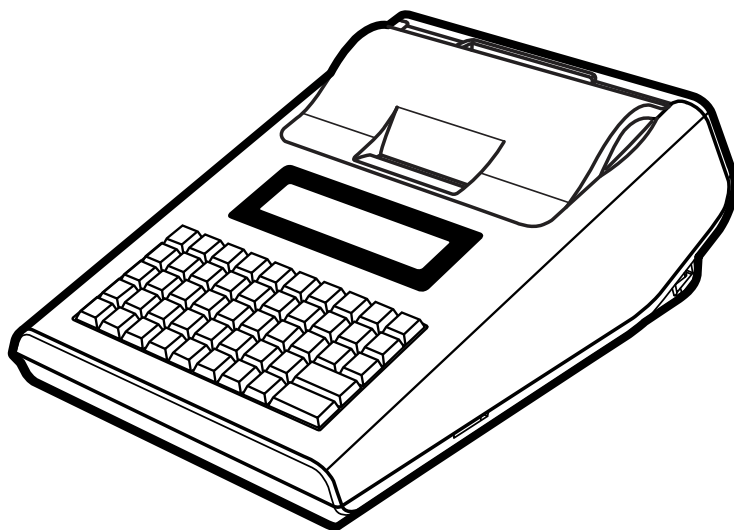


**SAM4S**

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*ER-230 Series*

# Operation and Program Manual



All specifications are subject to change without notice

# Precaution Statements

Follow these safety, servicing and ESD precautions to prevent damage and to protect against potential hazards such as electrical shock.

## 1-1 Safety Precautions

1. Be sure that all built-in protective devices are replaced. Restore any missing protective shields.
2. When reinstalling the chassis and its assemblies, be sure to restore all protective devices, including nonmetallic control knobs and compartment covers.
3. Make sure there are no cabinet openings through which people - particularly children - might insert fingers and contact dangerous voltages.  
Such openings include excessively wide cabinet ventilation slots and improperly fitted covers and drawers.
4. Design Alteration Warning:  
Never alter or add to the mechanical or electrical design of the SECR.  
Unauthorized alterations might create a safety hazard. Also, any design changes or additions will void the manufacturer's warranty.
5. Components, parts and wiring that appear to have overheated or that are otherwise damaged should be replaced with parts that meet the original specifications. Always determine the cause of damage or over- heating, and correct any potential hazards.
6. Observe the original lead dress, especially near the following areas: sharp edges, and especially the AC and high voltage supplies. Always inspect for pinched, out-of-place, or frayed wiring. Do not change the spacing between components and the printed circuit board. Check the AC power cord for damage. Make sure that leads and components do not touch thermally hot parts.
7. Product Safety Notice:  
Some electrical and mechanical parts have special safety-related characteristics that might not be obvious from visual inspection. These safety features and the protection they give might be lost if the replacement component differs from the original - even if the replacement is rated for higher voltage, wattage, etc.  
Components that are critical for safety are indicated in the circuit diagram by shading, (⚠) or (⚡). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

### CAUTION

There is the danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the manufacturer.

Dispose used batteries according to the manufacturer's instructions.

### ATTENTION

Il y a danger d'explosion s'il y a remplacement incorrect de la batterie.

Remplacer uniquement avec une batterie du même type ou d'un type équivalent recommandé par le constructeur.

Mettre au rebut les batteries usagées conformément aux instructions du fabricant.

**SAFETY NOTICE: "For pluggable equipment, the socket-outlet shall be installed near the equipment and shall be easily accessible."**

## 1-2 Servicing Precautions

**WARNING:** First read the-Safety Precautions-section of this manual. If some unforeseen circumstance creates a conflict between the servicing and safety precautions, always follow the safety precautions.

**WARNING:** An electrolytic capacitor installed with the wrong polarity might explode.

1. Servicing precautions are printed on the cabinet. Follow them.
2. Always unplug the units AC power cord from the AC power source before attempting to:  
(a) Remove or reinstall any component or assembly  
(b) Disconnect an electrical plug or connector  
(c) Connect a test component in parallel with an electrolytic capacitor
3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.
4. After servicing, always Check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.
5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples: metal panels and input terminals).
6. Insulation Checking Procedure: Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.  
The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.
7. Never defeat any of the B+ voltage interlocks. Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.
8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead; always remove the instrument's ground lead last.

## 1-3 Precautions for Electrostatic Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatic Sensitive Devices (ESDs); examples include integrated circuits and some field-effect transistors. The following techniques will reduce the occurrence of component damage caused by static electricity.
2. Immediately before handling any semiconductor components or assemblies, drain the electrostatic charge from your body by touching a known earth ground. Alternatively, wear a discharging wrist-strap device. (Be sure to remove it prior to applying power - this is an electric shock precaution.)
3. After removing an ESD-equipped assembly, place it on a conductive surface such as aluminum foil to prevent accumulation of electrostatic charge.
4. Do not use Freon-propelled chemicals. These can generate electrical charges that damage ESDs.
5. Use only a grounded-tip soldering iron when soldering or unsoldering ESDs.
6. Use only an anti-static solder removal device. Many solder removal devices are not rated as anti-static; these can accumulate sufficient electrical charge to damage ESDs.
7. Do not remove a replacement ESD from its protective package until you are ready to install it. Most replacement ESDs are packaged with leads that are electrically shorted together by conductive foam, aluminum foil or other conductive materials.
8. Immediately before removing the protective material from the leads of a replacement ESD, touch the protective material to the chassis or circuit assembly into which the device will be installed.
9. Minimize body motions when handling unpackaged replacement ESDs. Motions such as brushing clothes together, or lifting a foot from a carpeted floor can generate enough static electricity to damage an ESD.



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# Getting Started

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## About the *ER-230 Series*

### Standard Hardware

- 12-position front display standard.
- Rear Display.
- 48 position raised keyboard.
- Communications ports: RS232C.

### Optional Hardware

- Kitchen printer.
- Bar code scanner.
- PC Link.

### Software Features

- Up to 2 price levels for each PLU.
- Up to 5 PLU modifier keys.
- Default 300 Price Look Ups (PLUs) for open or preset item registration. For direct registrations, up to 12 PLUs are on the keyboard.
- 12 character programmable descriptors for PLUs and functions.
- Default 30 PLU Group totals.
- Default 10 clerks with separate report totals.
- Default 300 Electronic Journal Lines

---

# Mode Change

## Mode Select Method

The **Mode** key can be changed by either pressing the key until the indicator is shown under the correct mode on the display i.e.

**VOID, OFF, REG, X, Z, P, S**

1. To select register press the **MODE** key until the display shows an indicator under REG



## Fast Track Method

Use the fast track method by entering the number of the mode required and press the mode key. I.e.

**VOID:1, OFF:2, REG:3, X:4, Z:5, P:6, S:7**

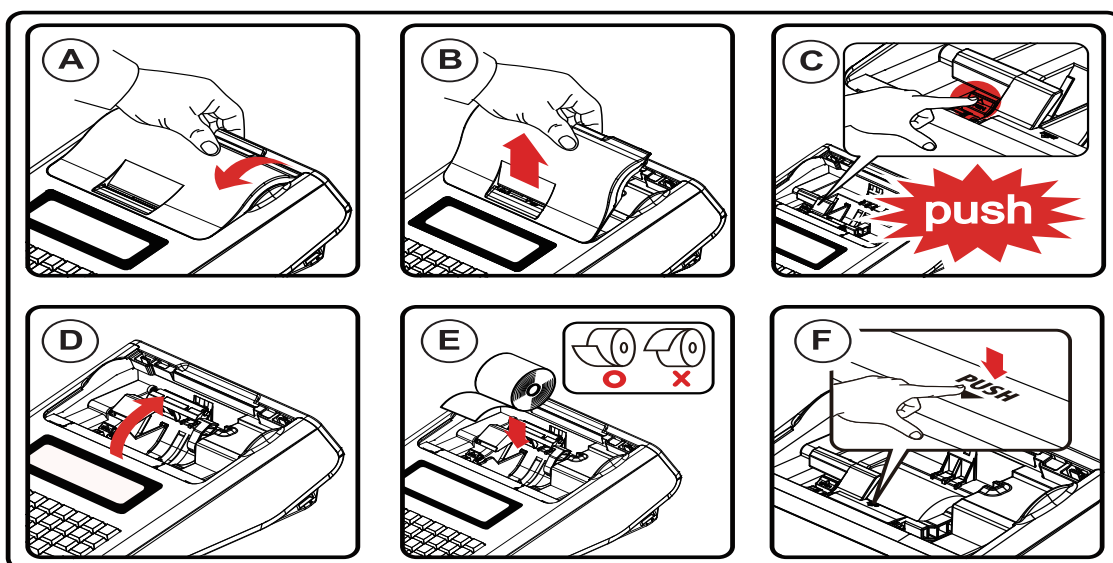
For Example pressing **3** then the **MODE** key will access Register Mode

1. To select Register Mode using the fast track method enter 3 for REG and press the **MODE** key



---

# Installing the Paper



# Display

The rear display is a 12 digit display that allows your customer to monitor the transaction and view the sale total.

## Rear Display Information

Item Count	The number of times an item has been repeated is displayed
Amount	The amount of the item, subtotal or total, is displayed in the rightmost portion of the display

## Rear Display Message

C	Change Due
-	Negative entry
Sub	Subtotal of the sale
=	Total of the sale

## Change Due



# Backlight

The register display backlight can be toggled off or on using the following key sequence



## Error Code Table

<b>E0</b>	SEQUENCE ERROR
<b>E1</b>	PLU NO DATA
<b>E2</b>	CLERK ERROR
<b>E3</b>	AMOUNT COUNT OVER
<b>E4</b>	LAN TRAN
<b>E5</b>	COMMUNICATION ERROR
<b>E6</b>	TIME AND DATE
<b>E7</b>	LIMIT OVER
<b>E8</b>	INACTIVE
<b>E9</b>	X MODE ONLY
<b>E10</b>	NONADD
<b>E11</b>	ADDCHECK ERROR
<b>E12</b>	CONDIMENT ERROR
<b>E14</b>	REQ. STOCK
<b>E15</b>	REQ. DRAWER
<b>E18</b>	CLERK NOT MATCH
<b>E20</b>	REQ. DECLARATION
<b>E21</b>	OFF LINE
<b>E22</b>	REQ. ENDORSEMENT
<b>E23</b>	CONSOL OVER
<b>E24</b>	REQ. SUBTOTAL
<b>E25</b>	PROMO ERROR
<b>E27</b>	REQ. PASSWORD
<b>E28</b>	NO VOID PLU
<b>E29</b>	232C SETUP ERROR
<b>E30</b>	REQ. PRESET VALUE
<b>E31</b>	REQ. OPEN VALUE
<b>E32</b>	REQ. AMOUNT
<b>E33</b>	REQ. PAYMENT
<b>E34</b>	INVALID FUNCTION
<b>E39</b>	REQ. VALID
<b>PER</b>	RECEIPT PRINTER PAPER END
<b>PFP</b>	SYSTEM ERROR (call the service engineer.)
<b>E42</b>	MEMORY ALLOCATION ERROR
<b>E43</b>	PLU DELETE ERROR
<b>E45</b>	PRINTER COVER OPEN
<b>E50</b>	PRINTER DISCONNECTION ERROR
<b>E51</b>	LOW BACK UP BATTERY ERROR
<b>E53</b>	LOW BATTERY WARNING MESSAGE (the battery needs to be recharged. )
<b>E54</b>	LOW BATTERY ERROR (The machine can not be used any more.)

## Keyboards

The *ER-230* keyboard is shown below with the default key assignments.

This configuration has 12 keyboard locations, and Programmable key locations.

RECEIPT FEED	-	CLEAR	PLU	X/TIME	#/NO SALE	RECD ACCT	PAID OUT	CLERK	MODE
RECEIPT ON / OFF	+%	7	8	9	4	8	12	CHARGE 1	CHARGE 2
ERROR CORR	-%	4	5	6	3	7	11	CONV1	CHEQUE
RETURN	VOID	1	2	3	2	6	10	SBTL	
CANCEL	TAX1	0	00	.	1	5	9	CASH	



# Operating Instructions

---

## Function Key Descriptions

Keys are listed in alphabetical order. Some of the keys described below are not included on the default keyboard, and can be allocated if required.

Keyboard Legend	Description
<b>#/NO SALE</b>	Use as a non-add key to print up to an 8-digit numeric entry on the receipt and journal. This entry will not add to any sales totals. The <b>#/NO SALE</b> key is also used to open the cash drawer without making a sale.
<b>X/TIME</b>	Use to multiply a quantity of items or calculate split pricing on PLU entries.
<b>00, 0-9, Decimal</b>	Use to make numeric entries in <b>REG, X, Z, VOID, or P</b> positions. The decimal key is used for decimal or scale multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into PLUs.
<b>ADD CHECK</b>	Use to combine individual trays (in a cafeteria situation) that will be paid together. Each tray subtotal can advance the consecutive number, depending on programming.
<b>CANCEL</b>	Cancels a transaction without updating PLU, or function key totals. The Cancel function may only be used prior to tendering. Once tendering begins, the Cancel function may no longer be used. The <b>CANCEL</b> key corrects the appropriate totals and counters and the Financial report records the total of transactions cancelled.
<b>CASH</b>	<p>Calculates the sale total including tax, finalises the sale, and opens the cash drawer.</p> <p>Change computation is allowed by entering an amount before pressing the <b>CASH</b> key.</p> <p>The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Post tendering is also available should a second change calculation be necessary. Re-enter the tendered amount and press the <b>CASH</b> key to show the new change computation.</p> <p>Press the <b>CASH</b> key a second time to issue a buffered receipt when the receipt on/off function is OFF.</p>

<b>CHEQUE</b>	<p>Use to finalise CHEQUE sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the <b>CHEQUE</b> key.</p> <p>The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the appropriate in-drawer total.</p>
<b>CHEQUE CASHING</b>	<p>Use to exchange a CHEQUE for cash. Cash-in-drawer and Cheque-in-drawer totals are adjusted.</p>
<b>CHARGE(1-8)</b>	<p>Use to finalise charge sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the <b>CHARGE</b> key.</p> <p>The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the appropriate in-drawer total.</p>
<b>CLEAR</b>	<p>Use to clear entries made into the 10 key numeric pad or <b>X/TIME</b> key before they are printed. Also used to clear error conditions.</p>
<b>CLERK</b>	<p>The register will not operate in register mode unless a clerk has been signed on. Clerk sign-on is accomplished by direct or secret code sign on.</p> <p>All entries made on the register will report to one of the clerk totals. When a clerk is signed on, all entries following will add to that clerk's total until another clerk is signed on. However, a clerk cannot be changed in the middle of a transaction.</p> <p>To sign a clerk off, thereby displaying the "CLOSED" message on the display, enter 0 (zero), then press the <b>CLERK</b> key. This disables the register until another clerk is signed on. The current clerk must first be signed off before another clerk can sign on.</p>
<b>CONV (1 &amp; 4)</b>	<p>The currency conversion function, allowed after subtotal, converts and displays the new subtotal at a preprogrammed exchange rate. Tendering is allowed after using the currency conversion function. Change is calculated and issued in home currency. The amount of foreign currency tendered is stored in a separate total on the Financial report, but not added to the drawer total.</p>
<b>ERROR CORR</b>	<p>Use to correct the last entry. The <b>ERROR CORR</b> key corrects the appropriate totals and counters.</p>
<b>MACRO (1-10)</b>	<p>Macro keys may be programmed to record, then later perform, up to 50 keystrokes.</p> <p>For example, a macro key could be set to tender (preset tender) a common currency, such as £ 5 into the cash key.</p>
<b>RETURN ITEM</b>	<p>Used to return or refund merchandise. Returning an item will also return any tax which may have been applied.</p>
<b>MODIFIER 1-5</b>	<p>The Modifier key alters the next PLU registered, either by changing the Code number of the PLU so that a different item is registered, or by adding the modifier descriptor.</p>
<b>PAID OUT</b>	<p>Use to record money taken from the register to pay invoices, etc. The paid out amount subtracts from the cash-in-drawer total. Paid outs are allowed outside of a sale only.</p>



