibility Guide

This guide is aimed to help you learn more about the accessibility features available for customers with vision impairments on the S1U2 unattended terminal. Please keep in mind that you should follow the European accessibility act as well as the specific regulation for unattended terminals when integrating the device into your system.



Headset Connection

To connect a headset to the terminal, a USB-C to 3.5 mm adapter is needed.

When a USB-to-Jack cable and headset are plugged in, the audio output switches to the headset, but accessibility features are not automatically enabled.

Vision impairment accommodation

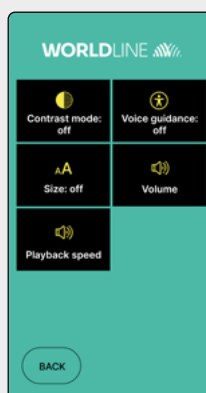
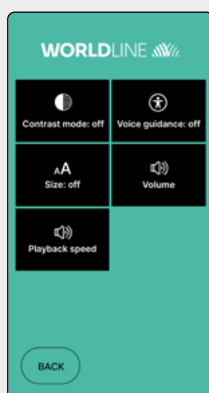
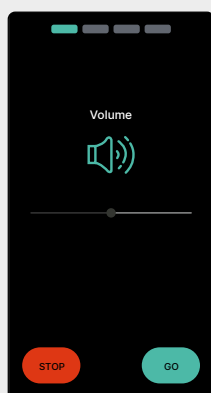
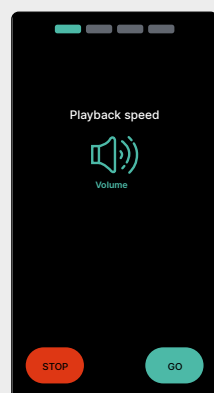


Step 1

Customers can activate the vision impairment mode by pressing the icon located in the bottom right corner of the screen.

New version: Pressing screen for 3 seconds with one finger will activate accessibility mode > this turns on text to speech for visually impaired users. Clicking the button at the bottom opens the menu.

Other options



Volume: Options to adjust the sound level.

Playback Speed: Options to change how fast the voice guidance speaks.

Text Size: Option to make the text on the screen bigger.

Contrast Mode: 3 different options:

- Normal: black and colours on white
- Inverted: white and colours on black
- Alternate: yellow on black

Transaction Process



Step 2

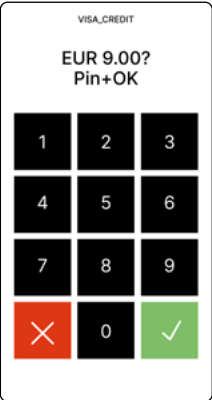
The terminal audibly announces the total amount due and provides instructions for entering the PIN. The information is then repeated, but can be interrupted by presenting the card.

For contactless transactions, entering a PIN may not be necessary. However, for chip card payments, the PIN entry screen will always appear.

The customer presents their card to the terminal to initiate the transaction.

After the card is detected, the spoken and displayed language will switch from the merchant's language to the cardholder's language, as determined by the card.

PIN Entry for the Visually Impaired

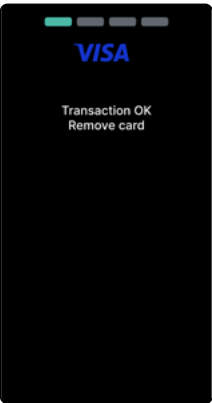


Step 3

The screen layout is designed so that a customer can explore it by swiping their finger. A sound will play each time a new button is reached. The red and green buttons will speak out their function "cancel" or "ok".

Customers lift up their finger once they've reached each desired button and double tap anywhere on the screen to confirm their selection. Each entry is confirmed by voice "First digit entered"...

Finalizing the transaction



Step 4

Upon confirming the PIN, the transaction concludes.

The vision impairment mode is deactivated automatically.

