

Keyboard touch -> do nothing

This is a just a screen, the system might not actually be booting up but giving it some 5 secs startup delay will let it runs cool

1px

HH:MM:SS		Balance:		0.000 VND		XXX %		
Wife		House		Car		Motorbike		
Clothes		Gun		PC		TV		
U D L R to MOVE				01/02		ENTER		

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> do nothing

1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage

0 -> pressed then open AdPassPage (only if the balance is 0)

HH:MM:SSADMINISTARTOR MODEXXX %

Enter PIN:6 attempt(s) left

!

Violations of private property rights will be prosecuted to the fullest extent of the law.

BACKENTER

1px

AdPassPage

Initial:
Attempt = 6 if
lastAttempt <= 0
else attempt =
lastAttempt.
Reset every 2
hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as "*" instead of plaintext, no hide/unhide action to skim through the PIN while entering)

1px

HH:MM:SSADMINISTARTOR MODEXXX %

Enter PIN:

* * * * *

6 attempt(s) left

!

Violations of private property rights will be prosecuted to the fullest extent of the law.

BACKENTER

AdPassPage

Initial:
Attempt = 6 if
lastAttempt <= 0
else attempt =
lastAttempt.
Reset every 2
hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as "*" instead of plaintext, no hide/unhide action to skim through the PIN while entering)

1px

HH:MM:SS		ADMINISTRATOR MODE		XXX %	<input type="checkbox"/>
Import Export	Edit Config	Security Log	Power		
VMID:		VM.RANDOM.XXXXXX.THAT.MAKES.NO.SENSE			
Firmware version:		v25.12.1			
BACK				ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to MainMenu (access Admin mode will require PIN typed again)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS		ADMINISTRATOR MODE		XXX %	<input type="checkbox"/>
Wife	House	Car	Motorbike		
Clothes	Gun	PC	TV		
BACK		01/02		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS		ADMINISTARTOR MODE		XXX %	<input type="checkbox"/>
Wife	House	Car	Motorbike		
Clothes	Gun	PC	TV		
BACK		01/02		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS		ADMINISTARTOR MODE		XXX %	<input type="checkbox"/>
Wife	House	Car	Motorbike		
Clothes	Gun	PC	TV		
BACK		01/02		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

ItemDetailPage

HH:MM:SS	ADMINISTARTOR MODE	XXX %	
	Item no.:	6	
	Item Name:	Gun	
	Item Price:	100.000	VND
	Available:	3	item(s)
Enable item:			
Currently, this item is ENABLED			
BACK		KEY PRESS	

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> discard any changes, return to MainMenu (Admin) with lastID = 6

1 -> item.enable = true; turn to next page immediately

0 -> item.enable = false; return to MainMenu (Admin) immediately

2, 3, 4, 5, 6, 7, 8, 9 -> do nothing

1px

ItemDetailPage

HH:MM:SS	ADMINISTARTOR	MODE	XXX %	
	Item no.:	6		
	Item Name:	Gun		
	Item Price:	100.000	VND	
	Available:	3	item(s)	
Enter new quantity:			item(s)	
Minimum value: 0		Maximum value: 20		
PREVIOUS		CONFIRM		

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)

1px

ItemDetailPage

HH:MM:SS	ADMINISTARTOR MODE		XXX %	
	Item no.:	6		
	Item Name:	Gun		
	Item Price:	100.000	VND	
	Available:	3	item(s)	
Enter new quantity:		90	item(s)	
Minimum value: 0		Maximum value: 20		
PREVIOUS		CONFIRM		

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> if quantity = null or invalid, then delete the field
DELETE -> delete previous chars, if the field is null, return to enable item page
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)

1px

ItemDetailPage

HH:MM:SS	ADMINISTARTOR	MODE	XXX %	
	Item no.:	6		
	Item Name:	Gun		
	Item Price:	100.000	VND	
	Available:	3	item(s)	
Enter new quantity:			item(s)	
Minimum value: 0		Maximum value: 20		
PREVIOUS			CONFIRM	

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars)