<b>% Keys (1- 5)</b>	<p>Up to five <b>%</b> keys may be placed on the keyboard.</p> <p>Each <b>%</b> key is set with a specific function, such as item discount or surcharge, or sale discount or surcharge.</p> <p>The percent rate may be entered or preprogrammed, or the percent keys can be programmed with a negative, open or preset price, thus acting as coupon keys.</p>
<b>PLU</b>	<p>The PLU key is used to register price look ups by number entry. PLUs can be programmed open or preset, and positive or negative.</p>
<b>PROMO</b>	<p>The <b>PROMOTION</b> function allows you to account for promotional (free) items.</p> <p>Pressing this key will remove an item's cost from the sale, but will include the sale of the item in the item's sales counter.</p>
<b>RECD ACCT</b>	<p>The <b>RECD ACCT</b> (received on account) key is used to record media loaned to the cash drawer, or payments received outside of a sale.</p> <p>The cash drawer will open. The amount received adds to the cash-in-drawer total.</p>
<b>SUBTOTAL</b>	<p>Displays subtotal of sale including tax. Must be pressed prior to a sale discount or sale surcharge.</p>
<b>TAX EXEMPT</b>	<p>Press the <b>TAX EXEMPT</b> key to exempt tax 1, tax 2, tax 3, and/or tax 4 from the entire sale.</p>
<b>TAX SHIFT (1-4)</b>	<p>When pressed before a PLU entry, the tax shift keys reverse the tax status of the PLU</p> <p>i.e., a PLU with non-tax status would become taxable or a PLU with tax status would become non-taxable.</p>
<b>VOID</b>	<p>Use to correct an item entered earlier within a sale. The <b>VOID</b> key corrects the appropriate totals and counters. To correct the last item, use the <b>ERROR CORR</b> key.</p> <p>For void operations outside of a sale (Transaction Void), use the <b>VOID</b> position on the control lock. The Financial report records totals for each type of void separately.</p>
<b>VALID</b>	<p>Press the <b>VALID</b> key to print a one-line validation on a separate piece of paper. A registration, discount or payment may be validated.</p>
<b>WASTE</b>	<p>The <b>WASTE</b> key allows control of inventory by accounting for items, which must be removed from stock due to spoilage, breakage or mistakes.</p> <p>Press the <b>WASTE</b> key before entering wasted items, then press the <b>WASTE</b> key again to finalize.</p>
<b>MODE</b> (Backlight control)	<p>Use to change current mode. There are two methods:</p> <ol style="list-style-type: none"> <li>1. Press the mode key. The mode will be changed sequentially.</li> <li>2. Press a specific number and the mode key.</li> </ol> <p>(VOID:1, OFF:2, REG:3, X:4, Z:5, P:6, S:7) i.e <b>3 MODE</b> is REG</p> <p>Additionally you can control the back-light by using this key. I.e. <b>100 MODE</b> key - Turns the back-light on or off. (toggled)</p>

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## Clerk Sign-On/Sign-Off

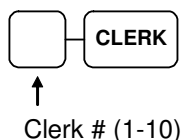
See "System Option Programming", to review your clerk options:

- System option #2 and #3 allows you to select direct or code entry sign on and/or stay-down or pop-up operation.

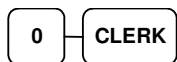
Depending on how your machine has been programmed, sign-on will take place only at the beginning of a shift (stay-down), or may have to be repeated for each transaction (pop-up). If your machine has been programmed for stay-down clerks, the clerk currently signed on must be signed off before another clerk may be signed on.

### Direct Sign-On

To enter the clerk number and press the clerk .

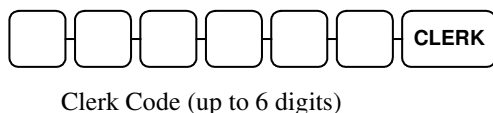


To sign the clerk off, Enter 0 (Zero) and press the clerk key .



### Coded Sign-On

To sign on a clerk, enter the clerk code, then press the clerk key again.



To sign the clerk off, enter 0 (Zero) and press the clerk key.



---

## Receipt On and Off Function Key

1. Move to the **REG** position.
2. Press the function labeled **RECEIPT ON/OFF** to toggle the receipt On / Off



## Receipt On and Off Access Code

1. Move to the **X** position.
2. To turn the receipt *off*, enter **9 9**, press the **SBTL** key. Enter **1**, press **CASH**.



3. To turn the receipt *on*, enter **9 9**, press the **SBTL** key. Enter **0**, press **CASH**.



---

## Item Registrations

All registrations on *ER-230 Series* are made to open or preset PLUs.

- In place of traditional PLU keys, some PLUs are located directly on the keyboard.
- When more items or categories are needed than the number of PLUs available on the keyboard, registrations through PLUs can be made by entering the PLU code number and pressing the **PLU** key on the keyboard.

See "PLU Programming" in the "Program Mode Programming" chapter to program preset prices.

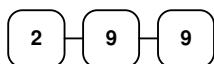
- This system simplifies reporting by listing all items (regardless of how they are entered) on the PLU report, while reporting for groups of items or categories is available from the Group report.

## Open Keyboard PLU Entry

1. Enter an amount on the numeric keypad.

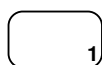
*Do not use the decimal key.*

For example, for £2.99, enter:



2. Press a PLU key.

For example, press PLU **1**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1 T1		£2.99
TAX1		£0.18
TOTAL		£3.17
CASH		£3.17
CLERK 1	No.000011	00001

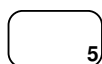
## Preset Price Keyboard PLU

A preset PLU registers the price that was previously programmed for the PLU.

See "PLU Programming" in the "Program Mode Programming" chapter to program preset prices.

1. Press a preset PLU key.

For example, press PLU **5**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU5		£1.29
TOTAL		£1.29
CASH		£1.29
CLERK 1	No.000011	00001

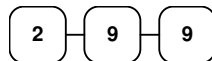
## Keyboard PLU Repeat Entry

Open or preset price PLUs can be repeated as many times as necessary by pressing the same PLU again. The number of times the item is repeated is shown on the display.

1. Enter an amount on the numeric keypad.

*Do not use the decimal key.*

For example, for £2.99, enter:



2. Press a PLU key.

For example, press PLU **1**:



3. To register a second item exactly as the first, press the PLU key a second time.

For example, press PLU **1**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1 T1		£2.99
PLU1 T1		£2.99
TAX1		£0.36
TOTAL		£6.34
CASH		£6.34
CLERK 1	No.000011	00001

## Keyboard PLU Multiplication

When several of the same items are to be sold of the same PLU, you can use multiplication. You can enter a quantity (1 to 999.999) using the **X/TIME** key. You can also multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



2. Enter an amount on the numeric keypad.

*Do not use the decimal key.*

For example, for £1.99, enter:



3. Press a PLU key.

For example, press PLU **1**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
4X	@1.99	
PLU1 T1		£7.96
TAX1		£0.48
TOTAL		£8.44
CASH		£8.44
CLERK 1	No.000011	00001

## Keyboard PLU Multiplication with Decimal Point

If you are selling items by weight, or decimal quantities such as half-pints, you can multiply a fraction of a unit.

1. Enter the amount with the decimal point, press the **X/TIME** key.

For example, for 3.75 kilos of produce, enter:

3 . 7 5 X/TIME

2. Enter an amount on the numeric keypad.

*Do not use the decimal key.*

For example, if the price is £0.99 per kilo, enter:

9 9

3. Press a PLU key.

For example, press PLU **1**:

1

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
3.75X	@0.99	
PLU1 T1		£3.71
TAX1		£0.22
TOTAL		£3.93
CASH		£3.93
CLERK 1	No.000011	00001

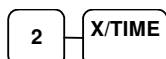


## Split Pricing (Keyboard PLU)

When items are priced in groups, i.e. 3 for £1.00, you can enter the quantity purchased and let the register calculate the correct price.

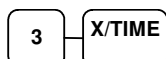
1. Enter the quantity purchased, press the **X/TIME** key.

For example, enter:



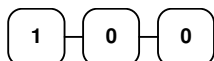
2. Enter the quantity of the group price, press the **X/TIME** key.

3. For example, if the items are priced 3 for £1.00, enter:



4. Enter an amount on the numeric keypad.

For example, if the items are priced 3 for £1.00, enter:



5. Press a PLU key.

For example, press PLU **1**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
2@3FOR	@1.00	
PLU1 T1		£0.67
TAX1		£0.04
TOTAL		£0.71
CASH		£0.71
CLERK 1	No.000011	00001

## Single Item Keyboard PLU

Single item PLUs automatically total as a cash sale immediately after registration. Use single item PLUs for speedy one-item sales.

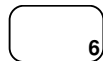
For example if you are selling admission tickets, and all ticket sales are one item sales, you can use an open or preset PLU. After each registration, the drawer will immediately open, and a separate transaction receipt is printed.

See "PLU Programming" in the "Program Mode Programming" chapter to program a single item PLU.

1. Press a single item preset PLU key.

(or enter a price and press a single item open PLU key.)

For example, press PLU **6**:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU6		£1.29
TOTAL		£1.29
CASH		£1.29
CLERK 1	No.000011	00001

## Open Code Entry PLU

If the PRESET status of a PLU is set to N (no), the PLU will operate as an open PLU.

See "PLU Programming" in the "Program Mode Programming" chapter to program PLU descriptors and options.

1. Enter the PLU number; press the PLU key.

2. For example, enter:



3. Enter an amount on the numeric keypad.

*Do not use the decimal key.*

For example, for £2.99, enter:



4. Press the **PLU** key again.



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2 T1		£2.99
TAX1		£0.18
TOTAL		£3.17
CASH		£3.17
CLERK 1	No.000011	00001

## Preset Price Code Entry PLU

1. Enter the PLU number; press the PLU key.

For example, enter:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1		£1.29
TOTAL		£1.29
CASH		£1.29
CLERK 1	No.000011	00001

## Code Entry PLU Multiplication

When several of the same items are to be entered into the same PLU, you can use multiplication.

You can enter a quantity (1 to 999.999) using the **X/TIME** key.

You can multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
4X	@1.99	
PLU1 T1		£7.96
TAX1		£0.48
TOTAL		£8.44
CASH		£8.44
CLERK 1	No.000011	00001

2. Enter the PLU number; press the **PLU** key.

For example, enter:



## Code Entry PLU Multiplication with Decimal Point

If you are selling items by weight, or decimal quantities such as half-pints, you can multiply a fraction of a unit.

1. Enter the quantity with the decimal point, press the **X/TIME** key.

For example, for 3.75 Kilos of produce, enter:

3 . 7 5 X/TIME

2. Enter the PLU number; press the **PLU** key.

For example, enter:

3 PLU

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
3.75X	@2.99	
PLU3 T1		£11.21
TAX1		£0.67
TOTAL		£11.88
CASH		£11.88
CLERK 1	No.000011	00001

## Split Pricing Code Entry PLU

When items are priced in groups, i.e. 3 for £1.00, you can enter the quantity purchased and let the register calculate the correct price.

1. Enter the quantity purchased, press the **X/TIME** key. For example, enter:

2 X/TIME

2. Enter the quantity of the group price, press the **X/TIME** key.

For example, if the items are priced 3 for £2.99, enter:

3 X/TIME

3. Enter the PLU number; press the **PLU** key.

For example, enter:

3 PLU

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
2@3FOR	@2.99	
PLU3 T1		£1.99
TAX1		£0.12
TOTAL		£2.11
CASH		£2.11
CLERK 1	No.000011	00001

## Modifier Key

Pressing a modifier key alters the next PLU registered, either by changing the code number of the PLU so that a different item is registered, or by just adding the modifier descriptor and registering the same PLU.

**See** "Modifier 1-5" in the "Program Mode Programming" chapter in order to determine how the modifier key will affect the PLU entry.

Modifiers can be:

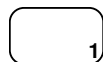
- **STAY DOWN** so that registrations will be modified by the same modifier until another modifier is selected,
- **POP UP after each item** to register, for example large, medium or small soft drink,
- **POP UP after each transaction** to register, for example, toppings of various pizza sizes.

See "System Options" in the "Program Mode Programming" chapter to select stay down/pop-up status.

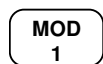
### Pop-Up Modifier Key Affecting PLU Code

1. Press a preset PLU key.

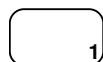
For example, press PLU **1** with a price of £1.00.



2. Press the **MOD 1** key.



3. Press the same PLU key. In this example the modifier 1 will add the digit 1 to the fourth PLU # position, resulting in the registration of PLU #1001.



4. Press another PLU key. In this example press PLU **2** with a price of £1.50.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1		£1.00
MOD1		
#1001		£1.25
PLU2		£1.50
TOTAL		£3.75
CASH		£3.75
CLERK 1	No.000011	00001

## Price Level Key

If you choose to use the price level feature, you must allocate memory for each level. See "Memory Allocation" in the "Service Mode Programming" chapter. Note that the default program selects two price levels. You must also place price level keys on the keyboard. See "Function Key Assignment" in the "Program Mode Programming" chapter.

If you use this feature, the same PLU can be given up to 2 different preset prices. Price Level keys shift the price that is being registered. Levels can

- **STAY DOWN** so that registrations will stay in the selected level until another is selected,
- **POP UP after each item** to register, for example large, medium or small soft drink,
- **POP UP after each transaction** to register, for example, toppings of various pizza sizes.

See "System Options" in the "Program Mode Programming" chapter to set how the price level keys operate.

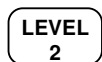
### Pop-Up Price Level Keys

1. Press a preset PLU key.

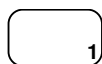
For example, press PLU **1** programmed with a price of £1.00 for price level 1.



2. Press the **LEVEL 2** key.



3. Press the same PLU key. In this example the PLU 1 key is programmed with a price of £2.00 for price level 2.



4. Press another PLU key. In this example press PLU **2** programmed to register PLU #2 with price level 1. Note that the level 1 price is registered.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED		TIME 8:33
PLU1		£1.00
PLU1		£2.00
PLU2		£1.50
TOTAL		£4.50
CASH		£4.50
CLERK 1	No.000011	00001

## PROMO (promotion)

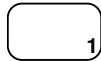
The **PROMO** key allows you to account for promotional items.

Pressing this key will remove an item's cost from the sale, and the PROMO item will not be added to the PLU sales total, but it is added to the item sales counter.

If stock (inventory) reporting is used, the item will be subtracted from inventory.

1. Register an item.

For example, press PLU **1**  
programmed with a price of  
£1.00 for price level 1.



2. Press the **PROMO** key.



3. Enter the item to be Promoted.



You can not enter an item that  
has not been already registered  
in this transaction.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1	*** <b>PROMO</b> ***	£1.00
PLU1		
TOTAL		£0.00
CASH		£0.00
CLERK 1	No.000011	00001



# Waste

The **WASTE** key allows control of inventory by accounting for items that must be removed from stock due to spoilage, breakage or mistakes.

Press the **WASTE** key before entering wasted items, and then press the **WASTE** key again to finalise.

- 1. Press the **WASTE** key.



- 2. Enter the item or items that are wasted.

- 3. Press the **WASTE** key again to total the wasted items:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
***WASTE***		
PLU1		£1.25
PLU2		£1.50
***WASTE***		
TOTAL		£2.75
CLERK 1	No.000011	00001

---

## Percent Key Operations

A total of five **%** functions are available to be allocated to the keyboard.

Each function is individually programmable to add or subtract, from an individual item or from a sale total, amounts (coupons) or percentages. You can also program the percentage key taxable or non-taxable, so that sales taxes are calculated on the net, or the gross amount of the item or sale. You can also program preset prices or percentages.

The operation examples in this section show the percentage key in a variety of configurations.

