SAM4S

ER-900 SERIES

Operation & 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 ECR. 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

Danger of explosion if battery is incorrectly replaced.
Replace only with the same or equivalent type recommended by the manufacturer.
Dispose of used batteries according to the manufacturer's instructions.

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 Electrostatically Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatically 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.

Contents

Getting Started

About the ER-900 Series

The ER-900 Series is offered in four different configurations. There are two flat keyboard models that work well for restaurants, food service shops, or convenience stores and two raised keyboard models for retail shops.

This manual includes instructions for all models. The keyboard and printer configuration defines the model. All other features are the same, unless otherwise noted.

SAM4s ER-920

- Flat 150 position Keyboard
- Receipt Printer.

SAM4s ER-940

- Flat 150 position Keyboard
- Receipt and Journal Printers.

SAM4s ER-925

- Raised Keyboard
- Receipt Printer.

SAM4s ER-945

- Raised keyboard
- Receipt and Journal Printers.

Basic Features and Functions

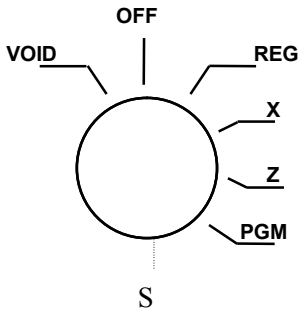
SAM4s ER-900 series electronic cash registers are designed to fit into many different retail and restaurant environments. Standard features include:

- Easy drop-and-print paper loading.
- A two-line 16-character backlit LCD display and a 9-character rotating rear display.
- Kitchen Order Printing
- Scanning capabilities
- Clerk Interrupt
- Check Tracking
- PLU by Group Reporting
- Price inclusive barcodes
- Price Level sales quantities
- Up to 99 PLU Group totals.
- Up to 99 Clerks with separate report totals
- Up to 2 price levels for each PLU, with separate report totals
- Up to 99 Mix and Match Offers
- Up to 5 PLU modifier keys.
- 16 character programmable descriptors for PLUs and functions.
- Price Look Ups (PLUs) for open or preset item registration.

Control Lock

1. Unpack and unwrap the cash register.
2. Locate in the packing the following items:
   - Paper Roll(s)
   - 1 rewind spindle
   - 2 sets of control keys
3. Remove the cardboard protectors from the cash drawer.
4. Plug the register into a grounded outlet, turn the power switch on. Insert a control key and turn the key to the REG control lock position.

The control lock has 7 positions, accessed with 5 keys.



VOID Use to void (correct) items outside of a sale.

OFF The register is inoperable.

REG Use for normal registrations.

X Use to read register reports.

Z Use to read register reports and reset totals to zero.

PGM Use to program the register.

S The S position is a hidden position reserved for dealer access.

Before performing any operations in Register Mode a clerk must be signed on.

Control Keys

The ER-900 includes two sets of keys that may be used to access the following control lock positions.

Key	Positions Accessible
REG	OFF, REG
	Keys can be removed in this mode and the register operated.
VD	VOID, OFF, REG, X
Z	VOID, OFF, REG, X, Z
P	VOID, OFF, REG, X, Z, PGM
C	ALL POSITIONS

Display

The ER900 comes with a display which allows you to view up to 2 lines of information, with up to 16 characters per line. The display is backlit to provide excellent visibility, regardless of lighting conditions.

When the control lock is in the OFF position, the register can not be operated. When the control lock is in the REG, VOID, X, Z, PGM or S positions the message displayed is "CLOSED". You must sign on a clerk to remove the "CLOSED" message and begin operation.

REG

```
 REGISTER MODE
CLOSED
```

VOID

```
     VOID MODE
CLOSED
```

Operator Display Example

- Make a sale then press **50.00** to tender a sale

```
CASH          50.00
CHANGE        40.00
```

Displayed Error Conditions

```
** WARNING **
SEQUENCE ERROR
```

Printers & Paper

ER-920 & ER-940 Models offer two type of printers with the specifications as outlined.

Printer Specifications

Paper:	2 ¼" (58mm) Thermal Paper
Paper Loading:	Drop-in Loading
Print Speed:	22 Lines per second

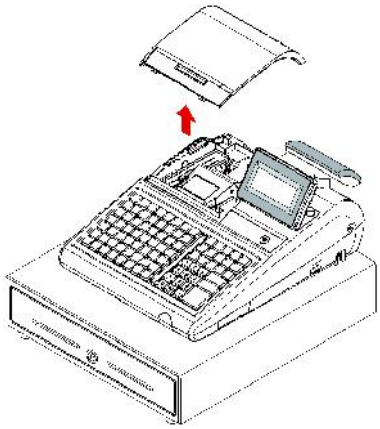
ER-920 & ER-925 Models feature a single receipt printer.

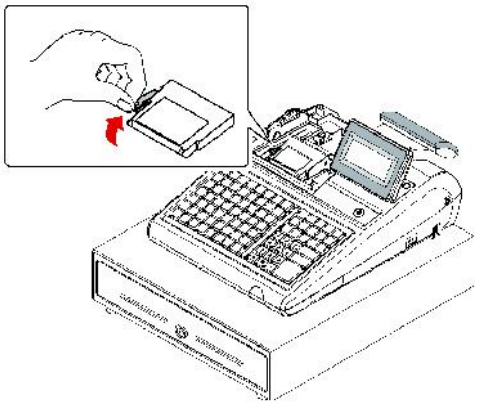
ER-940 & ER-945 Models feature separate receipt and journal printers.

Loading Paper for Models with one printer

The ER-920 and ER-925 models are equipped with a single printer. Paper loading for these models is shown below:

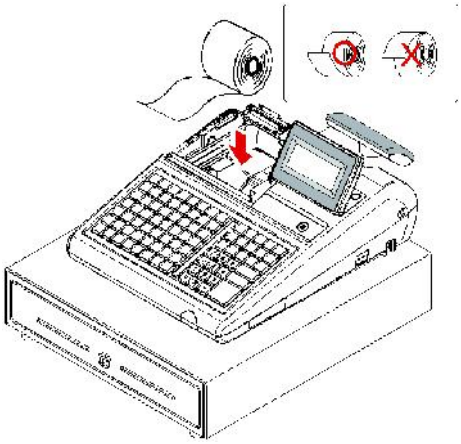
1. Remove the printer cover. Then push the blue cap lever and lift up to open the paper cover.

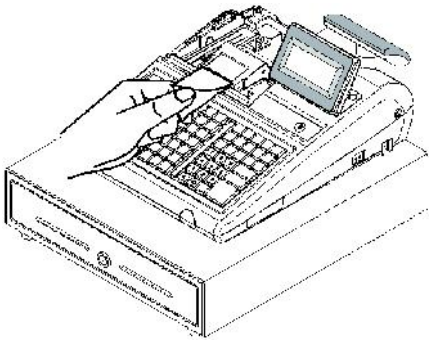




2. Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly.

   Pass the leading edge of the paper through the cutter slot. Tear off the excess paper, and replace the printer cover.

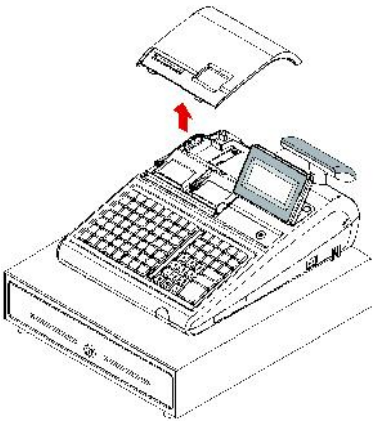


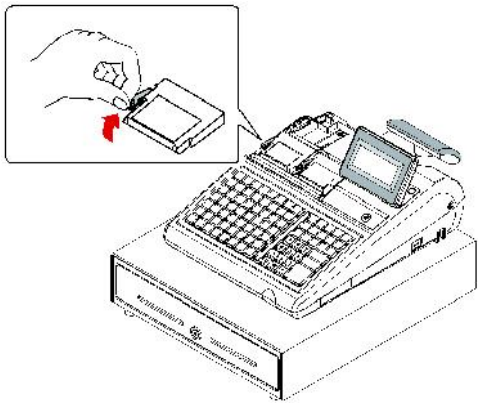


Loading Paper for Models with Two Printer Stations

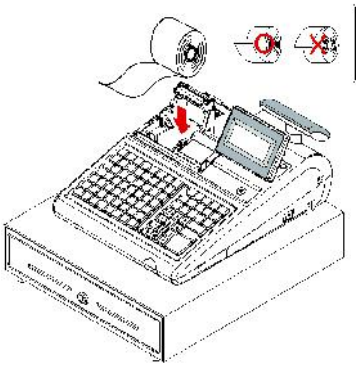
The ER-940 and ER-945 models are equipped with separate printers for receipt and journal. Paper loading for these models is shown below:

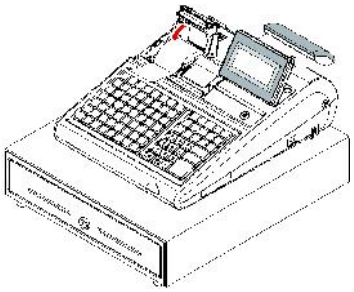
1. Remove the printer cover. Then push the blue cap lever and lift up to open the paper cover.



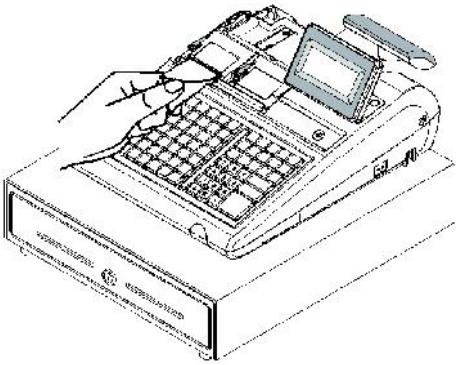


2. Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly



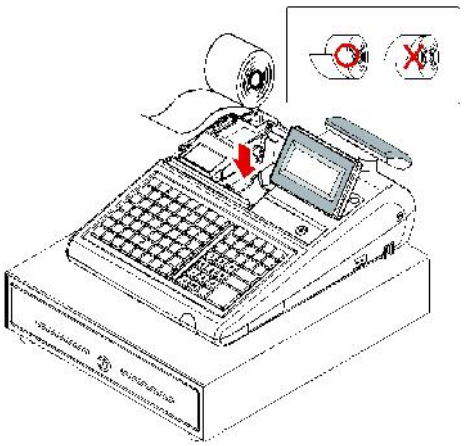


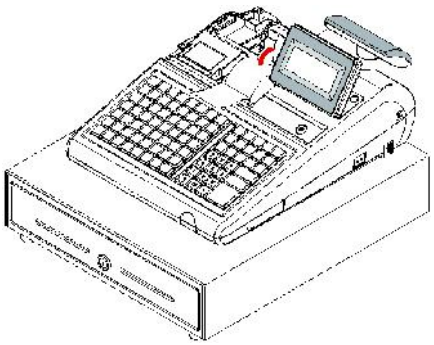
3. Pass the leading edge of the paper through the cutter slot. Tear off excess paper



4. Push the blue cap lever and then lift up to open the journal paper cover.

   Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly.



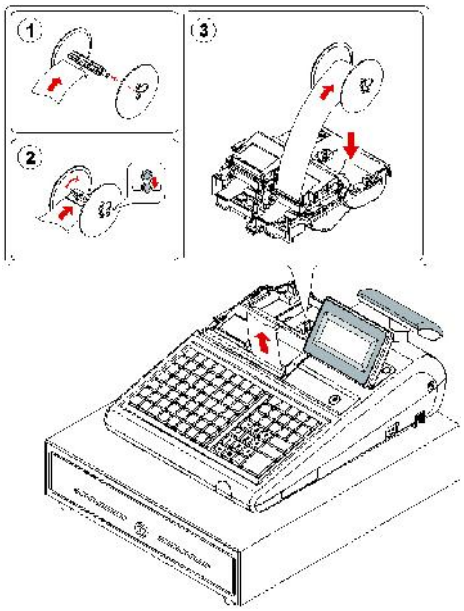


Journal Spool

If you wish to use the printer to print a sales journal, insert the paper into the paper take-up spool.

Wind the paper two or three turns around the spool shaft and install the spool in the mount and ensure that the paper is being fed from the bottom of the roll.

Note: For single station printers ensure the program code is set to spool operation.



Keyboards

ER-920/ER-940 Flat Keyboard Versions

The ER-920/ER-940 keyboards include 150 key positions with the default legends and key assignments as shown below.

The keyboard sheet can be replaced by lifting the protective rubber cover.