1px

ItemDetailPage

HH:MM:SS	ADMINISTARTOR	MODE	XXX %	
	Item no.:	6		
	Item Name:	Gun		
	Item Price:	100.000	VND	
	Available:	3	item(s)	
Enter new quantity:		06	item(s)	
Minimum value: 0		Maximum value: 20		
PREVIOUS			CONFIRM	

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field (0 <= qty <= 20, field enter max 2 chars, 0x is a valid case, qty = x then)

1px

HH:MM:SS		ADMINISTARTOR MODE		XXX %	
Wife	House	Car	Motorbike		
Clothes	Gun	PC	TV		
BACK		01/02		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	ADMINISTRATOR MODE		XXX %	<input type="checkbox"/>
Import Export	Edit Config	Security Log	Power	
VMID:		VM.RANDOM.XXXXXX.THAT.MAKES.NO.SENSE		
Firmware version:		v25.12.1		
BACK		ENTER		

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

- UP, DOWN, LEFT, RIGHT -> move pointer around and select options
- ENTER -> enter option
- DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
- 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

Working on.

1px

HH:MM:SS	ADMINISTRATOR MODE	XXX %	<input type="checkbox"/>
Import Export	Edit Config	Security Log	Power
VMID:		VM.RANDOM.XXXXXX.THAT.MAKES.NO.SENSE	
Firmware version:		v25.12.1	
BACK		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options
ENTER -> enter option
DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

Working on.