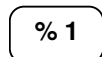
See "Function Key Programming" in the "Program Mode Programming" chapter to assign a specific function to each percentage key.

### Preset Percent Discount on an Item

In this example the **%1** function is preset with a rate of 10 %.

1. Register the item.

2. Press the **%1** key:



3. The discount is automatically subtracted.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2		£10.00
% 1		-10.000%
AMOUNT		-1.00
TOTAL		£9.00
CASH		£9.00
CLERK 1	No.000011	00001

## Enter a Percent Discount on an Item

You can also operate the percentage functions by entering the percentage of the discount or surcharge.

If necessary, you can enter a fractional percentage up to 3 digits beyond the decimal (i.e. 99.999%).

1. Register the discounted item.
2. Enter the percentage. If you are entering a fraction of a percent, you must use the decimal key. For example, for one third off enter:

3 3 . 3 3 3

3. Press the **%1** key:

% 1

4. The discount is automatically subtracted.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2	£10.00	
% 1	-33.333%	
AMOUNT	-3.33	
TOTAL	£6.67	
CASH	£6.67	
CLERK 1	No.000011	00001

## Percent on Sale Total

The percent can be an open or preset amount. In this example an open percentage surcharge of 15% is applied.

1. Register the items to sell.
2. Press the **SBTL** key:
3. Enter the percentage, press the appropriate discount key.  
For example, for 15% enter:

1 5 %1

4. The surcharge is automatically added.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2	£10.00	
% 1	15.000%	
AMOUNT	£1.50	
TOTAL	£11.50	
CASH	£11.50	
CLERK 1	No.000011	00001

## Coupon on Sale (Vendor Coupon)

When programmed as "amount", "sale", "open" and "negative", a **%** key will perform a coupon against a sale (or vendor coupon.) Also, depending upon programming:

- You may be allowed to enter only one coupon in a sale, after the **SBTL** key is pressed,
- You may be allowed to enter multiple coupons, but you must press the **SBTL** key before each coupon,
- You may be allowed to enter multiple coupons, without first pressing **SBTL**.

In this example, a coupon may be entered only once, and you must first press **SBTL**.

1. Register the items you wish to sell.

2. Press the **SBTL** key:

**SBTL**

3. Enter the amount of the coupon, press the appropriate % key.  
For example:

2 0 0 % 1

4. The coupon is subtracted.

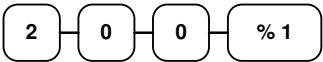
THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2		£10.00
%1		-2.00
TOTAL		£8.00
CASH		£8.00
CLERK 1	No.000011	00001

## Coupon on Item (Store Coupon)

When programmed as "amount", "item", "open" and "negative", a **%** key will perform a coupon against an item (or store coupon.) In this case, you must press the PLU (or enter the PLU number) of the PLU you wish the coupon to be subtracted from.

1. Register the items you wish to sell.

2. Enter the amount of the coupon, press the appropriate % key.  
For example:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1		£10.00
PLU1 C		-2.00
TOTAL		£8.00
CASH		£8.00
CLERK 1	No.000011	00001

3. Press the PLU key you wish to subtract the coupon from (or enter the PLU number of the PLU you wish to subtract the coupon from and press **PLU**)



4. The coupon is automatically subtracted.

---

## Return Merchandise Registrations

If you wish to return or refund an item, press **RETURN**, then re-enter any item.

You can return merchandise as part of a sale, or you can return merchandise as a separate transaction and return cash to the customer.

1. Press **RETURN**:

**RETURN**

2. Enter the price of the item you wish to return, then press the PLU key where it was registered originally.

2 9 9 2

3. Total the sale with **CASH**, **CHEQUE**, or a **CHARGE** function.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
RETURN *****		
PLU2 T1		£2.99
TAX1 AMT		£0.18
TOTAL		£3.17
CASH		£3.17
CLERK 1	No.000011	00001

# Voids and Corrections

## Error Correction (Void Last Item)

This function corrects the last item entered.

1. Register the item you wish to sell.

2. Press the **ERROR CORR** key:



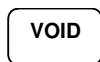
THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2 29
PLU2		£1.29
ERR CORR	-----	
PLU2		1.29
TAX1 AMT		£0.14
TOTAL		£2.43
CASH		£2.43
CLERK 1	No.000011	00001

## Void Previous Item

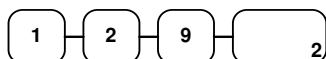
This function allows you to correct an item registered previously in a transaction.

1. Register an item. Then register a second item.

2. To correct the first item, press **VOID**:



3. Enter the price of the first item, then press the PLU key where it was registered originally.



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU2		£1.29
PLU1 T1		£2.29
VOID	-----	
PLU2		-1.29
TAX1 AMT		£0.14
TOTAL		£2.43
CASH		£2.43
CLERK 1	No.000011	00001

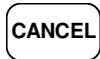
## Cancel

The **CANCEL** key allows you to cancel any transaction. Anything registered within the transaction before the **CANCEL** key is pressed is automatically cancelled. The **CANCEL** key can be inactivated through programming,

see "Function Key Programming" in the "Program Mode Programming" chapter.

1. Register the items you wish to sell.

2. Press the **CANCEL** key



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.29
PLU2		-0.50
CANCEL *****		
CLERK 1	No.000011	00001

## Void Position Operations

You can use the **VOID** control lock position to correct any complete transaction. To correct any transaction:

1. Move to the **VOID** position.
2. Enter the transaction you wish to correct exactly as it was entered originally in the **REG** control lock position. You can enter discounts, voids, returns, tax exemptions or any other function.
3. All totals and counters are corrected as if the original transaction did not take place.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
VOID MODE *****		
PLU1 T1		-2.29
PLU2		-1.00
TAX1 AMT		-0.14
TOTAL		-3.43
CASH		-3.43
CLERK 1	No.000011	00001



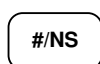
---

# No Sale Operations

## Open Drawer

The **#/NO SALE** key will open the cash drawer when you have not already started a transaction. The no sale function can be disabled through programming, see "Function Key Programming" in the "Program Mode Programming" chapter.

1. Press **#/NS**:



2. The drawer will open and the receipt will print as in the example on the right.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
NO SALE -----		
CLERK 1	No.000011	00001

## Non Add Number

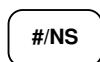
You can also use the **#/NO SALE** key to print any number (up to 9 digits) on the printer paper. You can enter the number any time during a transaction.

For example, if you wish to record a Chequeing account number, enter the number and press the **#/NO SALE** key before totalling the sale with the **CHEQUE** key.

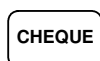
1. Register the items you wish to sell.
2. Enter the number you wish to record, for example enter:



3. Press **#/NS**:



4. Press **CHEQUE**



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU1 T1		£2.99
NON-ADD#		1234
TAX1 AMT		£0.18
TOTAL		£3.17
CHEQUE		£3.17
CLERK 1	No.000011	00001

---

## Received On Account Operations

You can use one of the received on account functions (**RA1-RA3**) to accept Cash, Cheques or Charge sales into the cash drawer when you are not actually selling merchandise.

For example, use received on account to accept payments for previously sold merchandise, or record loans to the cash drawer.

1. Press one of the received on account keys (**RA1-RA3**)

RA1

2. Enter the amount of cash received, press **CASH**.

1 0 0 0 CASH

3. Enter the Cheque amount received, press **CHEQUE**

1 0 0 0 CHEQUE

4. Enter the charge amount received, press **CHARGE1**

1 0 0 0 CHARGE  
1

5. You can continue to itemise receipts, or you can finalise by pressing the same received on account key.

RA1

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
RA1		
CASH		£10.00
CHEQUE		£10.00
CHARGE1		£10.00
RA1		£30.00
CLERK 1	No.000011	00001

---

## Paid Out Operations

You can use the paid out function (**PO1-PO3**) to track Cash, Cheques or Charge sales paid out or to record loans from the cash drawer.

1. Press one of the paid out keys(**PO1-PO3**)

PO1

2. Enter the amount of cash paid out, press **CASH**.

1 0 0 0 CASH

3. Enter the CHEQUE amount paid out, press **CHEQUE**.

1 0 0 0 CHEQUE

4. Enter the charge amount received, press **CHARGE1**

1 0 0 0 CHARGE  
1

5. You can continue to itemize paid outs, or you can finalise by pressing the same paid out key.

PO1

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PO1		
CASH		£10.00
CHEQUE		£10.00
CHARGE1		£10.00
PO1		£30.00
CLERK 1	No.000011	00001

---

## Subtotalling a Sale

1. Register the items you wish to sell.
2. Press **SBTL**. The subtotal will display with the message "Sub" indicated on the rear display.

SBTL


3. The subtotal can be printed if the system option is set.
4. See "Print Option Programing" in the "Program Mode Programming" chapter.

---

## Totalling and Tendering


There are ten tender functions available to categorise sales. **CASH** and **CHEQUE** are individual keys on the keyboard

### Totalling a Cash Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CASH**:  

3. The display will indicate the total amount of the cash sale.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2		£7.96
TOTAL		£7.96
CASH		£7.96
CLERK 1	No.000011	00001

### Totalling a Cheque Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CHEQUE**:  

3. The display will indicate the total amount of the cash sale.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED	TIME 8:33	
PLU2		£7.96
TOTAL		£7.96
CHEQUE		£7.96
CLERK 1	No.000011	00001

## Tendering a Cash Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer. For example, for £20.00 enter:

2 0 0 0

3. Press **CASH**:

CASH

4. The display will indicate the total amount of the cash tendered and the change due, if any.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.99
PLU1 T1		£2.99
4X	£1.99	
PLU2		£7.96
TAX1		£0.36
TOTAL		£14.30
CASH		£20.00
CHANGE		£5.70
CLERK 1	No.000011	00001

## Tendering a Cheque Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer. For example, for £20.00 enter:

2 0 0 0

3. Press **CHEQUE**:

CHEQUE

4. The display will indicate the total amount of the Cheque tendered and the change due, if any.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.99
PLU1 T1		£2.99
4X	£1.99	
PLU2		£7.96
TAX1		£0.36
TOTAL		£14.30
CHEQUE		£20.00
CHANGE		£5.70
CLERK 1	No.000011	00001

# Totalling a Charge Sale

Use the charge keys to track charge or credit card sales. See "Function Key Programming" in the "Program Mode Programming" chapter to change the descriptors for the charge tender functions.

For example, you can use CHARGE 1 to track Visa card sales. The descriptor "VISA" will print on the printer. You can also set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

- 1. Register the items you wish to sell.
- 2. Press one of the charge keys if it is located on the keyboard:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.99
PLU1 T1		£2.99
4X	£1.99	
PLU2		£7.96
TAX1		£0.36
TOTAL		£14.30
CHARGE1		£14.30
CLERK 1	No.000011	00001

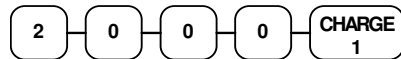
## Tendering a Charge Sale

Tendering a charge sale may or may not be allowed.

See "Function Key Programming" in the "Program Mode Programming" chapter to set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.

2. Enter the amount of the charge and press one of the charge keys if it is located on the keyboard:



THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.99
PLU1 T1		£2.99
4X	£1.99	
PLU2		£7.96
TAX1		£0.36
TOTAL		£14.30
CHARGE1		£20.00
CHANGE		£5.70
CLERK 1	No.000011	00001



# Cheque Cashing

The Cheque Cashing function exchanges Cash for a Cheque. If you wish to cash cheques, you must place a **CHKCASH** key on the keyboard.

See "Function Key Assignment" in the "Program Mode Programming" chapter.

- 1. Enter the amount of the CHEQUE tendered by the customer. For example, for £20.00 enter:



- 2. Press **CHKCASH**:



- 3. The display will indicate the amount of the cheque and the cash change.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED		TIME 8:33
***CHKCASH***		
CHEQUE		£20.00
CASH		-20.00
CLERK 1	No.000011	00001

## Split Tender

Split tendering is paying for one transaction by more than one payment method.

For example, a £20.00 sale could be split so £10.00 is paid in cash, and the remaining £10.00 is paid by a Cheque. If necessary, you can make several different payments.

1. Register the items you wish to sell.

2. Enter the amount of cash tendered by the customer.

For example, enter £10.00 and press **CASH**:

1 0 0 0 CASH

3. The display will indicate the £10.00 cash tender and the £10.00 total still due.

4. Enter the amount of CHEQUE tendered by the customer.

For example, enter £10.00 and press **CHEQUE**:

1 0 0 0 CHEQUE

5. When the total tendered equals or exceeds the total due, the receipt will print and the transaction is complete.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU2		£20 00
TOTAL		£20.00
CASH		£10.00
TOTAL		£10.00
CHEQUE		£10.00
CLERK 1	No.000011	00001

## Post Tender

Post tendering allows the register to compute change after the sale has been totalled and the drawer is open.

This feature is useful when a customer changes the amount of the tender. Normally, this function is not allowed. If you wish to allow post tendering, you must set the appropriate system option.

1. Register the items you wish to sell.

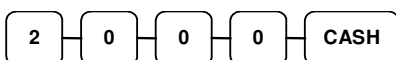
2. Press **CASH**:



3. The display will indicate the total of the cash sale.

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.00
TAX1		£0.12
CASH		£2.12
CLERK 1	No.000011	00001

4. Enter the amount of the new tender, Press **CASH**:



5. The display will indicate the change due.

## Currency Conversion

If you normally accept currency from neighbouring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor.

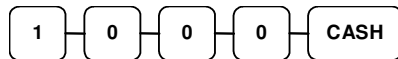
For example, if the pound (home currency) is worth approximately 0.86 Dollars (foreign currency), the conversion factor could be 1.372.

See "Function Key Programming" in the "Program Mode Programming" chapter to set a conversion factor.

1. Register the items you wish to sell.
2. Press the **CONV1** key if it is located on the keyboard:



3. Enter the amount of the foreign currency tender, Press **CASH**:



4. The display will indicate the amount of foreign currency tendered and display £5.17 change due.

The change due is computed in home currency!

THANK-YOU CALL AGAIN		
DATE 06/09/2009 WED    TIME 8:33		
PLU1 T1		£2.00
TAX1		£0.12
TOTAL		£2.12
CONV 1		2.90
CHANGE RATE	@1.3720	
HOME AMT.		£10.00
CHANGE		£5.17
CLERK 1	No.000011	00001

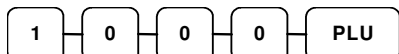
---

## Not Found PLU function

This option can be used to create codes quickly in Register for new items.

1. Move to the **REG** position.
2. Sell the item, which does not exist in the register

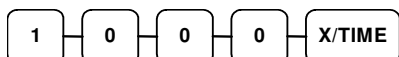
For Example... enter 1000 and press the **PLU** key, (or scan a barcode using the scanner)



3. A "NOT FOUND" message will appear allowing the user to continue with creation of item by pressing **1** or to quit by pressing **CLEAR**.



4. Input the **price** and press **X/TIME** key. For Example £10.00 = 1000 X/time



5. The product can then either be completed quickly with both descriptor and all settings including tax, offers etc. by copying from an existing item, or by entering the PLU name, price, and tax status manually.

### Copy from an Existing Item

Press the PLU 1 to 12 key on the keyboard, (or enter the number and press PLU key or Scan the barcode)

The new item will be created and registered as per the selected product.

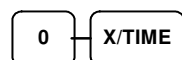
**Or**

### Manual Entry

Press the **PLU** key and then type in the name of the item using the alphabet as labelled on the key tops and press **X/Time**



Enter the Tax information, For Example **0 X/time** will set no tax, or enter tax rate using the settings below.



**(No Tax)**

**40 X/time for (TAX1)**

**1 X/time for (TAX2)**

**2 X/time for (TAX3)**

**4 X/time for (TAX4)**

**0 X/time for (No Tax)**

The item will be registered with the description, price and tax status entered

# X / Z Mode Reporting

System reports are divided into two basic categories:

- **X** reports, which read totals without resetting
- **Z** reports, which read totals and reset them to zero

Most reports are available in both categories. Some reports, such as the Cash-in-Drawer report and the From-To PLU report are available only as **X** reports.