**Shaded key locations are fixed and cannot be changed.*

10	20	30	40	50	60	70	80	90	100	110	QUICK HELP	RECEIPT ON/ OFF	FEED / PAID OUT	FEED DETAIL
9	19	29	39	49	59	69	79	89	99	109	CLERK 1	CLERK 2	CLERK 3	CLERK 4
8	18	28	38	48	58	68	78	88	98	108	CLERK No.	PRINT CHECK	SERVICE CHECK	CHECK No.
7	17	27	37	47	57	67	77	87	97	107	CANCEL SALE	MDSE RETURN	VOID ITEM	% 2
6	16	26	36	46	56	66	76	86	96	106	PRICE LEVEL1	PRICE LEVEL2	PRICE INQUIR	%1
5	15	25	35	45	55	65	75	85	95	105	CLEAR	PLU No.	QTY / TIME	NO SALE
4	14	24	34	44	54	64	74	84	94	104	7	8	9	CHARGE 2
3	13	23	33	43	53	63	73	83	93	103	4	5	6	CHARGE 1
2	12	22	32	42	52	62	72	82	92	102	1	2	3	SUB TOTAL
1	11	21	31	41	51	61	71	81	91	101	0	00	.	CASH

ER-925/ER-945 Raised Keyboard Version-Expanded

Your authorized dealer can expand the keyboard to 63 PLU key locations as shown

**Shaded key locations are fixed and cannot be changed.*

7	14	21	28	35	42	49	56	BLANK 7X1	CLERK No.	QUICK HELP	RCPT ON/OFF	FEED / PAID OUT	FEED DETAIL
6	13	20	27	34	41	48	55		MDSE RETURN	VOID ITEM	PRICE LEVEL1	PRICE LEVEL2	% 1
5	12	19	26	33	40	47	54		CLEAR	PLU No.	QTY / TIME	PRICE INQUIRE	NO SALE
4	11	18	25	32	39	46	53		7	8	9	CHARGE 1	CHARGE 2
3	10	17	24	31	38	45	52		4	5	6	SUBTOTAL	
2	9	16	23	30	37	44	51		1	2	3	CASH	
1	8	15	22	29	36	43	50		0	00	.		

Messages and Errors

Displayed Messages

E00	SEQUENCE ERR
E01	PLU NO DATA ERR
E02	CLERK ERROR
E03	AMOUNT CNT ERR
E04	LANTRAN ERR
E05	COMM ERROR
E06	TIME ERROR
E07	OVER LIMIT ERR
E08	INACTIVE ERR
E09	X MODE ONLY
E10	NON ADD ERROR
E11	ADD CHECK ERR
E12	CONDIMENT ERROR
E13	REQ. EATIN FUNC.
E14	STOCK ERROR
E15	DRAWER ERROR
E16	REQ. GUEST #
E17	SCALE ERROR
E18	CLERK NO MATCH
E19	COMPULSORY TARE
E20	REQ. DECLARATION
E21	OFF LINE ERROR
E22	REQ. ENDORSEMENT
E23	CONSOL OVER
E24	REQ.SUBTOTAL
E25	PROMO ERROR
E26	CHECK OPEN ERR
E27	REQ. PASSWORD
E28	NO VOID PLU
E29	REQ. PORT SETUP
E30	REQ PRESET VALUE
E31	REQ. OPEN VALUE

Initial Clear for Error Status

CAUTION: Do not share this information with unauthorized users. Distribute the PGM Mode key only to those you may want to perform this function.

The initial clear function allows you to exit any register activity and return to the beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

Following are some reasons you may want to perform an initial clear:

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- You have performed a function that includes a compulsory activity and you wish to bypass the compulsion.
- An initial clear may be necessary as part of servicing, or troubleshooting.

Perform this procedure only as necessary. Contact your SAM4S dealer first if you have questions about operating or programming your SAM4S ER-900.

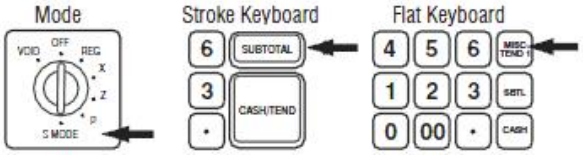
To Perform an Initial Clear

1. Turn the power switch located on the right side of the register to **OFF**
2. Turn the control lock to the **PGM** position.
3. Press and hold the key position where the **CASH** key is located on the default keyboard layout.
4. While continuing to hold the appropriate key, turn the power switch to the **ON**
5. The message "INITIAL CLEAR OK!" prints when the initial clear is complete.

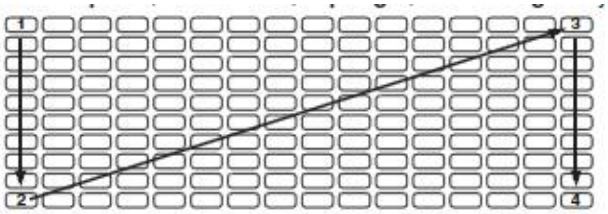
Memory All Clear

This reset procedure has been carried out at the factory and need only be carried out if the machines requires resetting back to factory defaults. Further information can be found in the Service Mode chapter
** **Warning** this operation will erase all data from the Cash Register.

1. Insert the **C** key and turn one past **PGM** position to unmarked **S** mode.
2. Then power **OFF/ON** on whilst holding down the key shown below.
   The display will show the prompt **RAM ALL CLEAR**



3. Press the **Top Left, Bottom Left, Top Right, Bottom Right** keys.
4. The register will show **RAM ALL CLEAR.** Then an **<-** for each of the 4 key presses is shown on the display



Please Wait.. displays whilst determining the Rom Version

5. At the **LOAD DEFAULT SET** prompt,

   either Press **CASH** to load and print the default values.
   "*Memory alloc OK* " *is shown when completed.*
   or Continue as shown below to change the Default values.

6. Press **QTY/TIME** to begin entering new values.

7. When prompted with the file name i.e. **PLU** as shown above.

   either Enter the **New Value** and press **CASH**
   or Press **CASH** to bypass

8. At the PRESS CASH TO FINISH prompt press **CASH**
9. The process is now complete and the preset values printed.
10. Turn to REG Mode, then enter 1 and press the Clerk No. key to sign on to the system

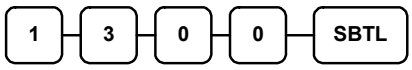
Date and Time Programming

Use this program to set the date and time. The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending of daylight savings time.

Programming the Date and Time

1. Turn the control lock to the **PGM** position.

2. To begin the program, enter **1 3 0 0** on the numeric keypad, then press the **SBTL** key



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

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

5. Press the **CASH** key to finalise the program, and return to REG mode.

Operating Instructions Chapter

Function Key Descriptions

Shown following are the functions available, in addition to the standard functions allocated to the default keyboard.

Key	Description
#/NO SALE	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 **#/NO SALE** key is also used to open the cash drawer without making a sale.
QTY/TIME	Use to multiply a quantity of items or calculate split pricing on PLU entries.
00, 0-9, Decimal	Use to make numeric entries in **REG**, **X**, **Z**, **VOID**, or **PGM** positions. The decimal key is used for decimal multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. **Note** Do not use the decimal key when making amount entries into PLUs.
ADD CHECK **(Tray Subtotal)**	Use to combine individual trays that will be paid together. Each tray subtotal can advance the consecutive number, depending on programming. E.g in a cafeteria situation.
AUTO TENDER	This can be used to automate the cash amount tender process to finalise a sale.
ALPHA TEXT	This will allow manually entered text to print on the tickets
CANCEL	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 **CANCEL** key corrects the appropriate totals and counters and the Financial report records total of transactions cancelled.
CASH	This key 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 **CASH** key. 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 **CASH** key to show the new change computation, providing the option is set to allow this. Press the **CASH** key a second time to issue a buffered receipt when the receipt on/off function is set to OFF.

CHEQUE	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 CHEQUE key.
CHARGE(1-8)	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 CHARGE key. 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.
CHECK #	The **CHECK #** key is used to begin a new, or access an existing balance only (hard check) or itemized bill (soft check.) Check track numbers that are entered manually may be set at a fixed length. Check track numbers that are assigned automatically will begin with #1. Existing checks are accessed by entering the check track number and pressing the **CHECK #** key.
CLEAR	Use to clear entries made into the 10 key numeric pad or **QTY/TIME** key before they are printed. Also used to clear error conditions.
CLERK	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. All entries made on the register will report to one of the 15 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. To sign a clerk off, thereby displaying the "CLOSED" message on the display, enter 0 (zero), then press the **CLERK** 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.
CONV (1 & 4)	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.
FEED	Advances the paper one line, or continuously until the key is released.
ANALYSIS 1/2/3	Sale analysis1,2,3 keys (Eat-in, Take-out and Drive-thru), are subtotal functions. In areas that have different tax rules for eat-in and take out sales, each key can be programmed to automatically charge or exempt taxes. Sales may not be split between each key.

ERROR CORR	Use to correct the last entry. The **ERROR CORR** key corrects the appropriate totals and counters.
F/S SHIFT	When pressed before a PLU entry, the **F/S SHIFT** key reverses the preprogrammed food stamp status of the PLU.
F/S SUB	Displays the amount of the sale that is food stamp eligible.
F/S TEND	Use to tender food stamps for eligible sales.
GUEST #	Use to enter the count of guests served as part of a check.
MACRO (1-10)	Macro keys may be programmed to record, then later perform, up to 50 keystrokes.
MDSE RETURN	Used to return or refund merchandise. Returning an item will also return any tax, which may have been applied.
MODIFIER 1-5	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.
NOT FOUND	This function is used to create new records in the register mode, and add them to the main product file.
P/BAL	Use to enter the amount of an outstanding balance.
PAID OUT	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.
% Keys 1- 5	Up to five **%** keys may be placed on the keyboard. Each **%** key is set with a specific function, such as item discount or surcharge, or sale discount or surcharge. 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. A percentage key may also be set up to accept charge tip entries.
PLU	The PLU key is used to register price look ups by number entry. PLUs can be programmed open or preset, and set positive or negative.
PAYMENT	This key can be enforced prior to cashing off a check sale.
PRINT CHECK	Use to print a guest check. The check can be printed on an optional (RS-232C) printer, or can be printed on the in buit printer. The **PRINT CHECK** key can be set to automatically service the check.
PROMOTION	The **PROMOTION** key allows you to account for promotional items. 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.

RECEIPT ON/OFF	When 'OFF' no receipt will print during a sale. Note If the receipt is off, a buffered receipt is available by pressing the **CASH** key a second time.
RECD ACCT	The **RECD ACCT** (received on account) key is used to record media loaned to the cash drawer, or payments made outside of a sale. The cash drawer will open when pressed. The amount received adds to the cash-in-drawer total.
SERVICE	Use to temporarily finalise Check Tracking transactions.
SUBTOTAL	Displays the subtotal of the sale including tax. For adjustments this must be pressed prior to a sale discount or sale surcharge.
TABLE #	Used with Check Tracking for tracking of the current balance for a guest check or table.
TABLE ADD	This is used to move or combine existing check balances
TAX EXEMPT	Press the **TAX EXEMPT** key to exempt tax 1, tax 2, tax 3, and/or tax 4 from the entire sale.
TAX (1-4) SHIFT	When pressed before a PLU entry, the tax shift keys reverse the tax status of the PLU, i.e., a PLU with non-tax status would become taxable or a PLU with tax status would become non-taxable.
TIP	The **TIP** key allows a gratuity to be added to a guest check before payment. The tip amount is deducted from the Cash-in-Drawer amount for the Clerk/Cashier closing the guest check. The **TIP** key may be programmed as either a percentage or amount. If programmed as a percentage, tax programming defines whether the percentage is calculated on the net amount or the amount after taxes.
VOID	Use to correct an item entered earlier within a sale. The **VOID** key corrects the appropriate totals and counters. To correct the last item, use the **ERROR CORR** key. For void operations outside of a sale (Transaction Void), use the **VOID** position on the control lock. The Financial report records totals for each type of void separately.
VALID	Press the **VALID** key to print a one-line validation on a separate form or piece of paper. Any item registration, discount or payment may be validated.
WASTE	The **WASTE** key allows control of inventory by accounting for items, which must be removed from stock due to spoilage, breakage or mistakes. Press the **WASTE** key before entering wasted items, then press the **WASTE** key again to finalise. The **WASTE** key may be under manager control, requiring the control lock to be in the X position. The **WASTE** operation is not allowed within a sale.

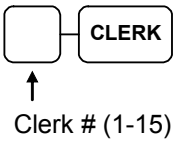
Clerk Sign-On/Sign-Off

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).

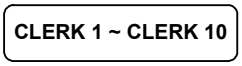
If your machine has been programmed for stay-down clerks, the clerk currently signed on must be signed off before another clerk may be signed on.

Direct Sign-On

There are two ways to sign on a clerk. One is to enter the clerk number and press the clerk key and the other is to press a direct clerk no. key.



Clerk # (1-15)



There are two ways to sign the clerk off. One is to enter 0 (zero) and press the clerk key and the other is to enter 0 (zero) and press direct clerk no. key.