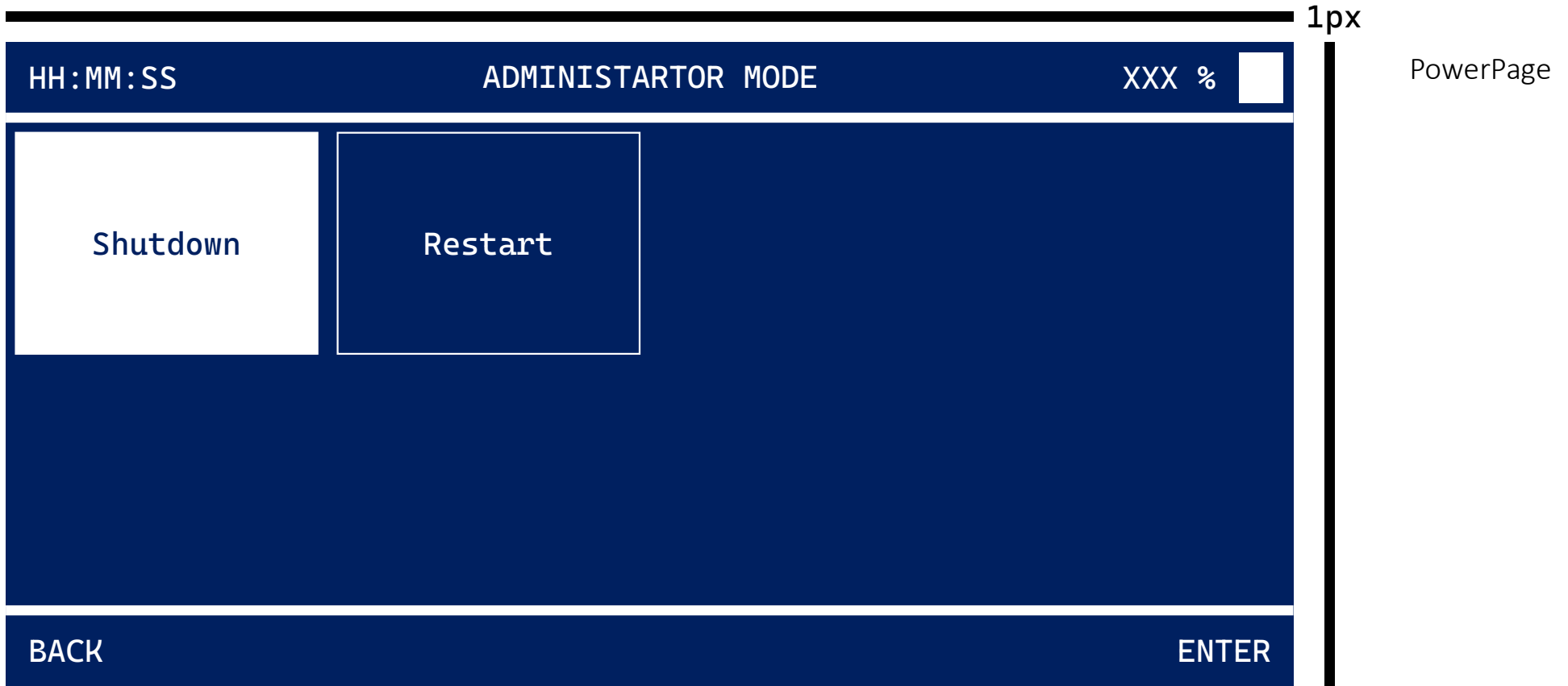
1px

HH:MM:SS	ADMINISTRATOR MODE	XXX %	<input type="checkbox"/>
Import Export	Edit Config	Security Log	Power
VMID:	VM.RANDOM.XXXXXX.THAT.MAKES.NO.SENSE		
Firmware version:	v25.12.1		
BACK		ENTER	

AdminPage

Initial:
ID = 1 if lastID
= null else ID =
lastID

- UP, DOWN, LEFT, RIGHT -> move pointer around and select options
- ENTER -> enter option
- DELETE -> back to MainMenu (access Admin mode will require PIN typed again)
- 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SSADMINISTARTOR MODEXXX %

Enter PIN:LOGIN FAILED6 attempt(s) left

!

Violations of private property rights will be prosecuted to the fullest extent of the law.

BACKTRY AGAIN

AdPassPage

Initial:
Attempt = 6 if
lastAttempt <= 0
else attempt =
lastAttempt.
Reset every 2
hours

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> try again, attempt --;
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SSADMINISTARTOR MODEXXX %

Enter PIN:5 attempt(s) left

!

Violations of private property rights will be prosecuted to the fullest extent of the law.

BACKENTER

AdPassPage

Initial:
Attempt = 6 if
lastAttempt <= 0
else attempt =
lastAttempt.
Reset every 2
hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as "*" instead of plaintext, no hide/unhide action to skim through the PIN while entering)



AdPassPage

Initial:
Attempt = 6 if
lastAttempt <= 0
else attempt =
lastAttempt.
Reset every 2
hours

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

ItemDetailPage

Initial:
Item ID
Item Name
Item Price
Item Cache
ToBuy: 1

HH:MM:SS

Balance:

0.000 VND

XXX %

Item no.:

1

Item Name:

Wife

Item Price:

500.000

VND

Available:

1

item(s)

BACK

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> return to MainMenu with lastID = currID (ID = 1)

1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately

0 -> do nothing

Quantity field validation: if (input > available) || (input * item.price > balance) then do nothing, else calculate Total

1px

HH:MM:SS		Balance:		0.000 VND		XXX %		
Wife		House		Car		Motorbike		
Clothes		Gun		PC		TV		
U D L R to MOVE				01/02		ENTER		

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> do nothing

1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage

0 -> pressed then open AdminPage (only if the balance is 0)

1px

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

3

.000 VND

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

300

.000 VND

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

1px

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

300

.000 VND

ERROR – Cash value invalid.

Minimum cash value: 5

Maximum cash value: 500

CANCEL

CONFIRM

1px

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

.000 VND

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

.000 VND

ERROR – Cash value invalid.