Some reports also provide identical but separate *period to date* reports. These reports maintain a separate set of totals, which may be allowed to accumulate over a period of days, weeks, months, or even years. **X2** reports read period to date totals without resetting, and **Z2** reports read period to date totals and reset them to zero. Period to date totals are updated each time a **Z1** report is completed.

A complete list of available reports is presented in a chart on the following page.

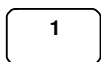
## Running a Report – General Instructions

Registers programmed with pop-up clerks must be signed on in the **REG** control lock position prior to taking reports.

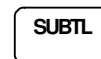
1. Press the Mode key until the indicator on the display shows either **X** for **Read** or **Z** for **Reset**



2. Select the number for the report you wish to print  
For Example **1** for Financial



3. Press the **SUBTOTAL** key



4. Return to REG mode or continue with another report number

## Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
<b>Financial</b>	1	X	X	1 – SBTL
		Z	Z	1 – SBTL
		X2	X	201 – SBTL
		Z2	Z	201 – SBTL
<b>Time</b>	2	X	X	2 – SBTL
		Z	Z	2 – SBTL
		X2	X	202 – SBTL
		Z2	Z	202 – SBTL
<b>All PLU</b>	3	X	X	3 – SBTL
		Z	Z	3 – SBTL
		X2	X	203 – SBTL
		Z2	Z	203 – SBTL
<b>All Clerk</b>	4	X	X	4 – SBTL
		Z	Z	4 – SBTL
		X2	X	204 – SBTL
		Z2	Z	204 – SBTL
<b>Group</b>	5	X	X	5 – SBTL
		Z	Z	5 – SBTL
		X2	X	205 – SBTL
		Z2	Z	205 – SBTL
<b>All STOCK</b>	6	X	X	6 – SBTL
		Z	Z	6 – SBTL
<b>Daily Sales</b>	8	X2	X	208 – SBTL
		Z2	Z	208 – SBTL
<b>Individual Clerk Report</b>	9	X	X	9 – SBTL - # - CLERK - # - CLERK
		X2	X	209 – SBTL - # - CLERK - # - CLERK
<b>From/To PLU</b>	13	X	X	13-SBTL
		X2	X	XXXX – PLU – XXXX – PLU 213-SBTL XXXX – PLU – XXXX – PLU
<b>From/To STOCK</b>	14	X	X	14-SBTL
				XXXX –PLU – XXXX – PLU
<b>DRAWER TOTAL</b>	111	X	X	111-SBTL
Continued..				

## Report Table

<b>PRINT ALL EJ</b>	300	X	X	<b>300 -SBTL</b>
<b>PRINT EJ CASH</b>	301	X	X	<b>301 -SBTL</b>
<b>PRINT EJ CHEQUE SALES</b>	302	X	X	<b>302 -SBTL</b>
<b>PRINT EJ CHARGE SALES</b>	303	X	X	<b>303 -SBTL</b>
<b>PRINT EJ % SALES</b>	304	X	X	<b>304 -SBTL</b>
<b>PRINT EJ RA/PO SALES</b>	305	X	X	<b>305 -SBTL</b>
<b>PRINT EJ RETURN SALES</b>	306	X	X	<b>306 -SBTL</b>
<b>PRINT EJ EC/VOID</b>	307	X	X	<b>307 -SBTL</b>
<b>PRINT EJ NO SALE</b>	308	X	X	<b>308 -SBTL</b>
<b>PRINT EJ CANCEL</b>	309	X	X	<b>309 -SBTL</b>
<b>PRINT EJ BY CLERK</b>	401 – 4xx	X	X/Z	<b>401 - 4xx</b> (depends on Max Clerk) - <b>SBTL</b>
<b>EJ RESET</b>	399	Z	Z	<b>399 - SBTL</b>



# Cash Declaration

If compulsory cash declaration is required, you must declare the count of the cash drawer prior to taking **X** or **Z** financial and clerk reports.

You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and **CHEQUES** separately and let the register act as an adding machine. You can also use the **X/TIME** key to multiply the denomination of currency times your count.

Either way you choose to enter cash, the register will compare your declaration with the expected cash and cheque in drawer totals and print the over or short amounts on the report.

For example:

1. Move to the **X** or **Z** position (depending upon the type of report you are taking.)  
Ensure the mode key is in X or Z before commencing.

2. Enter **90** and press the **SBTL** key.

9 0 SBTl

3. Enter the total of **CASH**

9 8 7 6 CASH

4. Optionally enter the total of **CHEQUES**.

2 0 0 0 CHEQUE

5. Press the **CASH** key to total the declaration.

CASH

THANK-YOU CALL AGAIN		
DATE 06/09/2009	WED	TIME 8:33
*** CASH DECLARATION **		
CASH		£98.76
CHEQUE		£20.00
INPUT AMT		£118.76
DRAWER TTL		£118.76
DIFFERENCE		£0.00
CLERK 1	No.000011	00001

Once commenced this procedure must be completed

# Service Mode Programming

---

## Overview

The following procedures are done from the Service Mode menu:

- Clear all totals
- Clear grand total
- Clear PLU file
- EPROM Information
- Memory Allocation
- Assignment of functions to keyboard locations
- RS232C Port

---

## Ram Clearing

### All Memory Clear - \*\* WARNING\*\*

**RAM clearing the cash register erases all programming and totals.**

Use this program the first time the cash register is programmed.





Follow this procedure to clear totals from memory.

1. Unplug ECR.
2. Press and hold the **CHEQUE** key on keyboard and turn on the power switch at the same time
3. Press the buttons **Top left, Bottom left, Top Right, Bottom Right.**
4. When memory is cleared, the register prints "RAM ALL CLEAR OK!"

5. Press  to accept default memory allocation

**or**

Enter the required option number from the table below and press X/time then enter the value required and press **CASH**

  then  

X	Option	Value (defaults)
1	PLU	300 (Max 530)
2	CLERK	10
3	GROUP	30
7	PRICE LEVEL	2
8	MIX AND MATCH	30
9	EJ LINE #	300 (Max 900)

6. Press **CASH** to finish, and view the receipt ensuring memory settings are OK and MEMORY ALLOCATION OK not MEMORY ALLOCATION SIZE OVER is printed.



### Clear Machine from Lock Situation

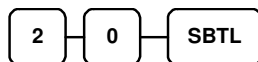
1. Unplug ECR While holding the **SUBTOTAL** key down, power the register off, and back on.
2. When initial clear is done, the register prints a message "INITIAL CLEAR OK !"

This procedure will not effect register programming, or clear previously stored totals in RAM memory.

---

## Clear All Totals

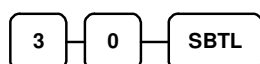
1. Move to the S position.
2. To Reset Totals, enter **20**, press the **SBTL** key.



---

## Clear Grand Totals only

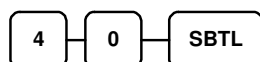
1. Move to the S position.
2. To Reset Z1 Totals (Not current sales), enter **30**, press the **SBTL** key.



---

## Clear PLU File

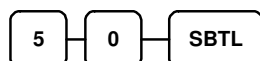
1. Move to the S position.
2. To Reset PLU file, enter **40**, press the **SBTL** key.



---

## Eprom Information

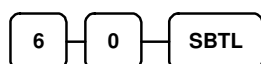
1. Move to the S position.
2. To Scan Eprom Information, enter **50**, press the **SBTL** key.



---

## Memory Allocation Scan

1. Move to the S position to scan the allocated memory .
2. Enter **60**, press the **SBTL** key.



---

## Function Key Assignment Programming

Function keys may be relocated, inactivated or changed with this program.

For example, you may wish to place functions, such as TAX2 or %4 that are not placed on the default keyboard.

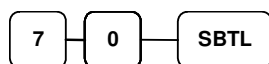
Or perhaps, you may wish to remove a function, such as CANCEL, for security reasons.

Please note the following limitations:

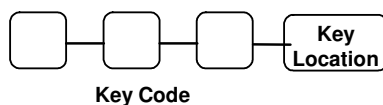
- If you assign a duplicate of a function code, the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.

### ***To Assign a Function Key to a Location:***

1. Move to the **S** position using the **MODE** key
2. Enter **70**, press the **SBTL** key.



3. Refer to Function Key Codes to find the code for the key you wish to assign, press the location you wish to program.



Repeat this step to assign another key.

4. Press the **CASH** key to finalise key assignment program.

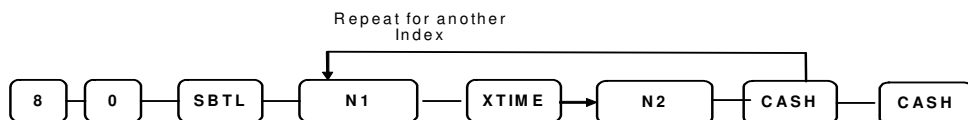


## Function Key Codes

Code	Function	Code	Function	Code	Function
<b>1</b>	NLU 1	<b>329</b>	CHARGE 7	<b>371</b>	MOD 5
<b>12</b>	NLU 12	<b>330</b>	CHARGE 8	<b>375</b>	PAID OUT 1
<b>301</b>	Numeric 1	<b>331</b>	CHEQUE CASHING	<b>376</b>	PAID OUT 2
<b>302</b>	Numeric 2	<b>332</b>	CHEQUE ENDORSE	<b>377</b>	PAID OUT 3
<b>303</b>	Numeric 3	<b>333</b>	CHEQUE	<b>378</b>	PAPER FEED (not allocatable)
<b>304</b>	Numeric 4	<b>335</b>	CLEAR (ESC)	<b>381</b>	PROMO
<b>305</b>	Numeric 5	<b>336</b>	CLERK #	<b>382</b>	REC ON ACCT 1
<b>306</b>	Numeric 6	<b>337</b>	CURR. CONV. 1	<b>383</b>	REC ON ACCT 2
<b>307</b>	Numeric 7	<b>338</b>	CURR. CONV. 2	<b>384</b>	REC ON ACCT 3
<b>308</b>	Numeric 8	<b>339</b>	CURR. CONV. 3	<b>385</b>	SUB TOTAL
<b>309</b>	Numeric 9	<b>340</b>	CURR. CONV. 4	<b>391</b>	TAXEXMT
<b>310</b>	Numeric 0	<b>343</b>	ERR CORRECT	<b>392</b>	TAX SHIFT 1
<b>311</b>	Numeric 00	<b>350</b>	PLU	<b>393</b>	TAX SHIFT 2
<b>312</b>	DECIMAL	<b>351</b>	PRICE LEVEL 1	<b>394</b>	TAX SHIFT 3
<b>313</b>	#/NS	<b>352</b>	PRICE LEVEL 2	<b>395</b>	TAX SHIFT 4
<b>314</b>	%1	<b>356</b>	MACRO 1	<b>398</b>	VOID ITEM
<b>315</b>	%2	<b>357</b>	MACRO 2	<b>399</b>	WASTE
<b>316</b>	%3	<b>358</b>	MACRO 3	<b>401</b>	VALIDATION
<b>317</b>	%4	<b>359</b>	MACRO 4	<b>402</b>	PRICE INQUIRY
<b>318</b>	%5	<b>360</b>	MACRO 5	<b>445</b>	RCPT ON/OFF
<b>319</b>	X/TIME	<b>361</b>	MACRO 6	<b>446</b>	MODE (not allocatable)
<b>320</b>	ADD CHK (Tray)	<b>362</b>	MACRO 7	<b>447</b>	INACTIVE
<b>321</b>	CANCEL	<b>363</b>	MACRO 8		
<b>322</b>	CASH	<b>364</b>	MACRO 9		
<b>323</b>	CHARGE 1	<b>365</b>	MACRO 10		
<b>324</b>	CHARGE 2	<b>366</b>	MDSE RETURN		
<b>325</b>	CHARGE 3	<b>367</b>	MOD 1		
<b>326</b>	CHARGE 4	<b>368</b>	MOD 2		
<b>327</b>	CHARGE 5	<b>369</b>	MOD 3		
<b>328</b>	CHARGE 6	<b>370</b>	MOD 4		

## RS232C Port

1. Move to the **S** position
2. To program PORT enter **80** and press **SBTL** key.



N1	OPTION	N2	VALUE		
1	Baud Rate	0	9600 BPS		
		1	1200 BPS		
		2	2400 BPS		
		3	4800 BPS		
		4	19200 BPS		
		5	38400 BPS		
		6	57600 BPS		
		7	115200 BPS		
2	Parity	0	NONE		
		1	ODD		
		2	EVEN		
3	Data Bits	0	8 BITS		
		1	7 BITS		
4	Stop Bits	0	1 BIT		
		1	2 BIT		
5	Device Function	0	NONE		
		1	PC		
		4	RECEIPT PRINTER		
		6	SCANNER		
6	Initial Feeding Line KP	0 - 20			
7	End Feeding Line KP	0 - 20			
11	Printer Type	0	NONE	8	EPSON U295
		1	SAM4S ELLIX-10	9	EPSON U300
		2	SAM4S ELLIX-20	10	EPSON U325
		3	CITIZEN3550	11	EPSON U375
		4	CITIZEN810	12	STAR SP-200
		5	CITIZEN230	13	STAR SP-298
		6	EPSON TMT88-2 BIXOLON SRP350	14	STAR SP-300
		7	EPSON U200 BIXOLON SRP275	15	STAR TSP-200
		8	EPSON U295		

# Program Mode Programming

---

## Default Programming

- All keyboard PLUs are non-taxable and open, without entry limits by default status programming of "00000000".
- All system options are set to **0** in default programming, unless otherwise noted.  
Change only the options, which will deviate, from default programming.  
There is no need to re-enter an option status of **0**, since **0** is the original setting.
- All programming (unless otherwise stated) is done with the Mode in the **P** position. Each section details a specific area of register programming.



---

## Descriptor Programming Methods

Descriptors are programmable for PLUs, function keys, groups, clerks and the logo/messages.

There is a method available to program descriptors by codes representing each letter this is referred to as the *Descriptor Code Method*.

---

**Note :-** To program by three digit alpha character codes you must select 'No' in system option #25(See "System Option Programming").

---

### Program Overlay Method

#### *ER230 Series Alpha Keyboard Overlay*

	E				J	O	T	Y	
A	F	7	8	9	K	P	U	Z	SPACE
B	G	4	5	6	L	Q	V	DOUBLE	CAPS
C	H	1	2	3	M	R	W		
D	I	0	00	.	N	S	X		

## Descriptor Code

### *Descriptor Code Chart*

CHAR	Ç	ü	é	â	ä	à	å	ç	ê	ë
CODE	001	002	003	004	005	006	007	008	009	010
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	011	012	013	014	015	016	017	018	019	020
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	■	£	¥
CODE	021	022	023	024	025	026	027	028	029	030
CHAR	€	SPACE	!	"	#	\$	%	&	'	(
CODE	031	032	033	034	035	036	037	038	039	040
CHAR	)	*	+	,	-	.	/	0	1	2
CODE	041	042	043	044	045	046	047	048	049	050
CHAR	3	4	5	6	7	8	9	:	;	<
CODE	051	052	053	054	055	056	057	058	059	060
CHAR	=	>	?	@	A	B	C	D	E	F
CODE	061	062	063	064	065	066	067	068	069	070
CHAR	G	H	I	J	K	L	M	N	O	P
CODE	071	072	073	074	075	076	077	078	079	080
CHAR	Q	R	S	T	U	V	W	X	Y	Z
CODE	081	082	083	084	085	086	087	088	089	090
CHAR							a	b	c	d
CODE	091	092	093	094	095	096	097	098	099	100
CHAR	e	f	g	h	i	j	k	l	m	n
CODE	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
CODE	111	112	113	114	115	116	117	118	119	120
CHAR	y	z	BACK SPACE			Double				
CODE	121	122	123			999				

# Tax Programming

Each tax may be either an add-on tax (added to the cost of a taxable item), or a value added tax (VAT) that is included in the price of the item.