Coded Sign-On

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

Clerk Code (up to 6 digits)

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

Receipt On and Off

The Receipt on/off function turns the receipt printer off and on.

Key Operation

1. Press the **RECEIPT ON/OFF** key once to turn the receipt *off*.
2. Press the **RECEIPT ON/OFF** key again to turn the receipt *on*.

Manager Mode Operation

If the RECEIPT ON/OFF Key is not located on the Keyboard

1. Turn the control lock 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**.

Training Mode

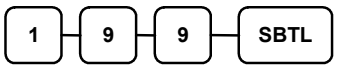
A training mode is available so that you can operate the cash register without updating totals and counters. Note the following conditions:

- The receipt and journal print the message "TRAINING MODE BEGIN" when training mode is activated.
- The receipt and journal print the message "TRAINING MODE END" when training mode is exited.
- The message "TRAINING MODE" prints on each receipt printed while training mode is active.
- Alternatively an individual employee can be programmed as training

To Enter Training Mode

There are two ways to enter the training mode. One is by training password and the other is by signing on as training clerk. First, you must program a training password

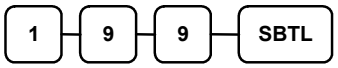
1. Turn the control lock to the **X** position.
2. To **begin,** enter **199**, press the **SBTL** key.



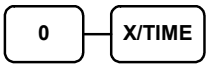
3. Input the Training Password # (1111 is default) and press the **QTY/TIME** key.

To Exit Training Mode

1. Turn the control lock to the **X** position.
2. To **Exit**, enter **199**, press the **SBTL** key.



3. Input the Training Password (Zero is the default code) and press the **QTY/TIME** key.

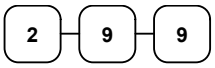


Item Registrations

- Some PLUs are located directly on the keyboard, and can be pressed to register items directly.
- When more items or categories are needed than the number of PLUs available on the keyboard, Then registrations through PLUs can be made by entering the PLU code number and pressing the **PLU No.** key on the keyboard.
- This system simplifies reporting by listing all items on a 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 01/12/2012 WED TIME 8:33

PLU1 T1	£2.99
TAX1	£0.18
TOTAL	£3.17
CASH	£3.17

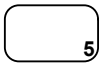
CLERK 1 No.000011 00001

Preset Price Keyboard PLU

A preset PLU registers the price that was previously programmed to 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 01/12/2012 WED TIME 8:33

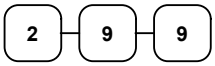
PLU5	£1.29
TOTAL	£1.29
CASH	£1.29

CLERK 1 No.000011 00001

Keyboard PLU Repeat Entry

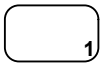
Open or preset price PLUs can be repeated as many times as necessary by pressing the same PLU again. The number of times repeated is shown on the display.

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 01/12/2012 WED TIME 8:33

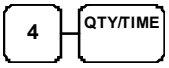
PLU1 T1	£2.99
PLU1 T1	£2.99
TAX1	£0.36
TOTAL	£6.34
CASH	£6.34

CLERK 1 No.000011 00001

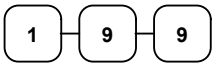
Keyboard PLU Multiplication

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 **QTY/TIME** key. You can multiply open or preset PLUs.

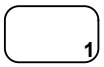
1. Enter the quantity of items being purchased, press the **QTY/TIME** key. For example, enter **4** on the numeric key pad and press the **QTY/TIME** key:



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 01/12/2012 WED TIME 08:33

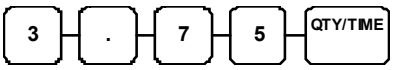
4X	@1.99	
PLU1 T1		£7.96
TAX1		£0.48
TOTAL		£8.44
CASH		£8.44

CLERK No.000011 00001

Keyboard PLU Multiplication with Decimal Point

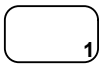
If you are selling items by weight or decimal quantities such as half-pints, you can multiply a fraction of a unit.

1. Enter the amount with the decimal point, press the **QTY/TIME** key. For example, for 3.75 kilos of produce, enter:



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:

3. Press a PLU key. For example, press PLU **1**:



THANK-YOU
CALL AGAIN

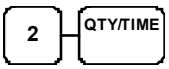
DATE 01/12/2012 WED TIME 08:33

3.75X	@0.99	
PLU1 T1		£3.71
TAX1		£0.22
TOTAL		£3.93
CASH		£3.93
CLERK 1	No.000011	00001

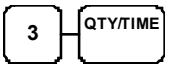
Split Pricing (Keyboard PLU)

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.

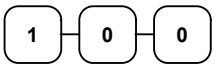
1. Enter the quantity purchased, and press the **QTY/TIME** key. For example, enter:



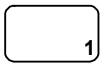
2. Enter the quantity of the group price, press the **QTY/TIME** key. For example, if the items are priced 3 for £1.00, enter:



3. Enter an amount on the numeric keypad. For example, if the items are priced 3 for £1.00, enter:



4. Press a PLU key. For example, press PLU **1**:



THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

2@3FOR	@1.00
PLU1 T1	£0.67
TAX1	£0.04
TOTAL	£0.71
CASH	£0.71
CLERK 1	No.000011 00001

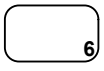
Single Item Keyboard PLU

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

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 01/12/2012 WED TIME 08:33

PLU6	£1.29
TOTAL	£1.29
CASH	£1.29
CLERK 1	No.000011 00001

Open Code Entry PLU

If the Preset status flag 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. For example, enter:

   2 PLU

2. The display will prompt "ENTER PRICE". Enter an amount on the numeric keypad. (Do not use the decimal key) . For example, for £2.99, enter:

   2 9 9

3. Press the **PLU** key again.

   PLU

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

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:

   1 PLU

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

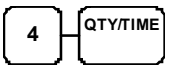
PLU1	£1.29
TOTAL	£1.29
CASH	£1.29

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. or You can enter a quantity (1 to 999.999) using the **QTY/TIME** key, and You can multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the **QTY/TIME** key. For example, enter **4** on the numeric key pad and press the **QTY/TIME** key:



2. Enter the PLU number; press the **PLU** key. For example, enter:

THANK-YOU
CALL AGAIN

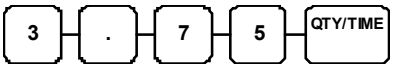
DATE 01/12/2012 WED TIME 08:33

4X	@1.99	
PLU1 T1		£7.96
TAX1		£0.48
TOTAL		£8.44
CASH		£8.44
CLERK 1	No.000011	00001

Code Entry PLU Multiplication with Decimal Point

If you are selling items by weight or if you are selling metred goods, you can multiply a fraction of a unit.

1. Enter the quantity with the decimal point, press the **QTY/TIME** key. For example, for 3.75 Kilos of produce, enter:



2. Enter the PLU number; press the **PLU** key. For example, enter:

THANK-YOU
CALL AGAIN

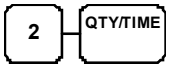
DATE 01/12/2012 WED TIME 08:33

3.75X	@2.99	
PLU3 T1		£11.21
TAX1		£0.67
TOTAL		£11.88
CASH		£11.88
CLERK 1	No.000011	00001

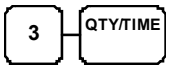
Split Pricing Code Entry PLU

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 and press the **QTY/TIME** key. For example, enter:



2. Enter the quantity of the group price, press the **QTY/TIME** key. For example, if the items are priced 3 for £1.00, enter:



3. Enter the PLU number; press the PLU key. For example, enter:

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

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 work.

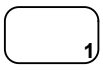
Modifiers can be:

- **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.

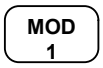
See "System Options" in the "Program Mode Programming" chapter to select stay down/pop-up status.

Pop-Up Modifier Key Affecting PLU Code

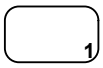
1. Press a preset PLU key. For example, press PLU **1** with a price of £1.00.

2. Press the **MOD 1** key. The message "MOD1" displays.

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 01/12/2012 WED TIME 08:33

PLU1		£1.00
	MOD1	
#1001		£1.25
PLU2		£1.50
TOTAL		£3.75
CASH		£3.75
CLERK 1	No.000011	00001

Price Level Key

The Register allows allocation of two prices in service mode memory allocation and allocation of two price level functions on the keyboard.

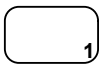
If you use this feature, the same PLU can be given up to 2 different preset prices. Price Level keys shift the price that is being registered. Levels can be:

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

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. The message "LEVEL 2" displays.

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 01/12/2012 WED TIME 08:33

PLU1	£1.00
PLU1	£2.00
PLU2	£1.50
TOTAL	£4.50
CASH	£4.50

CLERK 1 No.000011 00001

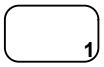
Promotion

The Promotion key allows you to account for promotional items, as pressing this key will remove an item's price from the sale, and the promotion item will not be added to the PLU sales total, but will be added to the item sales counter.

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

See Promotion option in PLU status programming chapter.

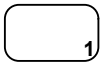
1. Register an item. For example, press PLU **1** programmed with a price of £1.00 for price level 1.

2. Press the **PROMOTION** key. The message "PROMOTION" displays.

3. Enter the item to be **Promoted**. Note You can not enter an item that has not been already registered in this transaction.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

PLU1	£1.00
PROMOTION	
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. This operation is not allowed during a transaction.

Price Change Item

The PRICE CHANGE key allows you to change PLU price when you sell the item. Before you use this key, the price change item option of the PLU status should be programmed

1. Press the **Price Change** key.

   PRICE CHANGE

2. Enter the PLU.
3. Enter the Price.
4. Press the **Price Change** key again to sale the item.

   PRICE CHANGE

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. Also you can program preset prices or percentages.

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

For alternative operations see "Function Key Programming" in the "Program Mode Programming" chapter to assign a specific function to each percentage key.

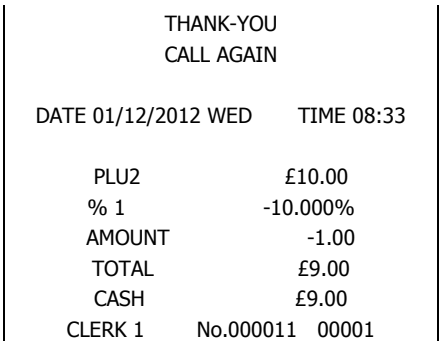
Preset Percent Discount on an Item

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

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

   % 1

3. The discount is automatically subtracted.



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 on the numeric keypad:

   [3] [3] [.] [3] [3] [3]

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

   [% 1]

4. The discount is automatically subtracted.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

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 you wish to sell.
2. Press the **SBTL** key:

   [SBTL]

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 01/12/2012 WED TIME 08:33

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 or negative, a **%** key will perform a coupon against a sale, depending upon programming:

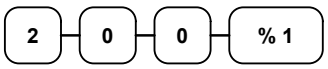
- You may be allowed to enter only one coupon in a sale after the **SBTL** key
- You may be allowed to enter multiple coupons but you must press the **SBTL** key before each coupon.
- You may be allowed to enter multiple coupons without first pressing **SBTL**.

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:

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

4. The coupon is subtracted.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

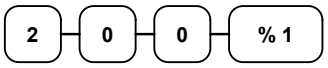
PLU2		10.00
%1		2.00
TOTAL		£8.00
CASH		£8.00
CLERK 1	No.000011	00001

Coupon on Item (Store Coupon)

When programmed as amount, item, open or negative, a **%** key will perform a coupon against an item (or store coupon.)

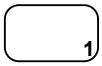
In this case, you must press the PLU (or enter the PLU number) of the PLU you wish the coupon to be subtracted from.

1. Register the items you wish to sell.
2. Enter the amount of the coupon, press the appropriate % key. For example:



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 the PLU No. key)



4. The coupon is automatically subtracted.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

PLU1	£10.00
PLU1 C	-2.00
TOTAL	£8.00
CASH	£8.00

CLERK 1 No.000011 00001

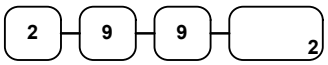
Return Merchandise Registrations

If you wish to return or refund an item press the MDSE Return key, 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**:

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



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

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

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.

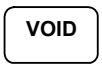
1. Register the item you wish to sell.
2. Press the **ERROR CORR** key:


```
          THANK YOU
          CALL AGAIN

DATE 01/12/2012 WED      TIME 08:33

     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
```

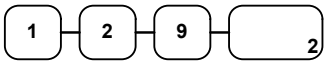
Void Previous Item

This function allows you to correct an item registered previously in the 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 01/12/2012 WED      TIME 08:33

      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 stop any transaction. This allows for anything registered within the transaction before the **CANCEL** key is pressed is automatically corrected.

The **CANCEL** key can be programmed to require manager control.