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

1px

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

.000 VND

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

InsertMoneyPage

Initial:

Last key pressed

+

.000 suffix 1

+ VND suffix 2

Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

HH:MM:SS

Balance:

0.000 VND

XXX %

Please enter your balance:

100

.000 VND

Minimum value: 5

Maximum value: 500

CANCEL

CONFIRM

1px

InsertMoneyPage

Initial:
Last key pressed
+
.000 suffix 1
+ VND suffix 2
Error_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS		Balance: 100.000 VND		XXX %		
Wife	House	Car	Motorbike			
Clothes	Gun	PC	TV			
PAY		01/02		ENTER		

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0-> do nothing

1px

HH:MM:SS		Balance: 100.000 VND		XXX %	
Wife	House	Car	Motorbike		
Clothes	Gun	PC	TV		
PAY		01/02		ENTER	

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS		Balance: 100.000 VND		XXX %		
Wife	House	Car	Motorbike			
Clothes	Gun	PC	TV			
PAY		01/02		ENTER		

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x], currently, Gun is not available due to item.enable = false or item.available = 0

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> do nothing
DELETE -> return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing
Auto return to MainMenu in 5s

1px

HH:MM:SS		Balance: 100.000 VND		XXX %	
Waifu	Coca-Cola	Gigachad	Games		
AR-VR	Films	WTF is this	Heck, I know		
PAY		02/02		ENTER	

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	100.000 VND	XXX %		ItemDetailPage
	Item no.:	10			Initial:
	Item Name:	Coca-Cola			Item ID
	Item Price:	10.000	VND		Item Name
	Available:	18	item(s)		Item Price
Please enter quantity:			item(s)		Item Cache
Minimum value: 1		Maximum value: 9			ToBuy: 1
BACK		KEY PRESS			

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> return to MainMenu with lastID = currID (ID = 10)

1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately

0 -> do nothing

Quantity field validation: if (input > available) || (input * item.price > balance) then do nothing, else calculate Total

HH:MM:SS		Balance:		100.000 VND	XXX %		1px	ItemDetailPage
	Item no.:			10				Initial:
	Item Name:			Coca-Cola				Item ID
	Item Price:			10.000	VND			Item Name
	Available:			18	item(s)			Item Price
Please enter quantity:				2	item(s)			Item Cache
Total:				20.000	VND			ToBuy: 1
CANCEL				CONFIRM				

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm, if balance > sub_total, return to MainMenu, balance -= sub_total, else (balance = sub_total), to PayPage

DELETE -> cancel and return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS		Balance: 80.000 VND		XXX %		
Waifu	Coca-Cola	Gigachad	Games			
AR-VR	Films	WTF is this	Heck, I know			
PAY		02/02		ENTER		

MainMenu

Initial:
Point at ID 1 if
lastID is null
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

PayPage

HH:MM:SS	Balance:	80.000 VND	XXX %	<input type="text"/>
Receive:		100.000	VND	
Total:		20.000	VND	
Change:		80.000	VND	
Press [ENTER] to CONFIRM payment.				
Press [DEL] to CANCEL payment and continue buying.				
Press [KEY 0] to CANCEL buying and collect all balance.				
CANCEL			CONFIRM	

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> let's go to thanksPage
DELETE -> cancel paying and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9 -> do nothing
0 -> cancel buying and go to confirmLeavingPage

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="checkbox"/>
Thank you for using our products! Have a nice day!				
Please remember to collect your change (if any)...				
Change:		80.000	VND	
CLOSE				

thanksPage

- UP, DOWN, LEFT, RIGHT -> close and return to MainMenu
- ENTER -> close and return to MainMenu
- DELETE -> close and return to MainMenu
- 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu

1px

confirmLeavingPage

HH:MM:SS	Balance:	100.000 VND	XXX %	<input type="checkbox"/>
Cancel buying and collect all money back? This action cannot be undone.				
Total:		0.000	VND	
Change:		100.000	VND	
CANCEL			CONFIRM	

UP, DOWN, LEFT, RIGHT -> do nothing
ENTER -> go to thanksPage
DELETE -> return to PayPage
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="checkbox"/>
We are sorry to see you go. Have a nice day!				
Please remember to collect your change (if any)...				
Change:		100.000	VND	
CLOSE				

thanksPage

UP, DOWN, LEFT, RIGHT -> close and return to MainMenu
ENTER -> close and return to MainMenu
DELETE -> close and return to MainMenu
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu
Auto return to MainMenu after 10s