**Important Note:** After you have entered your tax program(s), test for accuracy by entering several transactions of different amounts. Carefully check to make sure the tax charged by the cash register matches the tax on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, contact your dealer for assistance.

## Tax Rate Programming

When tax requirements may be met using a straight percentage rate, use the following method to program a tax as a straight percentage.

1. Move to the **P** position.
2. If the tax is a percentage rate, with a decimal (0.000-99.999), it is not necessary to enter leading zeros.  
For example, for 6%, enter 06.000 or 6.000.
3. For the type of tax:

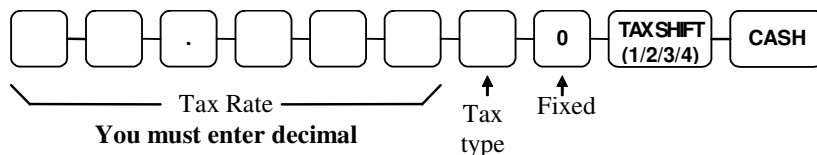
If the tax is a percentage added to the sale (normal add on tax), enter:	<b>0</b>
If the tax is a percentage value added tax (VAT; calculated as part of the sale), enter:	<b>2</b>

4. Enter **0** here for all taxes

OPTION	VALUE	=	SUM
Fixed 0 For VAT calculation	0		

5. Press the **TAX SHIFT** key for the tax you are programming.
6. Press the **CASH** key to end programming.

## Tax Rate Programming Flowchart



### ***Descriptor***

- Refer to "Program 80 – Function Key Descriptor"

---

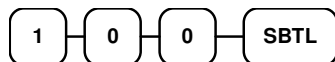
# PLU Programming

All PLUs, whether they are registered by pressing a PLU key on the keyboard, or by entering the PLU number and pressing the **PLU** key, have the same programming options. These options are set through separate programs:


- **Program 100 – PLU Status Programming**  
determines whether the PLU is open, preset or inactive. Also selected here other system settings i.e , single item, hash, etc.
- **Program 150 – PLU Group Assignment**  
allows you to select up to two groups where each PLUs sale will accumulate.
- **Program 200 - PLU Price/HALO** Programming  
determines the PLU price if the PLU is preset, or the high amount lock out (HALO) if the PLU is open.
- **Program 250 - PLU Stock Amount** Programming  
and add stock function
- **Program 300 - PLU Description** Programming  
allows you to set a unique, up to 12 character, descriptor for each PLU.
- **Program 350 - PLU Link**  
Allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger a sale of the linked PLU.
- **Program 400 - DELETE**  
PLU Delete Programming allows you to delete the PLU.
- **Program 450** - PLU Mix & Match item promotion programming

## Program 100 - PLU Status Programming

1. Move to the **P** position.
2. To begin the program, enter **1 0 0**, press the **SBTL** key.




3. Select the PLU or PLUs you wish to program in one of the following ways:

- Press a PLU key on the keyboard, 
- or**
- Press the first PLU key that is to receive the same status and Press the last PLU key,

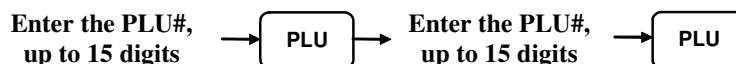


**or**

- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits → 

**or**

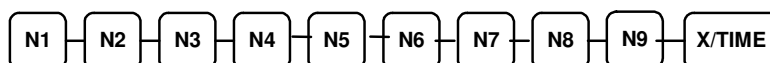
- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



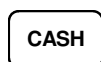
4. Refer to the "PLU Status Chart" to determine the values for **N1** through **N9**.

If an address offers more than one option, add the values for each option and enter the sum.

Enter the values you have selected, press the **X/TIME** key.  
(You do not need to enter preceeding zeros. For example, if you are only selecting a value for N8 disable promotion just enter 40.)



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



### PLU Status Chart

Address	Program Option	Value	=	Sum
<b>N1</b>	PLU is preset?	<b>Yes = 0</b> <b>No = 1</b>		
	PLU is override preset ?	<b>Yes = 0</b> <b>No = 2</b>		
	PLU is taxable by rate 1?	<b>Yes = 4</b> <b>No = 0</b>		
<b>N2</b>	PLU is taxable by rate 2?	<b>Yes = 1</b> <b>No = 0</b>		
	PLU is taxable by rate 3?	<b>Yes = 2</b> <b>No = 0</b>		
	PLU is taxable by rate 4?	<b>Yes = 4</b> <b>No = 0</b>		
<b>N3</b>	PLU is negative item?	<b>Yes = 2</b> <b>No = 0</b>		
	PLU is hash?	<b>Yes = 4</b> <b>No = 0</b>		
<b>N4</b>	PLU is single item?	<b>Yes = 1</b> <b>No = 0</b>		
	Compulsory Non Add number	<b>Yes = 2</b> <b>No = 0</b>		
<b>N5</b>	PLU is inventory?	<b>Yes = 1</b> <b>No = 0</b>		
	PLU is inactive?	<b>Yes = 2</b> <b>No = 0</b>		
<b>N6</b>	PLU is a condiment?	<b>Yes = 2</b> <b>No = 0</b>		
	Compulsory condiment entry?	<b>Yes = 4</b> <b>No = 0</b>		
<b>N7</b>	Print PLU on receipt?	<b>Yes = 0</b> <b>No = 1</b>		
<b>N8</b>	Print item's price on receipt?	<b>Yes = 0</b> <b>No = 1</b>		
	PLU is disabled PROMO function?	<b>Yes = 4</b> <b>No = 0</b>		
<b>N9</b>	PLU counter is not reset when a PLU Z report is done?	<b>Yes = 1</b> <b>No = 0</b>		

## Program 150 - PLU Group Assignment

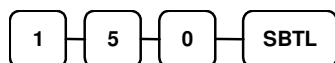
Each PLU may report to any three levels of groups. Group totals appear on reports, so that you can track sales of different types of items. A group can also be used to designate items that are to print on an optional kitchen printer.

---


**Note:** The PLU will report to group "1", if not set to report, and where the kitchen printer is to be used the 1<sup>st</sup> Group link is used i.e. 010000 for group 1.

---

1. Move to the **P** position.
2. To begin the program, enter **1 5 0**, press the **SBTL** key.




3. Select the PLU or PLUs you wish to program in one of the following ways:

- Press a PLU key on the keyboard, 
- or**
- Press the first PLU key that is to receive the same status and Press the last PLU key,

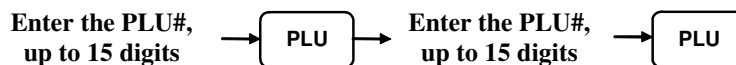


**or**

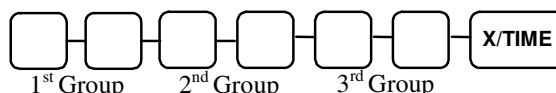
- Enter up to 15 digit number of the PLU and press the **PLU** key  
 Enter the PLU#, up to 15 digits → 

**or**

- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



4. Enter the groups where you wish to add the PLU sales, i.e. enter **1 0** for group 10 then Press the **X/TIME** key.



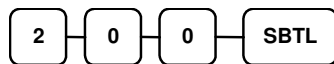
5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



## Program 200 - PLU Price/HALO Programming

If a PLU is open, set the HALO (high amount lock out) here. If a PLU is preset set the preset price here.

1. Move to the **P** position.
2. To begin the program, enter **2 0 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:

- Press a PLU key on the keyboard,
- or**
- Press the first PLU key that is to receive the same status and Press the last PLU key,

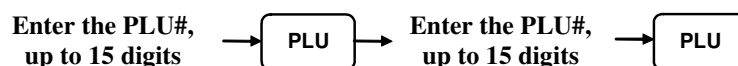


**or**

- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits →

**or**

- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



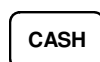
4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price.



If the Price Level is 2, Repeat this again, (entering 0 if no price)



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.

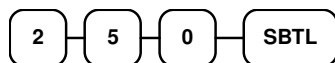





## Program 250 - PLU Stock Amount Programming

With this program, you can add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs.

1. Move to the **P** position.
2. To begin the program, enter **2 5 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:


- Press a PLU key on the keyboard, 

**or**

- Press the first PLU key that is to receive the same status and Press the last PLU key,

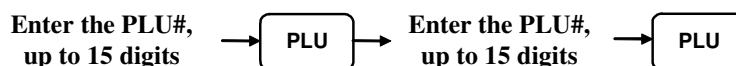


**or**

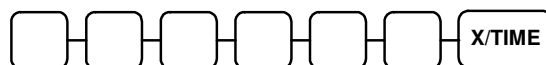
- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits → 

**or**

- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.

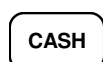


4. Enter the stock amount you wish to add (up to six digits), press the **X/TIME** key.



Stock Amount

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

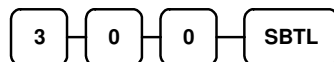


## Program 300 - PLU Description Programming


Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes.

To program by three digit alpha character codes you must select 'No' in system option #25(See "System Option Programming").

1. Move to the **P** position
2. To begin the program, enter **3 0 0**, press the **SBTL** key.



3. Select the PLU you wish to program in one of the following ways:


- Press a PLU key on the keyboard, 

**or**

- Press the first PLU key that is to receive the same status and Press the last PLU key,

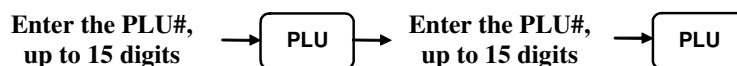


**or**


- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits → 

**or**


- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



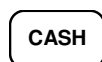
4. If you are programming using alpha overlay;

Type up to 12 descriptor keys → 

**or**

Enter up to 12 three-character codes → 

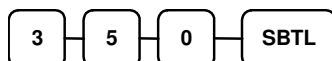
5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



## Program 350 - PLU Link Programming

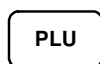
PLU link programming allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU. For example, you may wish to link a bottle deposit with the sale of beverages, or you may wish to register a group of items normally sold together.

1. Move to the **P** position.
2. To begin the program, enter **3 5 0**, press the **SBTL** key.

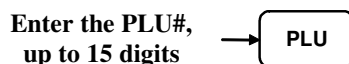


3. Select the PLU you wish to program in one of the following ways:

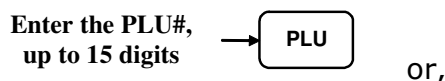
- Press a PLU key on the keyboard, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or



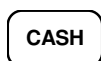
4. Enter the number of the PLU you wish the PLU linked to; press the PLU key. Or press the PLU key on the keyboard you wish the PLU linked to.



If you want to unlink,



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



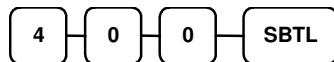
## Program 400 – PLU Delete Programming

---


NOTE: To delete a PLU, all totals for the PLU must be cleared from Z reports(including Stock and PLU reports.)

---

1. Move to the **P** position.
2. To begin the program, enter **4 0 0**, press the **SBTL** key.




3. Select the PLU or PLUs you wish to program in one of the following ways:

- Press a PLU key on the keyboard, 
- or**
- Press the first PLU key that is to receive the same status and Press the last PLU key,

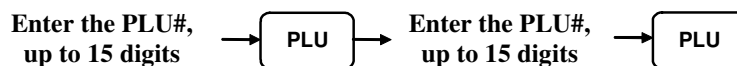


**or**

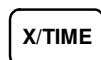
- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits → 

**or**

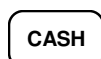
- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



4. Press X/TIME key.

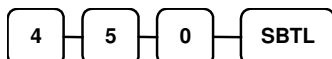


5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.




## Program 450 - PLU MIX & MATCH Programming

1. Move to the **P** position.
2. To begin the program, enter **4 5 0**, press the **SBTL** key.




3. Select the PLU you wish to be linked to the mix & match table:

- Press a PLU key on the keyboard, 
- or**
- Press the first PLU key that is to receive the same status and Press the last PLU key,

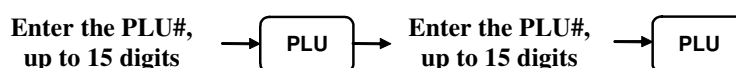


**or**

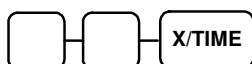
- Enter up to 15 digit number of the PLU and press the **PLU** key  
Enter the PLU#, up to 15 digits → 

**or**

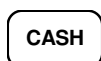
- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



4. Enter the number of the Mix & Match Table then press the **X/TIME** key.



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



---

# System Option Programming

Refer to the "System Option Table" to review the system options. Read each option carefully to determine if you wish to make any changes.

---

## NOTE:

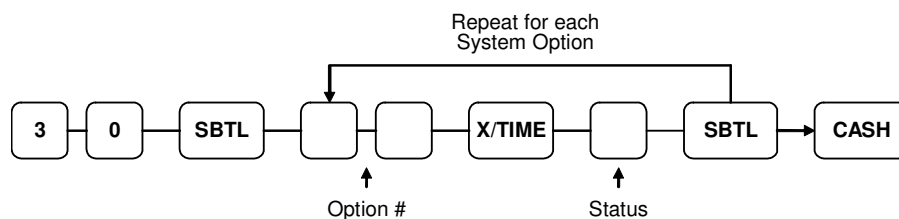
Because after clearing memory all options settings are automatically set, with your most likely option you do not need to program this section unless you wish to change the default status.

---

### *Programming a System Option:*

1. Move to the **P** position.
2. Enter **3 0**, press the **SBTL** key.
3. Enter a system option address, press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum.
5. Press the **SBTL** key.
6. Repeat from step 3 for each system option you wish to change.
7. Press the **CASH** key to end system option programming.

### *System Option Flowchart*



## System Option Table

Address	SYSTEM OPTION		VALUE	=	SUM
<b>1</b>	Beeper is active?		Yes = 0 No = 1		
<b>2</b>	Clerk sign on is :-	Sequential No. =	0		
		code entry =	1		
<b>3</b>	Clerks are:	pop-up =	1		
		stay down =	0		
<b>6</b>	Allow the post tender function?		Yes = 1 No = 0		
<b>7</b>	Cash Declaration Required before Z Financial report?		Yes = 1 No = 0		
<b>8</b>	Consecutive number is reset after a financial report?		Yes = 1 No = 0		
<b>9</b>	Reset Grand Total after Z financial		Yes = 1 No = 0		
	Cash drawer will open with reports		Yes = 0 No = 2		
	Open drawer during training mode?		Yes = 0 No = 4		
<b>10</b>	Decimal place : (0,1,2,3) default=2		0-3		
<b>11</b>	Date format is:	MMDDYY =	0		
		DDMMYY =	1(default)		
		YYMMDD =	2		
<b>12</b>	Percentage and Tax calculations will:	round up at 0.005 =	0(default)		
		always round up =	1		
		always round down =	2		
<b>13</b>	Split price calculations will:	round up at 0.005 =	0(default)		
		always round up =	1		
		Always round down =	2		
<b>14</b>	Hash is	normal =	1		
		non-add =	0		

<b>15</b>	Reset the Financial report Z counter after a Z1 Financial report?		Yes = 1 No = 0		
	Reset the Time report Z counter after a Z1 Time report?		Yes = 2 No = 0		
	Reset the PLU report Z counter after a Z1 PLU report?		Yes = 4 No = 0		
<b>16</b>	Reset the Clerk report Z counter after a Z1 Clerk report?		Yes = 1 No = 0		
	Reset the Group report Z counter after a Z1 Group report?		Yes = 2 No = 0		
<b>17</b>	Reset the Daily sale report Z counter after a Z2 Daily sale report?		Yes = 1 No = 0		
	Paper sensor is enabled?		Yes = 0 No = 2		
	Deactivate Split Pricing?		Yes = 4 No = 0		
<b>18</b>	Allow Direct Multiply?		Yes = 1 No = 0		
	Inventory (stock) counter programming	added to current level	2		
		counter replaces current level	0		
<b>19</b>	The number of numeric digits: 0 is no limit		0-14		
<b>20</b>	Direct multiply more than one digit?		Yes = 1 No = 0		
	Tender Validation amount is:	amt tendered =	2		
		amt of sale =	0		
<b>21</b>	Display add price 1 of linked item?		Yes = 1 No = 0		
	Allow sale when stock reaches "0"?		Yes = 0 No = 2		
<b>22</b>	Allow Z stock report?		Yes = 0 No = 4		
<b>23</b>	Training mode	enter =	1		
		exit =	0		
<b>25</b>	Descriptor pgm Method	Keyboard overlay =	0		
		Character code =	1		
	% is not affect to net sale?		Yes = 2 No = 0		
	Disable Cash Declaration?		Yes = 4 No = 0		



<b>26</b>	Disable level keys	None	0		
		Level1 =	1		
		Level2 =	2		
<b>27</b>	Price level is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
<b>28</b>	Modifier is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
<b>30</b>	Electronic Journal Enabled		Yes = 1 No = 0		
	Prompt Operator When EJ buffer is full		Yes = 2 No = 0		
<b>31</b>	Print Density(0-2)				

---

# Print Option Programming

Refer to the "Print Option Table" to review the print options. Read each option carefully to determine if you wish to make any changes.