1. Register the items you wish to sell.
2. Press the **CANCEL** key


```
            THANK-YOU
            CALL AGAIN

DATE 01/12/2012 WED      TIME 08:33

     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. Turn the control lock 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 01/12/2012 WED      TIME 08:33

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

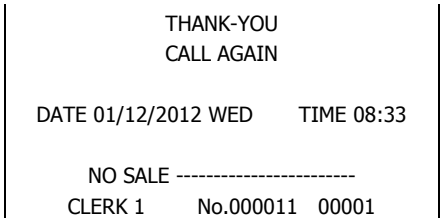
The **#/NO SALE** key will open the cash drawer when you have not already started a transaction.

The No Sale function can be disabled or placed under manager control through programming

1. Press **#/NS**:

2. The drawer will open and the receipt will print.



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 checking 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.

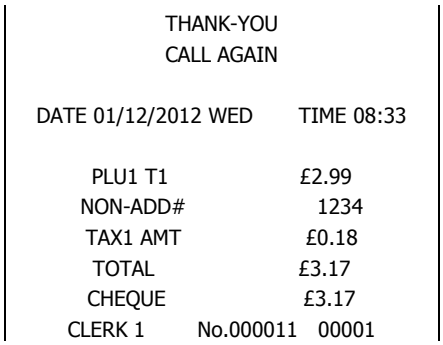
2. Enter the number you wish to record, for example enter:

3. Press **#/NS:**

4. Continue with the sale.



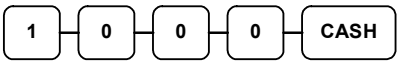
Received On Account Operations

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

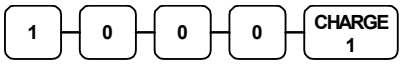
For example, use received on account to accept payments for previously sold merchandise, or record loans to the cash drawer.

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

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



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



4. Finalise by pressing or selecting the same received on account key.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

RA1

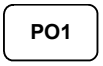
CASH	£10.00
CHARGE1	£10.00
RA1	£20.00

CLERK 1 No.000011 00001

Paid Out Operations

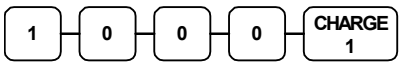
You can use the paid out function **(PO1-PO3)** to track cash paid out or to record loans from the cash drawer.

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

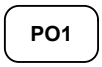


2. Enter the amount of cash paid out, press **CASH**.

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



6. Finalise by pressing or selecting the same paid out key.



THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

PO1

CASH		10.00
CHARGE1		10.00
PO1		20.00
CLERK 1	No.000011	00001

Subtotaling a Sale

The subtotal key can be pressed to show the amount due by the customer

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

Totalling and Tendering

There are ten tender functions available to categorize sales. **CASH** and **CHARGE 1,2** 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 01/12/2012 WED      TIME 08:33

      PLU2                £7.96
      TOTAL               £7.96
      CASH                £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:

3. Press **CASH**:

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

```
DATE 01/12/2012 WED      TIME 08:33

      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
```

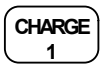
Totalling a Charge Sale

Use the charge keys to track charge or credit card sales.

For example, you can use CHARGE 1 to track Visa card sales. The descriptor if programmed as "VISA" will display on the function look up menu and 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

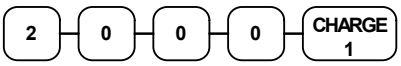
DATE 01/12/2012 WED TIME 08:33

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

1. Register the items you wish to sell.

2. Enter the amount of the charge and press one of the charge keys.



THANK-YOU
CALL AGAIN

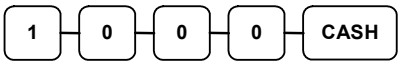
DATE 01/15/2012 WED TIME 08:33

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

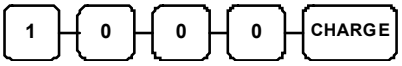
Split Tender

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**:



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 **CHARGE1**:



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 01/12/2012 WED TIME 08:33

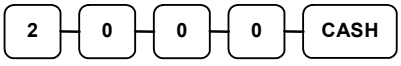
PLU2	£20 00
TOTAL	£20.00
CASH	£10.00
TOTAL	£10.00
CHARGE 1	£10.00
CLERK 1	No.000011 00001

Post Tender

Post tendering means computing 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. 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.
4. Enter the amount of the new tender, Press **CASH**:



5. The display will indicate the change due.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

PLU1 T1	£2.00
TAX1	£0.12
CASH	£2.12
CLERK 1	No.000011 00001

Currency Conversion

If you normally accept currency from neighbouring nations you can program the ECR to convert the subtotal of a sale to the equivalent cost in the foreign currency.

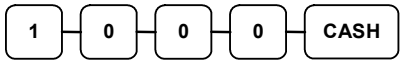
You can set up four separate conversion functions for different foreign currencies. To do this you need to program the conversion factor.

For example, If the pound (home currency) is worth approximately 63 Euros (foreign currency), the conversion factor could be 0.632511.

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 change due.

   The change due is computed in home currency

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

PLU1 T1	£2.00
TAX1	£0.12
TOTAL	£2.12
CONV 1	€10.00
CHANGE RATE	@1.3720
HOME AMT.	£13.72
CHANGE	£11..60

CLERK 1 No.000011 00001

Not Found Key Operation

If a product is sold that does not exist, the item can be created during the sale by using the following key sequences. Sell the product code and a not found message will appear on the display, the register will then allow creation of the item name, etc.

1. Sell the item
2. The register will prompt with a Not Found Message
3. Follow the on-screen prompts to create the product
4. Complete the sale as normal

Table Management and Clerk Interrupt Operations

Overview

The ER900 allows both clerk interrupt for running multiple sales simultaneously in addition to Table check tracking where the Items and Balance are stored. *(or Balance only Hard Check)*

Table check tracking

As standard the open table **(CHECK #)** and store table **(SERVICE CHECK)** are allocated to the keyboard. In addition to the function for printing customer bills **(PRINT CHECK)**

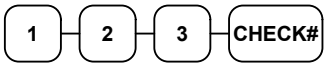
The following pages outline the operation of these functions

Clerk Interrupt System

This allows for multiple clerks to operate the register simultaneously. Allowing multiple sales to be in progress at once.

Opening a Check

1. Enter the number of the guest check, press the **CHECK #** key:

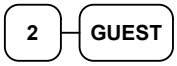
   or, if programmed to do so, press the **CHECK #** key to automatically assign a check:

2. If required, enter the table number and press the **TABLE** key:

3. If required, enter the number of guests and press the **GUEST** key:

4. Register the items you wish to sell.
5. To total the posting, press **SERVICE**:

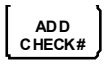
THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

CHECK #	**#123**
PBAL	£0.00
TABLE	#3
GUEST	#2
CHICKEN	£7.00
STEAK	£10.00
SERVICE	£17.00
BFWD	£**17.00**
CLERK 1	No.000011 00001

Adding to a Check

1. Enter the number of the guest check, press the **CHECK #** key:

   or, if you entered a table number, enter the table number and press the **TABLE** key:

2. Register the next items to sell.
3. To total the posting, press **SERVICE**:

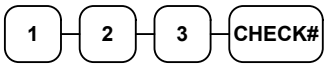
   

DATE 01/12/2012 WED TIME 08:33

CHECK #	**#123**
PBAL	£17.00
TABLE	#3
GARLIC BREAD	£2.00
SERVICE	£2.00
BFWD	**£19.00**
CLERK 1	No.000012 00001

Printing a Check

1. Enter the number of the guest check, press the **CHECK #** key:

   or, if you entered a table number enter the table number and press the **TABLE** key:

2. Press **PRINT CHECK** to print the complete check.

   Note If programmed to do so, the **PRINT CHECK** key will automatically service the check:

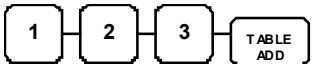
   

DATE 01/12/2012 WED TIME 08:33

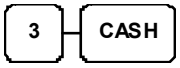
CHECK #	**#123**
PBAL	£19.00
TABLE	#3
CHICKEN	£7.00
STEAK	£10.00
GARLIC BREAD	£2.00
SERVICE	£0.00
BFWD	**£19.00**
	CHK # : 1
CLERK 1	No.000012 00001

Table Add Check Operation

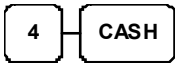
1. Press the **TABLE ADD** key:



2. Enter the Check Number You are moving **From** and press **CASH**



3. Enter the Check Number You are moving **To** and press **CASH**



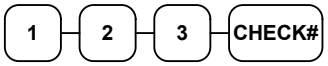
THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

ADD CHECK
CLERK 1 No.000012 00001

Paying A Soft Check

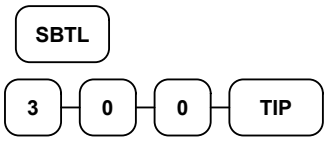
1. Enter the number of the guest check, press the **CHECK #** key:



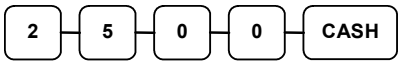
or, if you entered a table number, enter the table number and press the **TABLE** key:

2. If necessary, add additional items.

If you wish to add a tip, press **SBTL**, then enter the tip amount and press the **TIP** key:



3. Pay the balance as you would normally by tendering a transaction, with **CASH**, **CHARGE** functions.



THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

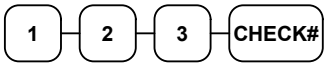
==== ADD CHECK ====
#1 -> #2

CLERK 1 No.000013 00001

Hard Check (Balance Only Storage)

Opening a Hard Check

1. Enter the number of the guest check, press the **CHECK #** key:

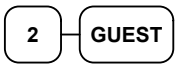
   or if programmed to do so, press the **CHECK #** key to automatically assign a check:

2. If required, enter the table number and press the **TABLE** key:

3. If required, enter the number of guests and press the **GUEST** key:

4. Register the items you wish to sell.
5. Press **SERVICE** to store the sale

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

CHECK #	**#123**
PBAL	£0.00
TABLE	#3
GUEST	#2
CHICKEN	£7.00
STEAK	£10.00
SERVICE	£17.00
BFWD	**£17.00**
CLERK 1	No.000011 00001

Clerk Interrupt Operation

Making a sales

1. Enter the number of the Clerk or press the **Clerk #** key, or press the CLERK1,2,3 etc keys.

2. Register the items you wish to sell.
3. To total the posting and save for further items
4. Enter the number of the next Clerk or press the **Clerk #** key, or press the CLERK1,2,3 etc keys.

Or

Press **SERVICE** to hold the clerk sale

Repeat as above until all items have been sold

4. To accept Payment press **CASH,**

or any other payment function.

THANK-YOU
CALL AGAIN

DATE 01/12/2012 WED TIME 08:33

CHECK #	**#123**
PBAL	£0.00
TABLE	#3
GUEST	#2
CHICKEN	£7.00
STEAK	£10.00
SERVICE	£17.00
BFWD	**£17.00**
CLERK 1	No.000011 00001

X Mode Manager Chapter

Introduction

All Management Functions take place with the control lock in the X position. This way only those with the correct mode lock key will have access to these functions. Some register operations may be programmed to require the control lock in the X position in order to operate. All reports require a key that will access the X or Z position.

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.

For the period the 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 pages.

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

Running a Report – General Instructions

1. Ensure a Clerk is signed on in REG mode.
2. Turn the control lock to the position indicated.
3. Enter the **key sequence** for the report you have selected.

Report Table

Report Type	Report Number	Report Mode	Mode lock	Key Sequence
Financial	1	X	X	**1 – SBTL**
		Z	Z	**1 – SBTL**
		X2	X	**201 – SBTL**
		Z2	Z	**201 – SBTL**
Time	2	X	X	**2 – SBTL**
		Z	Z	**2 – SBTL**
		X2	X	**202 – SBTL**
		Z2	Z	**202 – SBTL**
All PLU	3	X	X	**3 – SBTL**
		Z	Z	**3 – SBTL**
		X2	X	**203 – SBTL**
		Z2	Z	**203 – SBTL**
PLU By Group	33	X	X	**33 – SBTL**
		Z	Z	**33 – SBTL**
PLU By Selected Group	43	X	X	**43 SBTL- Group No. - QTY/TIME**
All Clerk	4	X	X	**4 – SBTL**
		Z	Z	**4 – SBTL**
		X2	X	**204 – SBTL**
		Z2	Z	**204 – SBTL**
Group	5	X	X	**5 – SBTL**
		Z	Z	**5 – SBTL**
		X2	X	**205 – SBTL**
		Z2	Z	**205 – SBTL**
All STOCK	6	X	X	**6 – SBTL**
		Z	Z	**6 – SBTL**
All Stock By Group	36	X	X	**36 – SBTL**
Stock By Selected Group	46	X	X	**46 SBTL- Group No. - QTY/TIME**
VOID	7	X	X	**7 – SBTL**
		Z	Z	**7 – SBTL**
		X2	X	**207 – SBTL**
		Z2	Z	**207 – SBTL**
Daily Sales	8	X2	X	**208 – SBTL**
		Z2	Z	**208 – SBTL**

Report Type	Report Number	Report Mode	Mode Lock	Key Sequence
Individual Clerk Report	9	X	X	**9 – SBTL - # - CLERK - # - CLERK**
		X2	X	**209 – SBTL - # - CLERK - # - CLERK**
MIX AND MATCH	10	X	X	**10 – SBTL**
		Z	Z	**10 – SBTL**
		X2	X	**210 – SBTL**
		Z2	Z	**210 – SBTL**
Open Table	11	X	X	**11 – SBTL**
		Z	Z	**11 – SBTL**
Training Report	12	X	X	**12 – SBTL**
		Z	Z	**12 – SBTL**
		X2	X	**212 – SBTL**
		Z2	Z	**212 – SBTL**
From/To PLU	13	X	X	**13-SBTL XXXX – PLU – XXXX – PLU**
From/To PLU		X2	X	**213-SBTL XXXX – PLU – XXXX – PLU**
From/To STOCK	14	X	X	**14-SBTL XXXX –PLU – XXXX – PLU**
Minimum Stock	16	X	X	**16 – SBTL**
Minimum Stock by Group	316	X	X	**316 – SBTL**
Minimum Stock by Selected Group	416	X	X	**416 SBTL- Group No. - QTY/TIME**
Not Found Sales	21	X	X Z	**21 SBTL**
Not Found Program	22	X	X Z	**22 SBTL**
Display Drawer Totals	1	X	X	**80 SBTL – QTY/TIME displays** ***Press CLEAR to Quit**

Reports to SD Card

Saving Reports to an SD Card

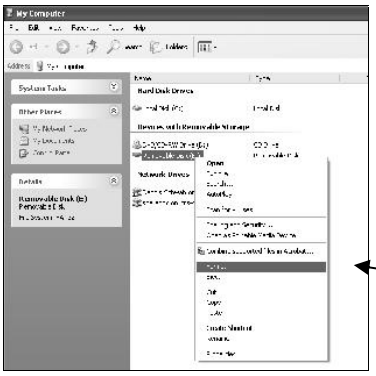
The following procedure saves all available reports to the card, to the folder name set within system options

Formatting an SD card

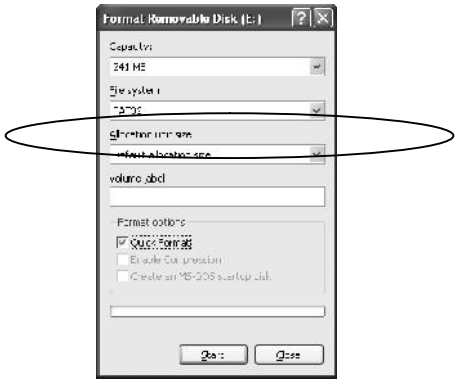
SD cards must be formatted as FAT 32.

Caution: Formatting the SD card will clear all data on the SD card and prepare it for use.

1. Start Windows Explorer.
2. Select the SD card drive, right click and select Format.
   (Win XP screen shown; slightly different procedures are used with different operating systems.)
3. From the Format dialog select the File System: FAT32.

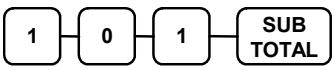


Select "Format…"

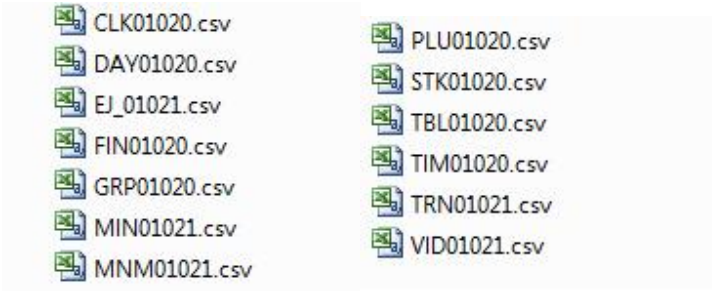


Saving Reports to the SD Card

1. Insert an SD Card formatted as Fat32 type.
1. Turn the control lock to the **X** position.
2. To backup Reports to SD, enter **1 0 1**, press the **SUBTOTAL** key.



3. The files are stored in \backup\csvbackup\date\time for PC viewing.
   Note the store name \backup can be changed within the system options.



4. Return to the REG mode once the procedure is completed

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.

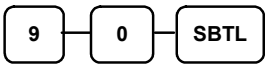
You can enter the cash drawer total in one step or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and cheques separately and let the register act as an adding machine. You can also use the **QTY/TIME** key to multiply the denomination of currency times your count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

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:

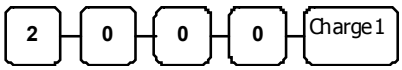
1. Turn the control lock to the **X** or **Z** position (depending upon the type of report you are taking.)

2. Press the **CASH** key.



3. Enter the total of cash.

4. Enter the total of **Charges**



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