---

## NOTE:

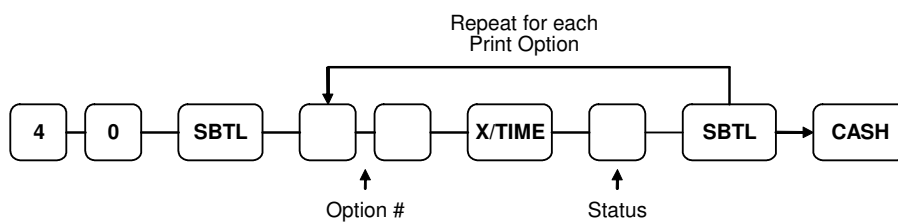
Because after clearing memory all options settings are automatically set, with your most likely option you do not need to program this section unless you wish to change the default status.

---

### ***Programming a Print Option:***

1. Move to the **P** position.
2. Enter **4 0**, press the **SBTL** key.
3. Enter a print option address, press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum.
5. Press the **SBTL** key.
6. Repeat from step 3 for each print option you wish to change.
7. Press the **CASH** key to end print option programming.

### ***Print Option Flowchart***



## Print Option Table

Address	PRINT OPTION	VALUE	=	SUM
<b>1</b>	Print tax symbol?	Yes = 1 No = 0		
<b>2</b>	Void/Return totals will print on the Financial report?	Yes = 0 No = 1		
	Audaction total will print on the Financial report?	Yes = 2 No = 0		
<b>3</b>	Skip media totals with zero activity on the Financial report?	Yes = 0 No = 1		
	Print Clerk report at the end of the Financial report?	Yes = 4 No = 0		
<b>4</b>	Print PLU sale item number?	Yes = 1 No = 0		
	Print PLU with zero totals on report?	Yes = 2 No = 0		
	Subtotal is printed when the SBTL key is pressed?	Yes = 4 No = 0		
<b>5</b>	Print % of sales on the PLU report?	Yes = 1 No = 0		
	Print consecutive no. counter & machine number on receipt?	Yes = 0 No = 2		
	Turn on Machine Number printing	Yes = 4 No = 0		
<b>6</b>	Print date on receipt?	Yes = 0 No = 1		
	Print time on receipt?	Yes = 0 No = 2		
<b>7</b>	Print clerk name on receipt?	Yes = 0 No = 1		
	Print Z counter on reports?	Yes = 0 No = 2		
<b>8</b>	Home Currency symbol	£ (default)		
<b>9</b>	Print receipt when sign on/off?	Yes = 0 No = 1		
	Print Grand total on X Financial report?	Yes = 0 No = 2		
	Print Grand total on Z Financial report?	Yes = 0 No = 4		
<b>10</b>	Print Gross total on X Financial report?	Yes = 0 No = 1		
	Print Gross total on Z Financial report?	Yes = 0 No = 2		
<b>11</b>	Print the subtotal without tax on receipt?	Yes = 1 No = 0		
	Tax amount to print on receipt is:	combine =	2	
		itemize =	0	

Address	PRINT OPTION		VALUE	=	SUM
<b>12</b>	Print the tax amount on receipt?		Yes = 0 No = 1		
	Print taxable totals?		Yes = 2 No = 0		
	Print the tax rate?		Yes = 4 No = 0		
<b>13</b>	Print a Net Amount breakdown of the VAT eligible sale?		Yes = 1 No = 0		
	Print training mode message on the receipt during training mode operations?		Yes = 2 No = 0		
<b>14</b>	Currency Symbol: (see note2 below)	CONV. #1 =	.		
<b>15</b>		CONV. #2 =	.		
<b>16</b>		CONV. #3 =	.		
<b>17</b>		CONV. #4 =	.		
<b>18</b>	Print the item's price on the kitchen printer requisition?		Yes = 2 No = 0		
<b>19</b>	Print registrations in void mode on the kitchen printer requisition?		Yes = 0 No = 1		
	Print registrations in training mode on the kitchen printer requisition?		Yes = 2 No = 0		
<b>20</b>	Combine like items on kitchen printer?		Yes = 0 No = 1		
<b>21</b>	Print preamble message on receipt?		Yes = 0 No = 1		
	Print postamble message on receipt?		Yes = 0 No = 2		
<b>22</b>	Print average items per customer on the Financial report?		Yes = 0 No = 1		
	Print average sales per customer on the Financial report?		Yes = 0 No = 2		
<b>23</b>	Issue a second receipt for the same transaction? (Allow copy receipt)		Yes = 1 No = 0		
	Print the PLU number and descriptor on the receipt?		Yes = 4 No = 0		
<b>24</b>	Print when polling reports?		Yes = 0 No = 1		
	Print PLU# on PLU report?		Yes = 2 No = 0		
	Grand total is:	net sale =	4		
		gross sale =	0		
<b>25</b>	Send order to the kitchen printer when the SBT key is pressed?		Yes = 1 No = 0		
<b>26</b>	Pre Print graphic logo on receipt?		Yes = 1 No = 0		

<b>27</b>	Print pre- logo	Default =	1		
		User =	0		
<b>28</b>	Number of Pre-feeding lines.		0-5		
<b>29</b>	Number of Post-feeding lines.		0-5		

---

NOTE 2: Print Option# 14,15,16,17 - If you are using the currency conversion feature, you can select the appropriate symbol for each foreign currency you are accepting.

To select a different symbol, type descriptors on the alpha keyboard overlay or enter three digit alpha character codes.

To program by three digit alpha character codes you must select 'No' in system option #25 Overlay Descriptor (See "System Option Programming").

---

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# Function Key Programming

Three programs are used to program function keys;

- *Program 70* - is used to set each keys individual options
- *Program 80* - is used to program a 12 character alpha numeric descriptor
- *Program 90* - is used to set a high amount limit (HALO)

In this chapter you will find:

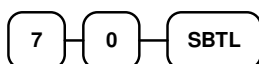
- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

## Program 70 - Function Key Options

Use Program 70 to set options for function keys. Because of the differences inherent in function keys, individual options will be different.

See the specific instructions for each key in this chapter to find the options for each key.

1. Move to the **P** position.
2. To begin the program, enter **7 0**, press the **SBTL** key.

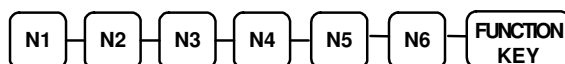


3. Enter the values for the option digit or digits.

Depending on the function key you are programming, you may enter up to six digits **N1** through **N6**.

Determine the values for **N1** through **N6** by referring to the specific function key information that follows. (You do not need to enter preceding zeros).

For example, if the function key offers six digits, **N1** through **N6** and you are only selecting a value for **N6**, just enter the value for **N6**. Press the function key you wish to program.



4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.



## Program 80 - Function Key Descriptor

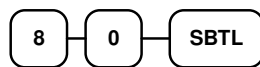
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Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes.

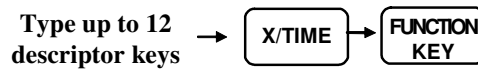
To program by three digit alpha character codes you must select 'No' in system option #25(See "System Option Programming").

---

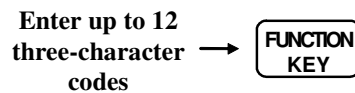
1. Move to the **P** position.
2. To begin the program, enter **8 0**, press the **SBTL** key.



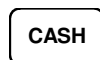
3. If you are programming alpha overlay



or,



4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.



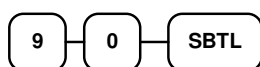


## Program 90 - Function Key HALO

Use Program 90 to program a high amount lock out (HALO) for a function key. Only specific keys require this program.

For example, you can set a HALO for the **CASH**, **CHEQUE** or **CHARGE** keys. Refer to the specific function key programming information in this chapter to determine when the HALO option is available.

1. Move to the **P** position.
2. To begin the program, enter **9 0**, press the **SBTL** key.



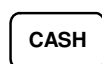
3. Enter a HALO of up to eight digits, (or "0" for no HALO).

Enter 1-8 digit  
HALO

4. Press the function key on the keyboard you wish to program.

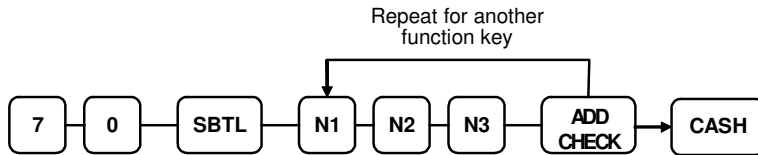


5. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.



## ADD CHECK (tray total)

### Options - Program 70



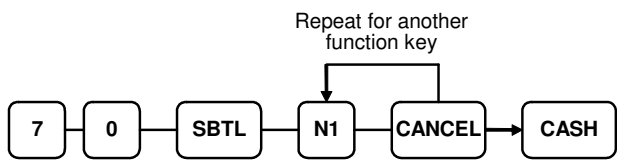
Address	OPTION	VALUE	=	SUM
<b>N1</b>	Key is inactive?	Yes = 1 No = 0		
	Compulsory before tendering?	Yes = 2 No = 0		
	Advance the consecutive # when this function is used?	Yes = 0 No = 4		
<b>N2</b>	Delete the pre/postamble when this function is used?	Yes = 0 No = 1		
	Exempt Sale tax 1?	Yes = 2 No = 0		
	Exempt Sale tax 2?	Yes = 4 No = 0		
<b>N3</b>	Exempt Sale tax 3?	Yes = 1 No = 0		
	Exempt Sale tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### Descriptor

- Refer to "Program 80 – Function Key Descriptor"

CANCEL

Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Descriptor

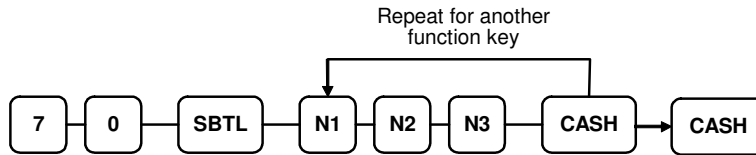
- Refer to "Program 80 – Function Key Descriptor"

HALO

- Refer to "Program 90 – Function Key HALO "

# CASH

## Options - Program 70



Address	OPTION	VALUE	=	SUM
<b>N1</b>	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
<b>N2</b>	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
<b>N3</b>	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### Descriptor

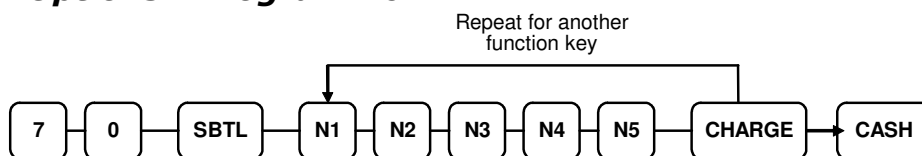
- Refer to "Program 80 – Function Key Descriptor"

### HALO

- Refer to "Program 90 – Function Key HALO"

## CHARGE1-8

### Options - Program 70



Address	OPTION	VALUE	=	SUM
<b>N1</b>	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
<b>N2</b>	Open cash drawer?	Yes = 0 No = 1		
	Allow over tendering ?	Yes = 2 No = 0		
	Non-add # entry compulsory?	Yes = 4 No = 0		
<b>N3</b>	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
<b>N4</b>	Exempt tax 4?	Yes = 1 No = 0		
	Validation compulsory?	Yes = 2 No = 0		
<b>N5</b>	Fixed at 0	0		

### Descriptor

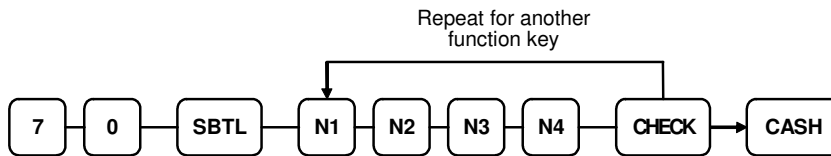
- Refer to "Program 80 – Function Key Descriptor"

### HALO

- Refer to "Program 90 – Function Key HALO"

# CHEQUE

## Options - Program 70



Address	OPTION	VALUE	=	SUM
<b>N1</b>	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
<b>N2</b>	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
<b>N3</b>	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
<b>N4</b>	Cheque endorsement compulsory?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

### Descriptor

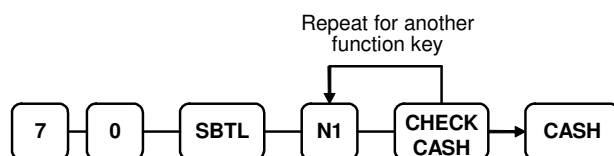
- Refer to "Program 80 – Function Key Descriptor"

### HALO

- Refer to "Program 90 – Function Key HALO"

## CHEQUE CASHING

### Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

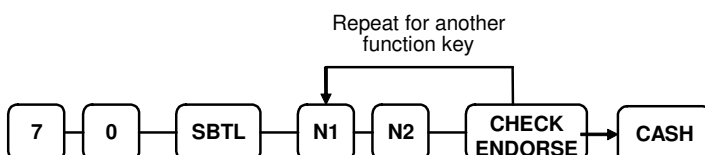
### Descriptor

- Refer to "Program 80 – Function Key Descriptor"HALO

- Refer to "Program 90 – Function Key HALO"

## CHEQUE ENDORSEMENT

### Options - Program 70

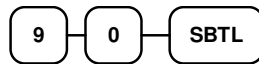


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Print the amount of the CHEQUE and endorsement message?	Yes = 2 No = 0		
	Print date?	Yes = 4 No = 0		
N2	Print time?	Yes = 1 No = 0		
	Print clerk?	Yes = 2 No = 0		
	Print consecutive number?	Yes = 4 No = 0		

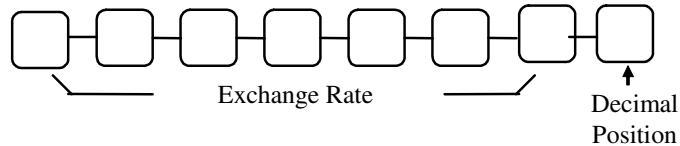
## CURRENCY CONVERSION

### ***Currency Conversion Rate - Program 90***

1. Move to the **P** position.
2. To begin the program, enter **9 0**, press the **SBTL** key.



3. Enter the exchange rate of up to 7 digits (do not enter the decimal point), then enter a number from 0 to 7 to indicate the decimal position. See "Currency Exchange Rate Programming Examples" below.



4. Press the function key on the keyboard you wish to program.



5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.