```
DATE 01/12/2012  WED TIME 03:15

      *** CASH DECLARATION ***
CASH                £98.76
CHARGE              £20.00
INPUT AMT           £118.76

CLERK 1     No.000001  00000
```

PLU Stock Entry

There are three keys to program stock. ADD STOCK, DEDUCT STOCK, OVERWRITE STOCK for items which

are set for control of stock.

1. Turn the control lock to the **X** position.

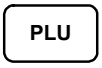
2. To begin the program, Press either the **Add stock, Deduct stock, Overwrite stock** Keys on the Keyboard

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

Individual PLU Selection

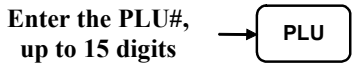
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key,*



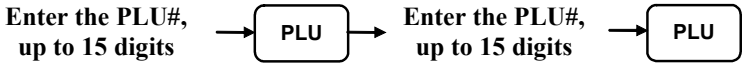
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key,*

PLU Number Range

- *Enter the number of the first PLU and press the **PLU** key. Enter the last number in the range and press the **PLU** key.*



4. Enter the stock amount (up to six digits), press the **QTY/TIME** key.

Stock Amount

5. For additional PLUs, repeat as above, or press the **CASH** key

Service Mode Chapter

Overview

The following procedures are done from the Service Mode menu:

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

Service Codes

The following Jobs Codes are explained in the service chapter.

50 SUB	Flash rom information
60 SUB	Memory allocation
70 SUB	Function key assignment
80 SUB	Device connection to Port 1
81 SUB	Device connection to Port 2
82 SUB	Device connection to Port 3
83 SUB	Device connection to Port 4

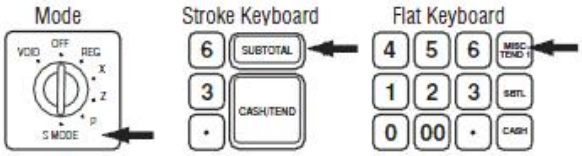
Ram Clear & Memory Allocation

Memory All Clear

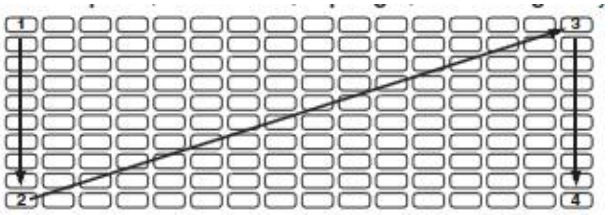
This reset procedure has been carried out at the factory and need only be carried out if the machines requires resetting back to factory defaults. Further information can be found in the Service Mode chapter

** **Warning** this operation will erase all data from the Cash Register.

1. Insert the **C** key and turn one past **PGM** position to unmarked **S** mode.
2. Then power **OFF/ON** on whilst holding down the key shown below.
   The display will show the prompt **RAM ALL CLEAR**



3. Press the **Top Left, Bottom Left, Top Right, Bottom Right** keys.
4. The register will show **RAM ALL CLEAR.** Then an **<-** for each of the 4 key presses is shown on the display



Please Wait.. displays whilst determining the Rom Version

5. At the **LOAD DEFAULT SET** prompt,

   either Press **CASH** to load and print the default values.
   "*Memory alloc OK* " *is shown when completed.*

   or Continue as shown below to change the Default values.

6. Press **QTY/TIME** to begin entering new values.

7. When prompted with the file name i.e. **PLU** as shown above.

   either Enter the **New Value** and press **CASH**

   Note : Electronic Journal lines are based on remaining memory, when prompted **EJ line** press **CASH**

   or Press **CASH** to bypass and accept the values shown

8. At the **PRESS CASH TO FINISH** prompt press **CASH**
9. The process is now complete and the preset values printed.
10. Turn to REG Mode, then Enter 1 and press the Clerk No. key to sign on to the system

Memory Table

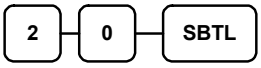
X	ITEM	ER-900 Sizes
1	PLU	8000 (Max.10000)
2	CLERK	14 (Max. 99)
3	GROUP	99 (Max. 99)
4	CHECK#	50 (Max. 500)
5	CHECK LINE	50 (Max. 100)
6	CHECK TYPE : Hard(1), Soft(0) -	0 (Soft) with Items, (Default) 1 (Hard) no items
7	PRICE LEVEL	2 (Max. 2)
8	MIX AND MATCH	99 (Max. 100)
9	CLERK INTERRUPT	Always = Y
10	EJ LINE	9989 (50000) *Electronic Journal lines calculated based on remaining memory

Clear Totals

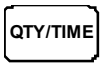
** **Warning** this procedure will reset all sales totals.

1.Turn the control lock to the S position.

2.To Reset Totals, enter **20**, press the **SBTL** key.



3. Press the **QTY/TIME** key to confirm.



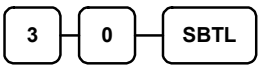
1. Press **CASH** key to finalise

Clear Grand Totals

** **Warning** this procedure will rester all Grand Totals

1.Turn the control lock to the S position.

2. To Reset Grand Totals, enter **30**, press the **SBTL** key.



3. Press the **QTY/TIME** key to confirm.

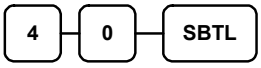
4. Press **CASH** key to finalise

Clear PLU File

** **Warning** this operation will erase all PLU data from the Cash Register.

1.Turn the control lock to the S position.

2.To Reset PLU file, enter **40**, then press the **SBTL** key.



3. Press the **QTY/TIME** key to confirm.

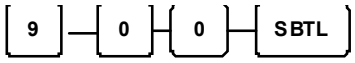
4. Press the **CASH** key to finalise

Clear PLU File of Zero Priced items

** **Warning** this operation will erase all PLU items where the status is Preset and both prices 1 and 2 are zero.
Ensure all sales reset reports have been carried out before this operation is commenced.

1.Turn the control lock to the S position.

2.To Reset PLU file, enter **900**, then press the **SBTL** key.



2. At the **DELETE 0 PRICED N=CLEAR Y=CASH** prompt

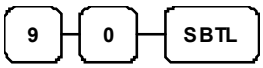
either Press **CLEAR** to Quit
or **CASH** to delete

3. The message Please Wait appears whilst the file is checked.

Engineer Edit Counters

In order to adjust the grand total, receipt & Z counters it is first necessary to reset (Z) the financial sales report

1. Turn the control lock to the S position.
2. To Reset Totals, enter **90**, press the **SBTL** key.



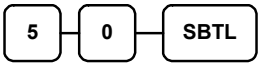
3. Press the **CASH** key to confirm.

4. Follow the on screen prompts entering the new totals (zeros not allowed) and pressing **CASH**

Flash ROM Information

1.Turn the control lock to the S position.

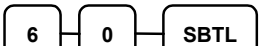
2.To print Eprom Information, enter **50**, press the **SBTL** key.



Memory Allocation Information

1.Turn the control lock to the S position.

2.To print the memory allocation, enter **60**, press the **SBTL** key.

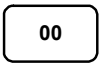


Load Default Keyboard

1.Turn the control lock to the S position.

2.Turn the power switch to the OFF position .

3.Press and hold the **00** key



4. While continuing to hold the **00** key, turn the power switch ON

Initial Clear

1.Turn the control lock to the P position.

2.Turn the power switch to the OFF position .

3.Press and hold the **SBTL** key

4. While continuing to hold the **SBTL** key, turn the power switch

Function Key Assignment

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

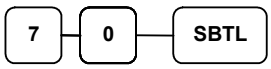
For example, you may wish to place functions, such as **PREVIOUS BALANCE** and **SERVICE** that are not placed on the default keyboard. Or perhaps, you may wish to remove a function, such as **CANCEL**, for security reasons.

Please note the following limitations:

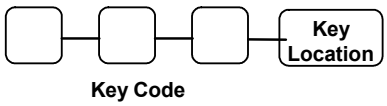
- If you assign a duplicate of a function code the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.

To Assign a Function Key to a Location:

1. Turn the control lock to the **S** position.
2. Enter 70, then press the **SBTL** key.

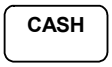


3. Refer to Function Key Codes to find the code for the key you wish to assign, press the location you wish to program.



Repeat this step to assign another key.

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



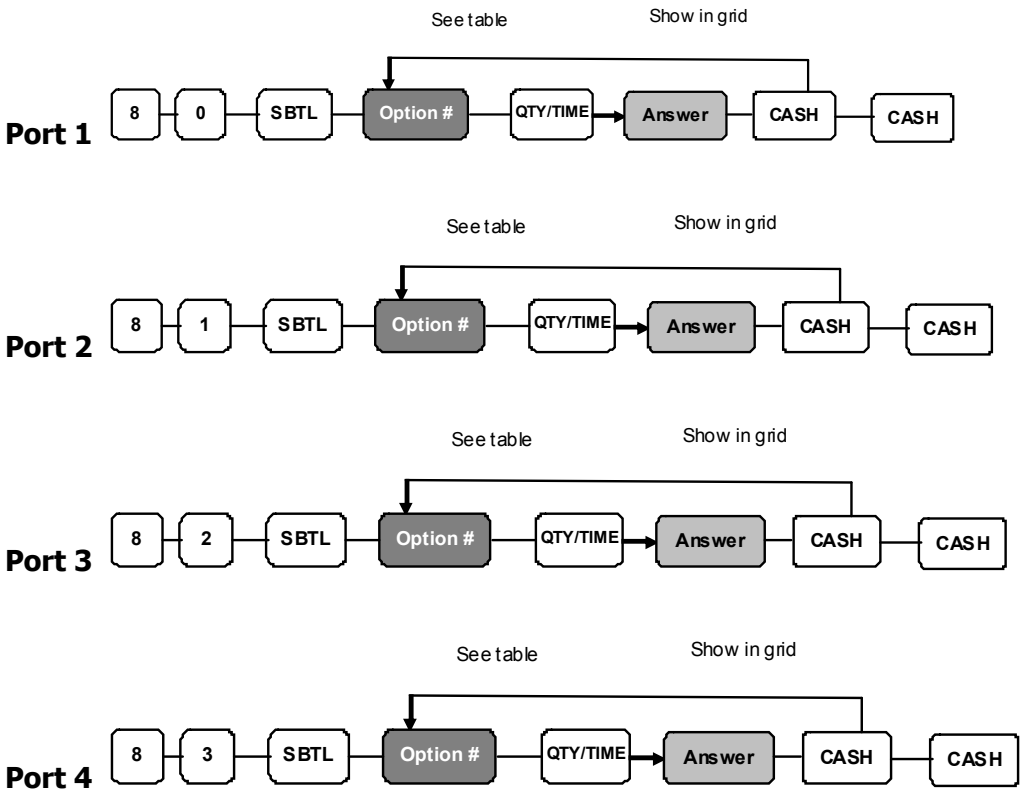
ER-900 Series Function Key Codes

Key Code	Function	Key Code	Function	Key Code	Function	Key Code	Function
1	NLU 1	**151**	ENDORSE	**184**	MODIFIER 4	**217**	CLERK 1
117	NLU 117	**152**	CHEQUE TEND	**185**	MODIFIER 5	**218**	CLERK 2
120	Numeric 1	**153**	CHECK #	**186**	P/BAL	**219**	CLERK 3
121	Numeric 2	**154**	CLEAR (ESC)	**187**	PAID OUT 1	**220**	CLERK 4
122	Numeric 3	**155**	CLERK #	**188**	PAID OUT 2	**221**	CLERK 5
123	Numeric 4	**156**	CURR. CONV. 1	**189**	PAID OUT 3	**222**	CLERK 6
124	Numeric 5	**157**	CURR. .CONV. 2	**190**	PAPER FEED	**223**	CLERK 7
125	Numeric 6	**158**	CURR. CONV. 3	**191**	PRINT CHECK	**224**	CLERK 8
126	Numeric 7	**159**	CURR. CONV. 4	**192**	PROMOTION	**225**	CLERK 9
127	Numeric 8	**160**	ANALYSIS 1	**193**	REC ON ACCT 1	**226**	CLERK 10
128	Numeric 9	**161**	ANALYSIS 2	**194**	REC ON ACCT 2	**227**	PRICE INQ
129	Numeric 0	**162**	ERR CORRECT	**195**	REC ON ACCT 3	**228**	ADD STOCK