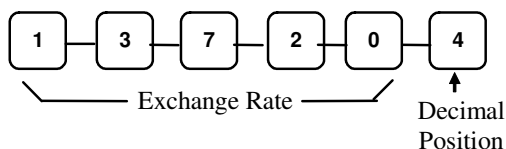
### ***Currency Exchange Rate Programming Examples***

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Note: Foreign currency exchange rates may be stated as "foreign currency in dollars", or "dollars in foreign currency". Use the rate stated in "dollars in foreign currency" when you are programming this section.

---

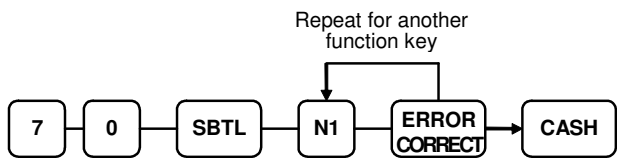
The Pound (home currency) is worth 1.3720 Canadian dollars (foreign currency).





ERROR CORRECT

Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Descriptor

- Refer to "Program 80 – Function Key Descriptor"

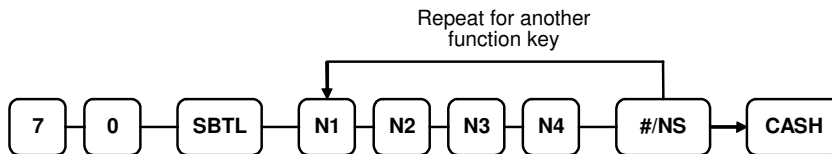
HALO

- Refer to "Program 90 – Function Key HALO"

80 – Function Key Descriptor"

## #/NS (no sale)

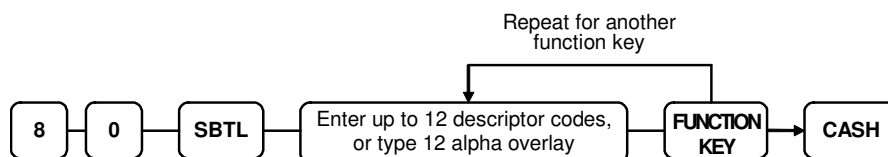
### Options - Program 70



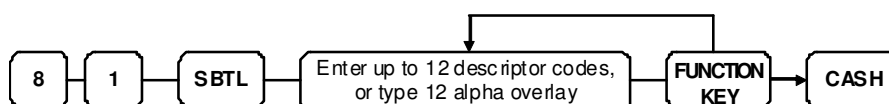
Address	OPTION	VALUE	=	SUM
<b>N1</b>	No Sale is inactive?	Yes = 1 No = 0		
	No Sale inactive after non-add # entry?	Yes = 4 No = 0		
<b>N2</b>	Enforce non-add # entry at start of sale?	Yes = 1 No = 0		
	Print when a NO SALE is performed?	Yes = 0 No = 2		
	Non-add # entries are prohibited?.	Yes = 4 No = 0		
<b>N3</b>	Compulsory non-add entry must match number of digits set in the MAX DIGIT flag below?	Yes = 1 No = 0		
<b>N4</b>	Enter maximum number of digits for non-add number entry. Zero(0) means no limit.	0-8		

### Descriptor - Programs 80 & 81

Since two distinct functions, NON ADD# entry and no sale, reside on the same key, different programs are used to program each descriptor. To program the no sale descriptor:

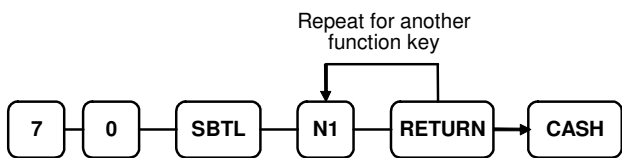


To program the NON ADD# descriptor



# RETURN

## Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

## Descriptor

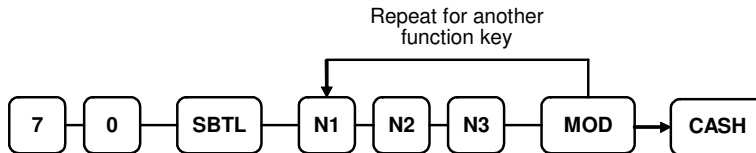
- Refer to "Program 80 – Function Key Descriptor"

## HALO

- Refer to "Program 90 – Function Key HALO"

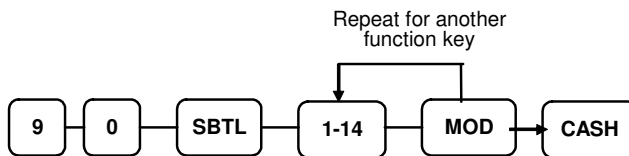
## MODIFIER 1-5

### Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Modify PLU#?	Yes = 2 No = 0		
N2	Print modifier descriptor on the receipt?	Yes = 2 No = 0		
N3	Value of affected digit(0-9)	0-9		

\* Affect Digit(1-14) of PLU#

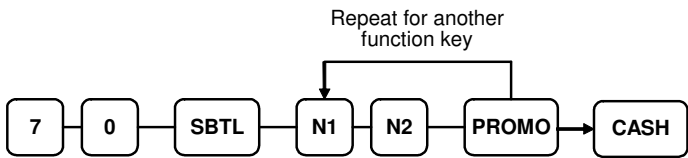


### Descriptor

- Refer to "Program 80 – Function Key Descriptor"

PROMO

Options - Program 70



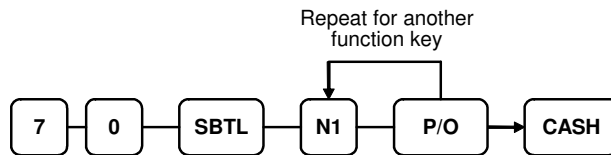
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
N2	Fixed value of 0	0		

Descriptor

- Refer to "Program 80 – Function Key Descriptor"

## PAID OUT1-3

### *Options - Program 70*



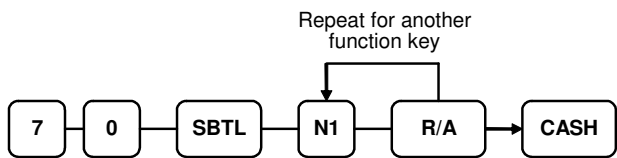
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### *Descriptor*

- Refer to "Program 80 – Function Key Descriptor"

RECD ON ACCT1-3

Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Descriptor

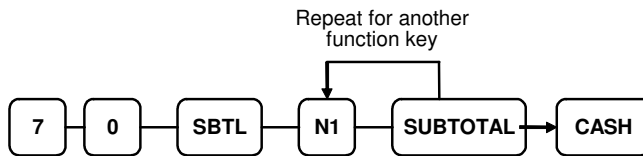
- Refer to "Program 80 – Function Key Descriptor"

HALO

- Refer to "Program 90 – Function Key HALO"

## SUBTOTAL

### *Options - Program 70*



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		

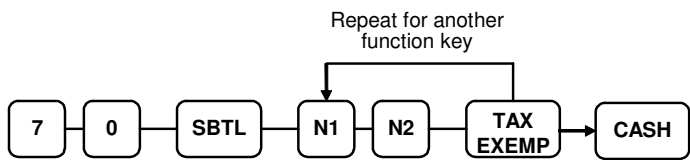
### *Descriptor*

- Refer to "Program 80 – Function Key Descriptor"



# TAX EXEMPT

## Options - Program 70



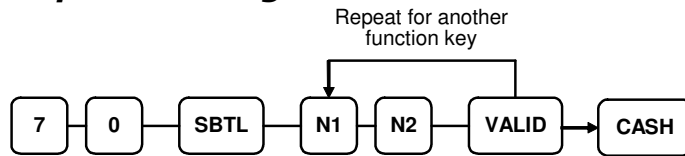
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Compulsory non-add number before this key is used?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### Descriptor

- Refer to "Program 80 – Function Key Descriptor"

## VALIDATE

### Options - Program 70



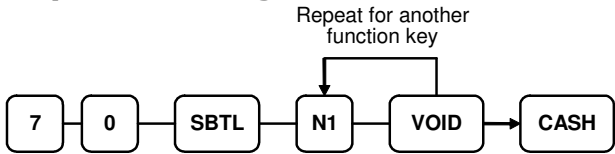
Address	OPTION	VALUE	=	SUM
N1	Enter Port Number Enter Zero if validation is not used.	0-1		
N2	Key is inactive?	Yes = 1 No = 0		
	Allow multiple validation?	Yes = 2 No = 0		

### Descriptor

- Refer to "Program 80 – Function Key Descriptor"

# VOID

## Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### Descriptor

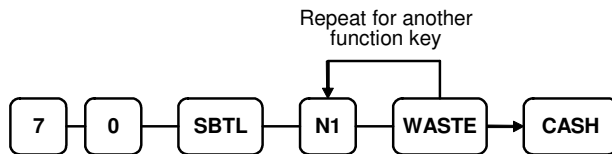
- Refer to “Program 80 – Function Key Descriptor”

### HALO

- Refer to “Program 90 – Function Key HALO”

## WASTE

### Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

### Descriptor

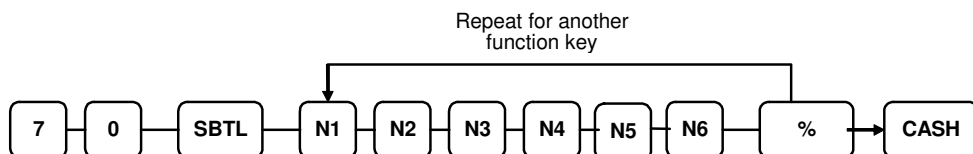
- Refer to "Program 80 – Function Key Descriptor"

### HALO

- Refer to "Program 90 – Function Key HALO"

**%1- %5**

## Options - Program 70

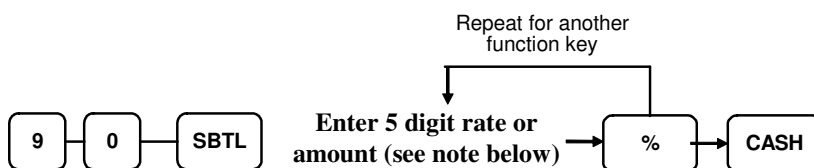


Address	OPTION		VALUE	=	SUM
<b>N1</b>	Apply an:	Amount =	1		
		Percentage =	0		
	Key is inactive?		Yes = 2 No = 0		
<b>N2</b>	% key is:	Open =	1		
		Preset =	0		
	% key is:	Sale =	2		
		Item =	0		
	Allow % key override preset?		Yes = 4 No = 0		
<b>N3</b>	% key is:	Positive =	1		
		Negative =	0		
	% amount taxable tax 1?		Yes = 2 No = 0		
<b>N4</b>	% amount taxable tax 2?		Yes = 1 No = 0		
	% amount taxable tax 3?		Yes = 2 No = 0		
	% amount taxable tax 4?		Yes = 4 No = 0		
<b>N5</b>	Allow only one time subtotal entry?		Yes = 2 No = 0		
	Allow multiple amount discounts (coupons) without pressing subtotal?		Yes = 4 No = 0		
<b>N6</b>	Validation is compulsory?		Yes = 2 No = 0		

## Descriptor

- Refer to "Program 80 – Function Key Descriptor"

## **HALO - Program 90**



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Note: If key is amount , enter 5 digit HALO, or 0 for no HALO. If key is percentage enter the percentage in a five digit format, without the decimal (XX.XXX).

For example: for 10%, enter 10000; for 5.55%, enter 05550; for 99.999%, enter 99999.

---

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## Clerk Programming

Clerks have the following programming options. These options are set through separate programs:

- ***Program 800 - Secret Code programming***

This determines the code that is used for clerk sign on if a code entry sign on method is selected in system option #2 (See "System Option Programming")

- ***Program 801 – Training Clerk Programming.***

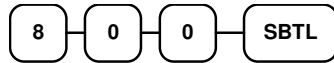
This allows the setting of a training clerk or alternative drawers.

- ***Program 810 - Clerk Description***

This allows a unique, up to 12 character descriptor for each clerk

## Program 800 - Secret Code Programming

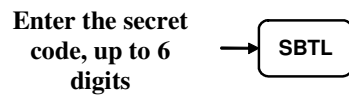
1. Move to the **P** position.
2. To begin the program, enter **8 0 0**, press the **SBTL** key.



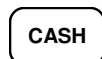
3. Enter the number (**1-5**) of the clerk you wish to program; press the **X/TIME** key.



4. Enter a secret code (up to 6 digits); press the **SBTL** key.



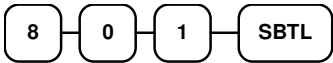
5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalise the program.





## Program 801 - Clerk Status Programming

- 1. Move to the **P** position.
- 2. To begin the program, enter **8 0 1**, press the **SBTL** key.



- 3. Enter the number (**1-5**) of the clerk you wish to program; press the **X/TIME** key.



- 4. Enter an option digit from the table below, press the **SBTL** key.

Address	OPTION	VALUE	=	SUM
N1	Fixed at 0	0		
N2	Training Clerk	Yes=1 No=0		



- 5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalise the program.





## Program 810 - Clerk Description Programming

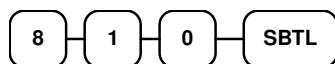
---

Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes.

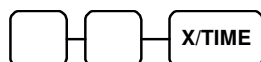
To program by three digit alpha character codes you must select 'No' in system option #25 (See "System Option Programming").

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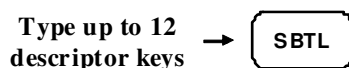
1. Move to the **P** position.
2. To begin the program, enter **8 1 0**, press the **SBTL** key.



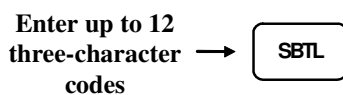
3. Enter the number of the clerk you wish to program; press the **X/TIME** key.



4. If you are programming using alpha overlay;



or,



5. Press the **CASH** key to finalise the program.



---

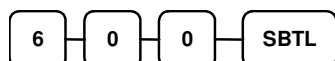
## Mix & Match Programming

Mix & Match Tables have the following programming options. These options are set through separate programs:

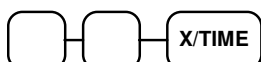
- ***Program 600 - Trip Level Programming***  
This allows you to define the quantity of items that must be sold before the discount is given.
- ***Program 601 - Price Programming***  
This allows you to set the value of the discount to be given.
- ***Program 610 - Mix & Match Description***  
This allows you to set a unique, up to 12 character descriptor for Mix & Match Tables.

## Program 600 - Trip Level Programming

1. Move to the **P** position.
2. To begin the program, enter **6 0 0**, press the **SBTL** key.



3. Enter the number of the M&M table you wish to program; press the **X/TIME** key.



4. Enter a level of up to 5 digits. press the **SBTL** key.

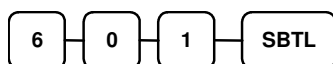


5. Repeat from step 3 for each table you wish to program. Press the **CASH** key to finalise the program.

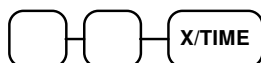


## Program 601 - Price Programming

1. Move to the **P** position.
2. To begin the program, enter **6 0 1**, press the **SBTL** key.



3. Enter the number of the M&M table you wish to program; press the **X/TIME** key.



4. Enter a price (up to 7 digits); press the **SBTL** key.



5. Repeat from step 3 for each table you wish to program.
6. Press the **CASH** key to finalise the program.

## Program 610 - Mix & Match Description

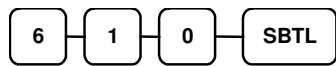
---

Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes.

To program by three digit alpha character codes you must select 'No' in system option #25(See "System Option Programming").

---

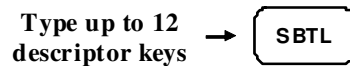
1. Move to the **P** position.
2. To begin the program, enter **6 1 0**, press the **SBTL** key.



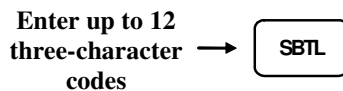
3. Enter the number of the M&M table you wish to program; press the **X/TIME** key.