130	Numeric 00	**163**	F/S SHIFT	**196**	SUBTOTAL	**229**	DEDUCT STOCK
131	DECIMAL	**164**	F/S SUB	**197**	SCALE	**230**	OVERWRITE STOCK
132	#/NS	**165**	F/S TEND	**198**	SERVICE	**231**	NOT FOUND
133	%1	**166**	GUEST	**199**	TABLE #	**232**	STOCK INQUIRE
134	%2	**167**	PLU	**200**	TARE	**233**	CHARGE #
135	%3	**168**	PRICE LEVEL 1	**201**	ANALYSIS 3	**234**	MACRO #
136	%4	**169**	PRICE LEVEL 2	**202**	TAX EXEMPT	**235**	TABLE ADD
137	%5	**170**	MACRO 1	**203**	TAX SHIFT 1	**236**	HELP
138	QTY/TIME	**171**	MACRO 2	**204**	TAX SHIFT 2	**237**	ALPHA TEXT
139	ADD CHECK *Tray Subtotal*	**172**	MACRO 3	**205**	TAX SHIFT 3	**241**	AUTO CASH 1
140	CANCEL	**173**	MACRO 4	**206**	TAX SHIFT 4	**242**	AUTO CASH 2
141	CASH	**174**	MACRO 5	**207**	TIP	**243**	AUTO CASH 3
142	CHARGE 1	**175**	MACRO 6	**208**	VOID ITEM	**244**	AUTO CASH 4
143	CHARGE 2	**176**	MACRO 7	**209**	WASTE	**245**	AUTO CASH 5
144	CHARGE 3	**177**	MACRO 8	**210**	VALIDATION	**246**	AUTO CASH 6
145	CHARGE 4	**178**	MACRO 9	**211**	PAYMENT	**247**	AUTO CASH 7
146	CHARGE 5	**179**	MACRO 10	**212**	RCPT ON/OFF	**248**	AUTO CASH 8
147	CHARGE 6	**180**	MDSE RETURN	**213**	DETAIL FEED	**249**	AUTO CASH 9
148	CHARGE 7	**181**	MODIFIER 1	**214**	INACTIVE		
149	CHARGE 8	**182**	MODIFIER 2	**215**	NON ADD		
150	CHEQUE CASHING	**183**	MODIFIER 3	**216**	PRICE CHG		

RS232 Communication Option Programs

The following procedure is used to define the settings for peripheral devices connected to the unit.

1. Turn the control lock to the **S** position
2. Then carry out the appropriate port settings using the values table following.



N1	OPTION	N2	VALUE
1	Baud Rate	0	9600 BPS
		1	1200 BPS
		2	2400 BPS
		3	4800 BPS
		4	19200 BPS
		5	38200 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
		3	R.J. PRINTER
		4	REMOTE PRINTER
		6	SCANNER
		9	POLE
6	Initial Feeding Line KP	0 - 20	
7	End Feeding Line KP	0 - 20	
8	Initial Feeding Line Slip	0 - 20	
9	Print Line On Guest Check	0 - 50	
11	Printer Type	0	NONE
		1	SAM4s ELLIX10
		2	SAM4s ELLIX20
		3	SRP-270/270, SNBC M280
		4	SRP-350, SNBC R580/2002NP/880NP
		5	CITIZEN 3550
		6	CITIZEN 810
		7	CITIZEN 230
		8	EPSON TM T88-2
		9	EPSON U200
		10	EPSON U295
		11	EPSON U300
		12	EPSON U325
		13	EPSON U375
		14	STAR SP-200
		15	STAR SP-298
		16	STAR SP-300
		17	STAR TSP-200
12	Pole Display	0	EPSON
		1	ICD

Program Mode Chapter

Program Codes

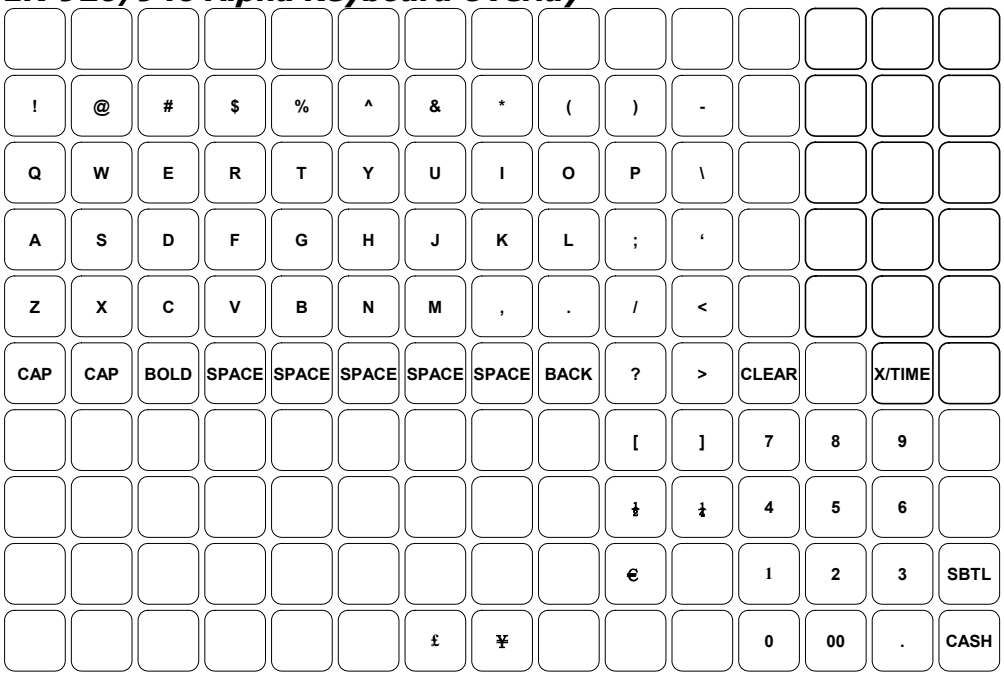
The following jobs are in use within the program chapter

50 SUB	Tax Rate
100 SUB	PLU Status
150 SUB	PLU Group assignment
200 SUB	PLU Price/HALO
250 SUB	PLU Stock amount
280 SUB	PLU Minimum stock amount
300 SUB	PLU Descriptor
350 SUB	PLU Link
400 SUB	PLU Delete
450 SUB	PLU Mix and match
500 SUB	PLU Price Level Quantity Modifier
600 SUB	Mix and match trip level
601 SUB	Mix and match price
610 SUB	Mix and match descriptor
700 SUB	Logo descriptor
701 SUB	Financial report message
710 SUB	Clerk report message
711 SUB	Macro name
800 SUB	Clerk Sign on Method
801 SUB	Drawer assignment & training clerk
810 SUB	Descriptor programming
900 SUB	Group status
910 SUB	Group descriptors
1000 SUB	NLU code number
1100 SUB	Cash-in-drawer limit
1200 SUB	Cheque change limit
1300 SUB	Date and time programming
1500 SUB	Macro key sequence
1600 SUB	Machine number programming
1800 SUB	Training mode password
1900 SUB	Euro rounding program

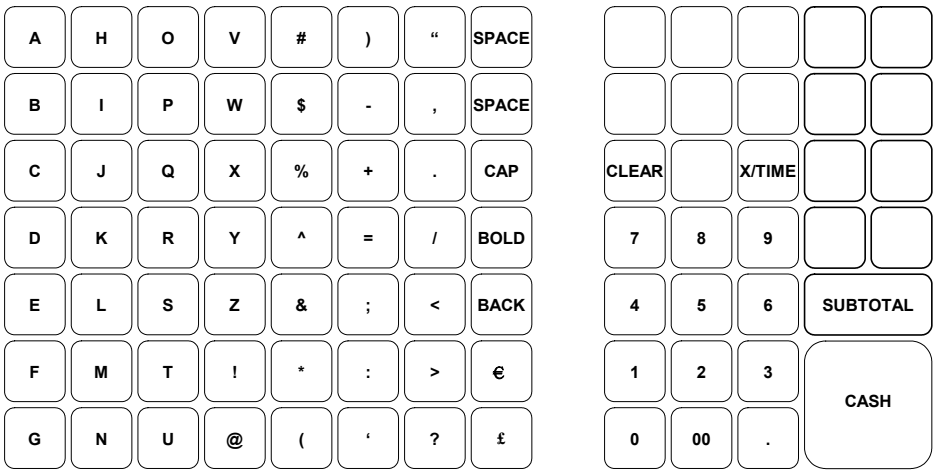
Keyboard Overlay

Program Overlay Method

ER-920/940 Alpha Keyboard Overlay



ER-925/945 Alpha Keyboard Overlay



Descriptor Code Method

Descriptiors can be entered using the keyboard layouts or character codes as shown

If you customise your keyboard by covering key locations or by installing double or quad size keys you will need to program descriptors using the descriptor codes.

Descriptor Code Chart

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

Tax Programming

The ER-900 has the capability to support four separate Tax Rates. Taxes can be calculated as either a straight percentage rate of between .001% and 99.999%, (or a 60 break point tax table.)
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

Straight Percentage Tax Rate Programming

Programming Straight Percentage Tax Rates and Status

1. Turn the control lock to the **PGM** position.
2. Enter **50** and press **SUBTL**
3. Enter the tax rate number from 1-4.
4. Press the **QTY/TIME key**
5. Enter the Tax Rate in the format shown below.
   Eg for 6%, enter 06.000 or 6.000.
6. Enter the type of tax:

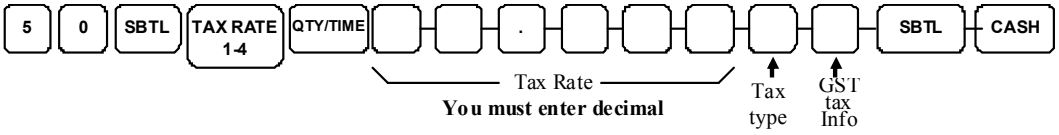
If the tax is a percentage added to the sale (normal add on tax),	**0**
If the tax is a percentage value added tax (Inclusive in sale total),	**2**

7. Enter **0** here for all taxes, unless you are programming tax 4 as a Canadian GST.
   If tax 4 is a Canadian GST, enter the sum of the options below:

OPTION	VALUE	=	SUM
GST (tax 4) is taxable by rate 1?	Yes = 1 No = 0		
GST (tax 4) is taxable by rate 2?	Yes = 2 No = 0		
GST (tax 4) is taxable by rate 3?	Yes = 4 No = 0		

8. Press **SUBTOTAL**
9. Press the **CASH** key to finish

Tax Rate Programming Flowchart



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**

  This determines whether the PLU is open, preset or inactive. Also set are tax, negative, single item, hash, compulsory number entry, etc.

- 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 items.

- Program **200 - PLU Price/HALO** Programming

  This 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

  This along with the Add, Stock Function key allow stock entry for any PLU with the status set as stock inventory.

- Program **250 - PLU Stock Amount** Programming

  This allows you to set a unique, up to 16 character, descriptor for each PLU in the register.

- Program **350 - PLU Link**

  This allows you to link a PLU to another PLU so that registration of the first PLU will automatically trigger registration of the linked PLU.

- Program **400 - PLU Delete**

  This allows products without sales or stock to be deleted.

- Program **450 - PLU Mix & Match**

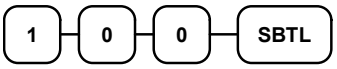
  This allows you to set promotion offers to products. This will register the discount when the products linked to the offer are sold.

- Program **500 – Quantity Modifier**

  This allows you to set sales quantities variable per price level, For sales and stock reporting i.e. Pints and Half's

Program 100 - PLU Status Programming

1. Turn the control lock to the PGM position.
2. To begin the program, enter **1 0 0**, press the **SBTL** key.

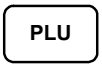


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

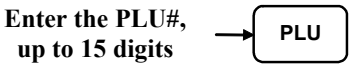
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key,*



Or

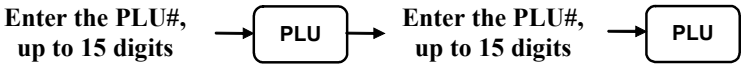
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Enter the last number in the range and press the **PLU** key.*

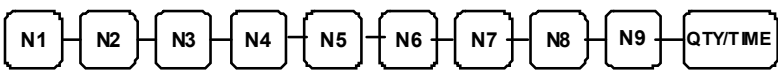


4. Refer to the "PLU Status Chart" to determine values for **N1** to **N9**.

   (If an address offers more than one option, add the values for each option and enter the sum. For example, if you wish the PLU to be taxable by rates 2 and 4, add the values for your choices, 1 + 4, and enter the sum "5" for address N2.)

5. Enter the values you have selected, and press the **QTY/TIME** key.

   (You do not need to enter preceding zeros. For example, if you are only selecting a value for N8, i.e. print price on guest check number 1, just enter 10.)



6. For additional PLUs, repeat from step 3, or press the **CASH** key to finish

PLU Status Chart

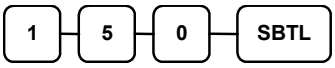
Address	Program Option	Value	=	Sum
N1	PLU is preset?	Yes = 0 No = 1		
	PLU is override preset ?	Yes = 0 No = 2		
	PLU is taxable by rate 1?	Yes = 4 No = 0		
N2	PLU is taxable by rate 2?	Yes = 1 No = 0		
	PLU is taxable by rate 3?	Yes = 2 No = 0		
	PLU is taxable by rate 4?	Yes = 4 No = 0		
N3	PLU is food stamp eligible?	Yes = 1 No = 0		
	PLU is negative item?	Yes = 2 No = 0		
	PLU is hash (non reporting) ?	Yes = 4 No = 0		
N4	PLU is single item?	Yes = 1 No = 0		
	Compulsory non-add number?	Yes = 2 No = 0		
	PLU is gallonage?	Yes = 4 No = 0		
N5	PLU is Stock inventory?	Yes = 1 No = 0		
	PLU is inactive?	Yes = 2 No = 0		
	PLU is scalable?	Yes = 4 No = 0		
N6	PLU is a condiment?	Yes = 2 No = 0		
	Compulsory condiment entry?	Yes = 4 No = 0		