4. If you are programming using alpha overlay;



or,



5. Press the **CASH** key to finalise the program.



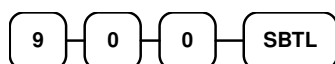
# Group Programming

Group totals are available to accumulate totals of individual PLUs that are assigned to each group. Each PLU can be assigned to one, two or three different groups.

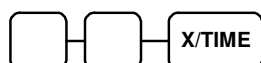
- **Use program 900 to assign a group status,**  
i.e. a group can be set to *not add* to the total of all groups, or a group can be used to designate like items for kitchen printer assignment.
- **Use program 910 to assign descriptor**  
for each group, for reporting purposes.

## Programming Group Status - Program 900

1. Move to the **P** position.
2. To begin the program, enter **9 0 0**, press the **SBTL** key.

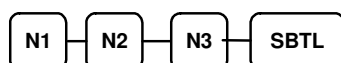


3. Enter the number of the group you wish to program; press the **X/TIME** key.



4. Enter an option digit from the table below, press the **SBTL** key.

Address	OPTION	VALUE	=	SUM
<b>N1</b>	Group total is added to the total of all group on the Group report?	Yes = 0 No = 1		
	Send to kitchen printer?	Yes = 2 No = 0		
<b>N2</b>	No Choice	0		
	KP RECEIPT	1		
	KP PORT# : 1	2		
<b>N3</b>	Print RED on External Printer	Yes = 1 No = 0		

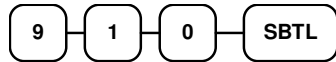


5. To program additional groups, repeat from step 3, or press the **CASH** key to finalise the program.



## ***Programming Group Description***


1. Move to the **P** position.
2. To begin the program, enter **9 1 0**, press the **SBTL** key.




3. Enter the number (**1-20**) of the group you wish to program; press the **X/TIME** key.



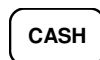
4. If you are programming using alpha overlay;

Type up to 12  
descriptor keys → 

or,

Enter up to 12  
three-character  
codes → 

5. To program additional groups, repeat from step 3, or press the **CASH** key to finalise the program.





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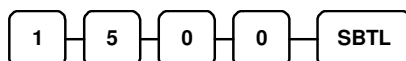
## Miscellaneous Programming

### Macro Key Sequence Programming

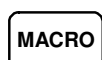
Macros are special function keys that are used to execute a sequence of key depressions. For example, a macro might be used to execute a string of reports or to automatically tender a preset amount. Up to ten different macros may be placed on the keyboard.

#### *To Program a Macro*

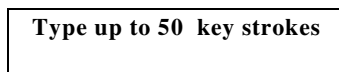
1. Move to the **P** position.
2. To begin the program, enter **1 5 0 0**, press the **SBTL** key.



3. Press the **Macro** key that you wish to program.



4. Type up to 50 key strokes



5. Press the same **Macro** key to end the sequence



6. Repeat from step 3 - 5 to program additional macros. Press the **CASH** key to finalise the program.



#### *To remove a Macro*

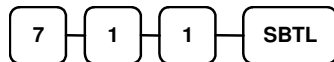
If you wish to remove a key stroke from a macro, replace the current function with the INACTIVE function.

## ***Programming the Macro Name***

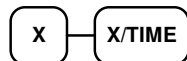
Up to ten function locations may be designated as Macro keys. You may wish to program a name for a macro.

For example if a macro executes a series of commands to produce daily reports, you can program the descriptor "DAILY", so the macro can easily be identified. Macro names can also be helpful when looking at keyboard layout information with the PC communication utility.

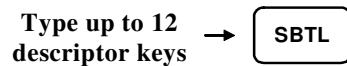
1. Move to the **P** position.
2. To begin the program, enter **7 1 1**, press the **SBTL** key.



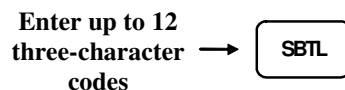
3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



4. If you are programming using alpha overlay;



or,



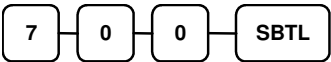
4. Press the **CASH** key to finalise the program.



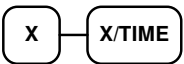
## Logo Description Programming

A preamble message of up to six lines can be printed at the top of each receipt;  
a postamble message of up to six lines can be printed at the bottom of each

- 1. Move to the **P** position.
- 2. To begin the program, enter **7 0 0**, press the **SBTL** key.

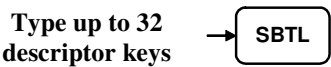


- 3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.

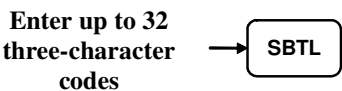


X	Message Line	X	Message Line
1	1 <sup>st</sup> line of Preamble	7	1 <sup>st</sup> line of Postamble
2	2 <sup>nd</sup> line of Preamble	8	2 <sup>nd</sup> line of Postamble
3	3 <sup>rd</sup> line of Preamble	9	3 <sup>rd</sup> line of Postamble
4	4 <sup>th</sup> line of Preamble	10	4 <sup>th</sup> line of Postamble
5	5 <sup>th</sup> line of Preamble	11	5 <sup>th</sup> line of Postamble
6	6 <sup>th</sup> line of Preamble	12	6 <sup>th</sup> line of Postamble

- 4. If you are programming



or,



- 5. Press the **CASH** key to finalize the program.



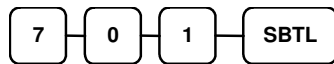
## ***Programming the Financial Report Message***

The Financial Report selection allows you to reprogram the descriptors that appear with the Financial Report totals and counters.

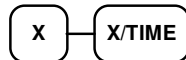
For example, the first total on the financial report "+PLU TTL" represents the total of all positive PLU entries. You might wish to re-label this total to say "FOOD SALES".

You can reprogram any of the Financial Report totals listed here with any 12-character descriptor. (See "Financial Report Message").

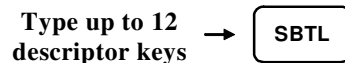
1. Move to the **P** position.
2. To begin the program, enter **7 0 1**, press the **SBTL** key.



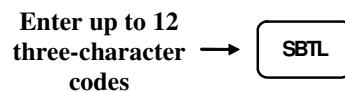
3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



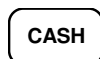
4. If you are programming using alpha overlay;



or,



5. Press the **CASH** key to finalise the program.





## Financial Report Message

<b>X</b>	<b>Message Line</b>	<b>X</b>	<b>Message Line</b>	<b>X</b>	<b>Message Line</b>
<b>1</b>	+PLU TTL	<b>33</b>	GROSS SALES	64	FOREIGN 1
<b>2</b>	-PLU TTL	<b>34</b>	CASH SALES	65	FOREIGN 2
<b>3</b>	ADJST TTL	<b>35</b>	CHEQUE SALES	66	FOREIGN 3
<b>4</b>	NONTAX	<b>36</b>	R/A 1	67	FOREIGN 4
<b>5</b>	TAX1 SALES	<b>37</b>	R/A 2	68	DRWR TTL
<b>6</b>	TAX2 SALES	<b>38</b>	R/A 3	69	PROMO
<b>7</b>	TAX3 SALES	<b>39</b>	P/O 1	70	WASTE
<b>8</b>	TAX4 SALES	<b>40</b>	P/O 2	71	TRAIN TTL
<b>9</b>	TAX1	<b>41</b>	P/O 3	72	MIX&MATCH
<b>10</b>	TAX2	<b>42</b>	HASH TTL		
<b>11</b>	TAX3	<b>43</b>	AUDACTION		
<b>12</b>	TAX4	<b>44</b>	NOSALE		
<b>13</b>	XMPT1 SALES	<b>45</b>	CASH-IN-D		
<b>14</b>	XMPT2 SALES	<b>46</b>	CHEQUE-IN-D		
<b>15</b>	XMPT3 SALES	<b>48</b>	CHG1-IN-D		
<b>16</b>	XMPT4 SALES	<b>49</b>	CHG2-IN-D		
<b>17</b>	% 1	<b>50</b>	CHG3-IN-D		
<b>18</b>	% 2	<b>51</b>	CHG4-IN-D		
<b>19</b>	% 3	<b>52</b>	CHG5-IN-D		
<b>20</b>	% 4	<b>53</b>	CHG6-IN-D		
<b>21</b>	% 5	<b>54</b>	CHG7-IN-D		
<b>22</b>	NET SALE	<b>55</b>	CHG8-IN-D		
<b>23</b>	CREDIT TAX1	<b>56</b>	CHG1 SALES		
<b>24</b>	CREDIT TAX2	<b>57</b>	CHG2 SALES		
<b>25</b>	CREDIT TAX3	<b>58</b>	CHG3 SALES		
<b>26</b>	CREDIT TAX4	<b>59</b>	CHG4 SALES		
<b>28</b>	RETURN	<b>60</b>	CHG5 SALES		
<b>29</b>	ERROR CORR	<b>61</b>	CHG6 SALES		
<b>30</b>	PREVIOUS VD	<b>62</b>	CHG7 SALES		
<b>31</b>	VOID MODE	<b>63</b>	CHG8 SALES		
<b>32</b>	CANCEL	<b>63</b>	CHG8 SALES		

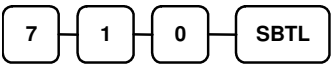
**Programming the Clerk Report Message**

The Clerk Report selection allows you to reprogram the descriptors that appear with the Clerk Report totals and counters.

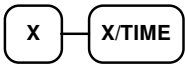
For example, the first total on the clerk report "NET SALES" might be re-labeled to say "MONIES".

You can reprogram any of the Financial Report totals listed here with any 12-character descriptor. (See "Clerk Report Message").

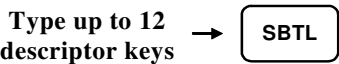
- 1. Move to the **P** position.
- 2. To begin the program, enter **7 1 0**, press the **SBTL** key.



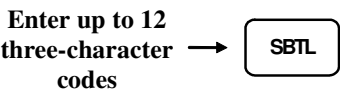
- 3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



- 4. If you are programming using alpha overlay;



or,



- 5. Press the **CASH** key to finalise the program.



**Clerk Report Message**

X	Message Line
1	NET SALE
13	DRWR TTL

## NLU Code Number Programming

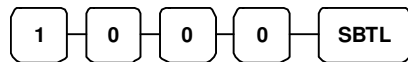
NLU are fixed keys on the keyboard that access specific PLUs.

On the default keyboard, there are 12 NLU keys and the PLU# assigned to the NLU key is the same, i.e. NLU key number one is PLU #1.

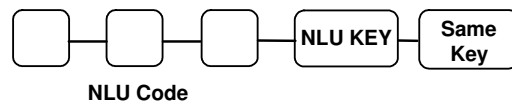
However, with this program, you can assign any PLU number you wish to any one of the 12 possible NLU keys.

### *Programming the NLU Code Number*

1. Move to the **P** position.
2. To begin the program, enter **1 0 0 0**, press the **SBTL** key.



3. Type the new PLU code number you wish to use for this NLU key, and Press the NLU key on the keyboard you wish to program, and Press the NLU key again.



4. Press **CASH** to finalise the program





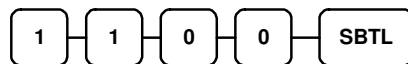
## Cash-In-Drawer Limit Programming

A Cash-In-Drawer limit can be programmed so that a warning appears on screen when the limit is exceeded.

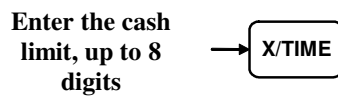
Pressing the **CLEAR** key will remove the error. The operator should carry out a Paid Out operation to reduce the Cash-in-drawer amount.

### *Programming the Drawer Limit*

1. Move to the **P** position.
2. To begin the program, enter **1 1 0 0**, press the **SBTL** key.



3. Enter a cash-in-drawer limit (up to 8 digits or **0** for no limit); press the **X/TIME** key.



4. Press the **CASH** key to finalise the program.

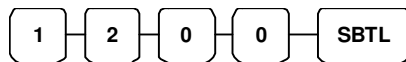


## Cheque Change Limit Programming

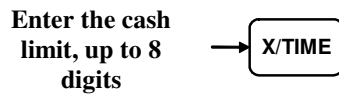
Use this program to set the maximum amount of cash that can be returned when a CHEQUE is tendered for an amount greater than the amount of the sale. For example, if the CHEQUE change limit is £10.00 the maximum amount that can be tendered into the CHEQUE key on a £5.00 sale is £15.00.

### *Programming the CHEQUE Change Limit*

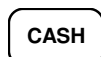
1. Move to the **P** position.
2. To begin the program, enter **1 2 0 0**, press the **SBTL** key.



3. Enter a cash-in-drawer limit (up to 8 digits or **0** for no limit); press the **X/TIME** key.



4. Press the **CASH** key to finalise the program.



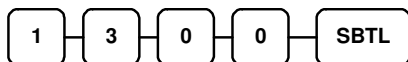
## Date and Time Programming

Use this program to set the clock and calendar on your ER230 Series.

The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending daylight savings time.

### *Programming the Date and Time*

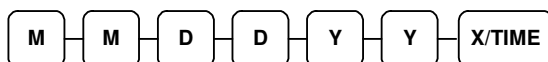
1. Move to the **P** position.
2. To begin the program, enter **1 3 0 0**, press the **SBTL** key.



3. Enter time in military standard time (based on 24 hours), must be four digits (i.e. 1300 hours = 1:00 PM); press the **X/TIME** key.



4. Enter the date in MM(month) DD(day) and YY(year) format. Press the **X/TIME** key:



5. Press the **CASH** key to finalise the program.



## Machine Number Programming

The machine number is printed on the register receipt.

Program a machine number so that any receipt can be identified with the store or register where the transaction took place.

### *Programming the Machine Number*

1. Move to the **P** position.
2. To begin the program, enter **1 6 0 0**, press the **SBTL** key.



3. Enter a machine number (up to 5 digits); press the **X/TIME** key.



4. Press the **CASH** key to finalise the program.

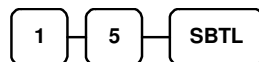


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## Program Scans

Since much time and energy has been invested in the planning and programming of your *ER-230 Series*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place.

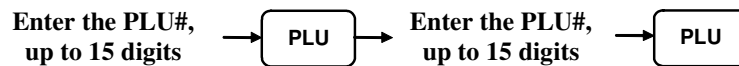
1. Move to the **P** position.
2. To print a program scan, enter **1 5**, press the **SBTL** key.



3. In this step, there are three different ways to scan program information. One is PLU, the other is Macro, The third is Others.

### PLU PROGRAM SCAN

To read one PLU program information, enter the number (1-1000) of the PLU and press the same number and **PLU** key.



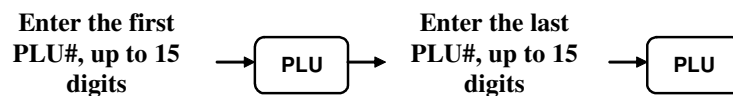
**or**

Press a PLU key on the keyboard and press same key again.



**or**

To read multiple PLU program information, enter the first number and press PLU key, press the last number and press PLU key.



**or**

Press a PLU key on the keyboard .



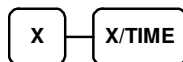
**Continued..**

Or

Refer to the chart below and enter a digit to represent the segment of the program you wish to print; press the **X/TIME** key.

To program additional scan, repeat this operation.

### OTHERS PROGRAM SCAN



X	Program	X	Program
0	Group	9	Financial Report message
1	Tax	11	Macro Name
2	System option	12	Drawer Limit
3	Print option	13	Cheque Change Limit
4	Function keys	14	Time & Date
5	Clerk	16	Machine Number
6	Preamble message	17	Mix & Match
7	Postamble message		

### MACRO PROGRAM SCAN

To read MACRO information, press the MACRO key to be scanned,



4. Press the **CASH** key to finalise the program.