N7	Print PLU on receipt?	Yes = 0 No = 1		
	Print PLU on check bill?	Yes = 0 No = 4		
N8	Print item price on receipt?	Yes = 0 No = 1		
	Print item price on check bill?	Yes = 0 No = 2		
	PLU is disabled PROMOTION function?	Yes = 4 No = 0		
N9	PLU is preset override in MGR control?	Yes = 1 No = 0		
	PLU is price change Item	Yes = 2 No = 0		
	Allow Discounts	Yes = 4 No = 0		

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.

Note: When using PLU by Group reports as standard the group is entered in the 1st Group field. Entering into more than one group will result in multiples of the product sales per group

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 5 0**, and press the **SBTL** key.

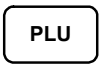


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

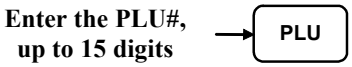
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



Or

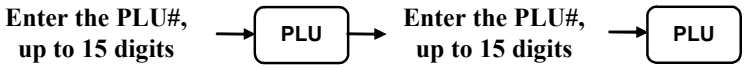
By Range Selection

Keyboard Button Range

- *Press the first PLU keys and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



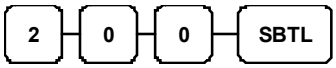
4. Enter up to three 2-digit numbers representing the groups i.e. enter **1 0** for group **10** or enter **0 4** for group four. Press the **QTY/TIME** key.

5. For additional PLUs, repeat from step 3 or press the **CASH** key to Finish

Program 200 - PLU Price/HALO Programming

The PLU price is programmed here, if an item is not preset the High Amount Lock out can be set here.

1. Turn the control lock to the PGM position.
2. To begin the program, enter **2 0 0**, press the **SBTL** key.

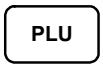


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

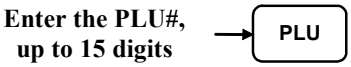
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



Or

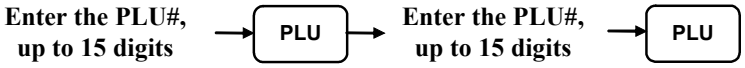
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



4. If the PLU is preset, enter a preset price. Or if open then enter a HALO

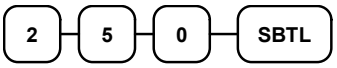
Enter PLU Price Level 2 (if applicable).

5. For additional PLUs, repeat as above, or press the Cash key to Finish

Program 250 - PLU Stock Amount Programming

With this program, you can you can add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs, in addition to the stock function keys which can be allocated for use in the register position.

1. Turn the control lock to the PGM position.
2. To begin the program, enter **2 5 0**, press the **SBTL** key.

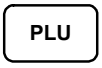


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

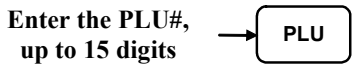
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



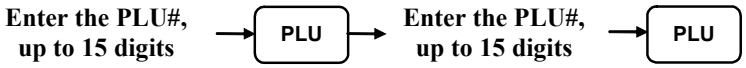
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *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), and press the **QTY/TIME** key.

5. For additional PLUs, repeat as above or press the **CASH** key to finish

PLU Stock Programming By Add / Deduct / Overwrite keys

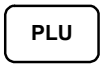
Within Service mode Function key settings there are three keys to program stock. which need to be allocated :- add stock, deduct stock, overwrite stock.

1. Turn the control lock to the PGM position.
2. To begin press the allocation function either Add stock, Deduct stock, or Overwrite stock
3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

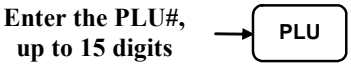
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



Or

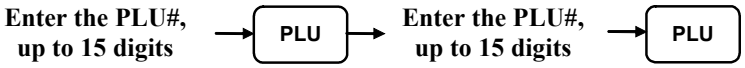
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



4. Enter the stock amount (up to six digits), then press the **QTY/TIME** key.

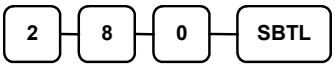
5. For additional PLUs, repeat as above or press the Cash key to Finish

Program 280 - PLU Minimum Stock Amount Programming

This allows a minimum stock holding to be set against a PLU for reporting of a comparision between the current and minimum stock values.

Turn the control lock to the PGM position.

1. To begin the program, enter **2 8 0**, press the **SBTL** key.

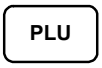


2. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

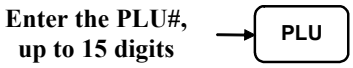
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



Or

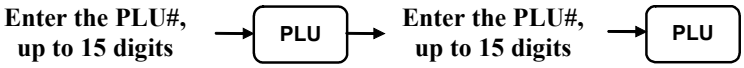
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



3. Enter the stock amount (up to 4 digits), and press the **QTY/TIME** key.

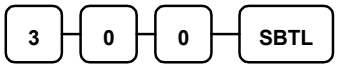
4. For additional PLUs, repeat as above or press the **CASH** key to Finish

Program 300 - PLU Descriptor Programming

Program descriptors by typing the letters on the alpha keyboard overlay or by entering the alpha code, as shown in the alpha code table.

To enter descriptions using alpha character codes you must select this in system option #25 within System Option Programming

1. Turn the control lock to the PGM position
2. To begin the program, enter **3 0 0**, press the **SBTL** key.

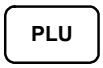


3. Select the PLU you wish to program in one of the following ways:

Individual PLU Selection

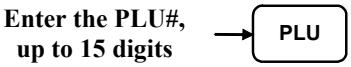
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

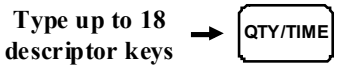
- *Enter the PLU Number and press the **PLU** key.*



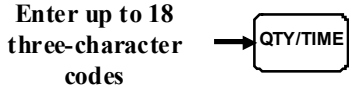
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



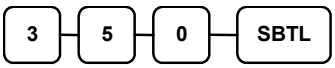
5. For additional PLUs, repeat as above or press the **CASH** key to Finish

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.

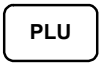
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **3 5 0**, press the **SBTL** key.



Individual PLU Selection

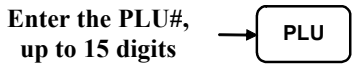
Keyboard Button

- *Press a PLU key on the keyboard.*



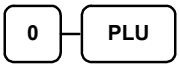
PLU Number

- *Enter the PLU Number and press the **PLU** key.*



or

If you want to unlink.

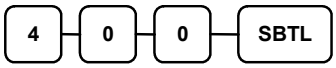


5. For additional PLUs, repeat as above or press the **CASH** key to Finish

Program 400 – PLU Delete Programming

Note To delete a PLU, all the sales and stock totals for the PLU must be cleared from the Z reports

1. Turn the control lock to the PGM position.
2. To begin the program, enter **4 0 0**, press the **SBTL** key.

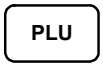


3. Select the PLU or PLUs you wish to program in one of the following ways

Individual PLU Selection

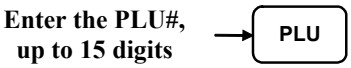
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key*



Or

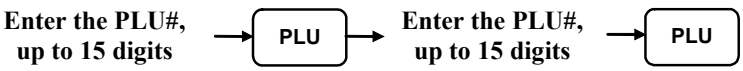
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key.Then enter the last number in the range and press the **PLU** key.*

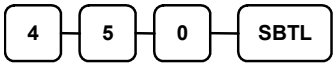


4. Press the **QTY/TIME** key to confirm deletion.

5. For additional PLUs, repeat as above or press the Cash key to Finish

Program 450 - PLU MIX & MATCH Programming

1. Turn the control lock to the PGM position.
2. To begin the program, enter **4 5 0**, press the **SBTL** key.

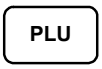


3. Select the PLU you wish to be linked to the mix & match table:

Individual PLU Selection

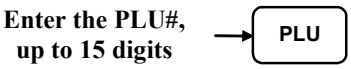
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key.*



Or

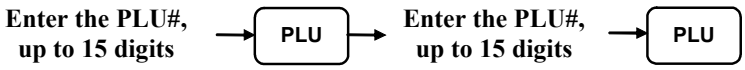
By Range Selection

Keyboard Button Range

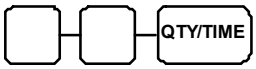
- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



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

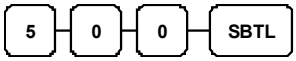


5. For additional PLUs, repeat as above or press the **CASH** key to Finish

Program 500 - PLU Price Sales Quantity Modifier

When a PLU is sold it is possible to report the number of units sold per price to the PLU sales report, the corresponding stock and the group reports etc.

1. Turn the control lock to the PGM position.
2. To begin the program, enter **5 0 0**, press the **SBTL** key.

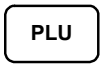


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

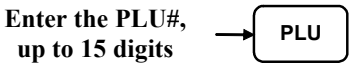
Keyboard Button

- *Press a PLU key on the keyboard.*



PLU Number

- *Enter the PLU Number and press the **PLU** key.*



Or

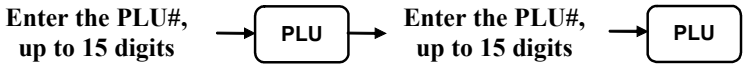
By Range Selection

Keyboard Button Range

- *Press the first PLU key and then press the last PLU key.*

PLU Number Range

- *Enter the number of the first PLU in a range of PLUs and press the **PLU** key. Then enter the last number in the range and press the **PLU** key.*



4. Enter the quantity to be reported on the PLU sales report for Price 1

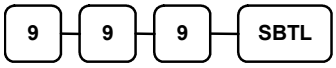
Enter PLU Price Level 2 (if applicable).

6. For additional PLUs, repeat as above, or press the **CASH** key to Finish

Program 999 – ALL PLU Programming

This option can be used to program all common product information consecutively with lead through prompts.

1. Turn the control lock to the PGM position.
2. To begin the program, enter **999**, press the **SBTL** key.

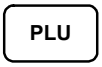


3. Enter the PLU you wish to program.

Individual PLU Selection

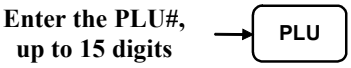
Keyboard Button

- *Press a PLU key on the keyboard.*

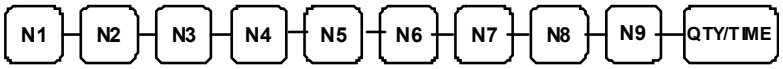


PLU Number

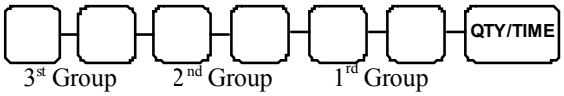
- *Enter the PLU Number and press the **PLU** key.*



4. Enter the **PLU STATUS** and press the **QTY/TIME** key.



5. Enter the **PLU GROUP LINKED** and press the **QTY/TIME** key.



6. Enter the **PLU PRICE/HALO** and press the **QTY/TIME** key.

Enter PLU Price Level 2 (if applicable).

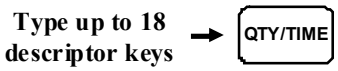
Continued…

Continued…

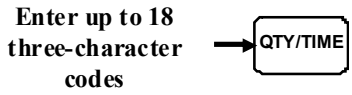
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



10. Enter the **PLU MIX AND MATCH LINK TABLE** and press the **QTY/TIME** key.

1. Press the **CASH** key to Finish

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.

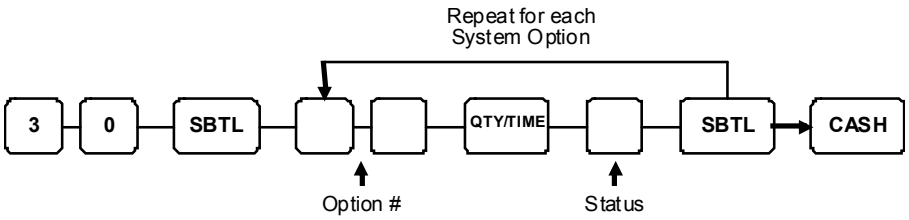
NOTE: You do not need to program this section unless you wish to change the default status.

Programming a System Option:

1. Turn the control lock to the PGM position.
2. Enter **3 0**, press the **SBTL** key.
3. Enter a system option **address**
4. Press the **QTY/TIME** key.
5. Enter the number representing the status you have selected.

   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.
6. Press the **SUBTOTAL** key.
7. Repeat from step 3 for each system option that you wish to change.
8. Press the **CASH** key to Finish system option programming.

System Option Flowchart



System Option Table

Address	SYSTEM OPTION		VALUE	=	SUM
1	Beeper is active?		Yes = 0 No = 1		
2	Clerk sign on method is:	direct entry =	0		
		Code entry =	1		
3	Clerks are:	pop-up =	1		
		stay down =	0		
	Drawer Needs to be shut to operate		Yes = 0 No = 2		
	Activate Open Drawer Alarm		Yes = 4 No = 0		
4	The number of seconds before the open drawer warning tone sounds (default is 30 seconds).		1-99		
5	Allow the post-tender function?		Yes = 1 No = 0		
	Open Drawer on Post Tender ?		Yes = 0 No = 2		
	Allow multiple receipts?		Yes = 4 No = 0		
6	Cash declaration is required before financial reports may be taken?		Yes = 1 No = 0		
	Manager Control Negative Balances ?.		Yes = 0 No = 2		
	Manager Control Zero Balances		Yes = 4 No = 0		
7	Transaction number is reset after a financial report?		Yes = 1 No = 0		
	Grand total is reset after a Z Financial report?		Yes = 2 No = 0		
8	Open drawer during training mode?		Yes = 0 No = 1		
	Cash drawer will open when reports are run?		Yes = 0 No = 2		
9	Decimal place : (0,1,2,3) default=2		0-3		
10	Date format is	DDMMYY =	0(default)		
		MMDDYY =	1		
		YYMMDD =	2		
11	Percentage and Tax calculations will:	round Up at 0.50	0(default)		
		always round up	1		
		always round down	2		

12	Split price calculations will:	round Up at 0.50	0(default)		
		always round up =	1		
		always round down =	2		
13	Eat In / Take out / Drive Thru Analysis compulsory before tendering is allowed?		Yes = 1 No = 0		
	Hash is	Normal	0		
		Non-add	2		
14	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		
15	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		
	Reset the Daily sale report Z counter after a Z2 Daily sale report?		Yes = 4 No = 0		
16	Paper sensor is active?		Yes = 0 No = 1		
	Split pricing is deactivated?		Yes = 2 No = 0		
	Allow Direct Multiplication of a preset PLU by entering the quantity?		Yes = 4 No = 0		
17	The number of digits for Global Entry 0 is no limit		0-14		
18	Allow direct multiply by more than one digit?		Yes = 1 No = 0		
	Tender validation amount is: amount tendered amount of sale		 = 2 = 0		
19	Allow Sale with Zero Stock ?.		Yes = 0 No = 1		
	Allow Euro Rounding		Yes =2 No = 0		
	Allow Z stock report?		Yes = 0 No = 4		
20	Enable Electronic Journal?		Yes = 1 No = 0		
	Prompt Operator when Electronic Journal is full?		Yes = 2 No = 0		
	Stop Operations when Electronic Journal is full?		Yes = 4 No = 0		
21	Send only Negative Entries to Electronic Journal?		Yes = 1 No = 0		
	Send Reset Report to Electronic Journal?		Yes = 2 No = 0		

22	Use Overlay Descriptor method to program descriptor.		Yes = 1 No = 0		
	% will not affect net sales?		Yes = 2 No = 0		
	Disable Cash Declaration?		Yes = 4 No = 0		
23	Clerk Interrupt Allowed?		Yes = 1 No = 0		
	Do not count totals in void mode?		Yes = 2 No = 0		
24	Disable level keys:	Level 1 =	Yes = 1 No = 0		
		Level 2 =	Yes = 2 No = 0		
25	Price level is:	Pop-up after item	0		
		Pop-up after sale	1		
		Stay-down	2		
26	Modifier is:	Pop-up after item	0		
		Pop-up after sale	1		
		Stay-down	2		
27	Base Currency	Euro Home	1 0		
	Print Euro Amount Total		Yes = 2 No = 0		
	Print Euro Input Amount		Yes = 4 No = 0		
28	Print Euro Change		Yes = 1 No = 0		
	Do not Print in Void Mode		Yes = 2 No = 0		
	Do not Print Guest Check at Finalization or Clerk Interrupt Sign Off		Yes = 0 No = 4		
29	Display Stock Warning		Yes = 1 No = 0		
30	Store Name (8-characters) – Default "Backup"		Backup		
31	Barcode Type 1 : PRICE 2 : WEIGHT		1 2		
32	Length of Field 1 PLU Code E.g. 020012101997 for code 0200012		4 – 6		
33	Length of Field 2 Price E.g. 020012101997 @ £1.99		4 – 6		
34	Number of Decimals for Price Inclusive codes		0 – 3		

35	Use Autocutter?		Yes = 1 No = 0		
	Use Journal Spool?		Yes = 2 No = 0		
	Use MCR?		Yes = 4 No = 0		
36	MSR Track Use:	Track 1 & 2 Track 2 & 3 (default)	0 1		
37	Use Dallas?		Yes = 1 No = 0		
	Prompt for Price if Price 1 = 0.00		Yes = 2 No = 0		
38	Not found method using the function key or auto prompt for Quick creation.		0 – Quick 1 - Function		

Print Option Programming

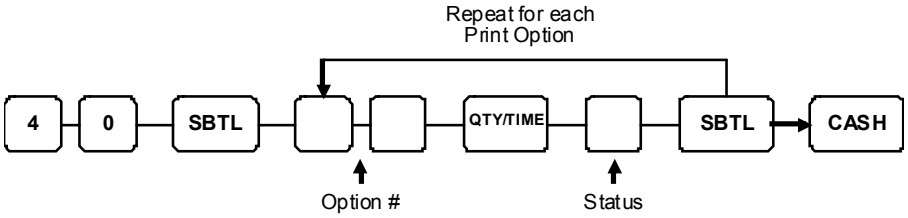
Refer to the "Print Option Table" to review the print options. Read each option carefully to determine if you wish to make any changes.

NOTE: You do not need to program this section unless you wish to change the default status.

Programming a Print Option:

1. Turn the control lock to the PGM position.
2. Enter **4 0**, press the **SBTL** key.
3. Enter a print option address, then press the **QTY/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 that 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
1	Print media total on clerk report?	Yes = 1 No = 0		
	Print tax symbol?	Yes = 0 No = 2		
2	Void Mode / Return totals on the Financial report?	Yes = 0 No = 1		
	Audaction total will print on the Financial report?	Yes = 2 No = 0		
3	Skip Zero Media totals on the Financial report?	Yes = 0 No = 1		
	Skip Zero Media totals on the Clerk report?	Yes = 0 No = 2		
	Print Clerk report at the end of the Financial report?	Yes = 4 No = 0		
4	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		
5	Print percentage of sales on the PLU report?	Yes = 1 No = 0		
	Print consecutive number counter on receipt?	Yes = 0 No = 2		
6	Print date on receipt?	Yes = 0 No = 1		
	Print time on receipt?	Yes = 0 No = 2		
	Print machine number on receipt?	Yes = 0 No = 4		
7	Print clerk name on receipt?	Yes = 0 No = 1		
	Print Z counter on reports?	Yes = 0 No = 2		
8	Home Currency symbol *see footnote 1	£		
9	Print receipt when signing on/off?	Yes = 0 No = 1		
	Print Grand total on the X Financial report?	Yes = 0 No = 2		
	Print Grand total on the Z Financial report?	Yes = 0 No = 4		

10	Print Gross total on the X Financial report?		Yes = 0 No = 1		
	Print Gross total on the Z Financial report?		Yes = 0 No = 2		
11	Print Subtotal without Add tax on the receipt?		Yes = 1 No = 0		
	Tax amount to print on receipt is:	combine =	2		
		itemize =	0		
12	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		
13	Print a VAT Breakdown of the inclusive sale?		Yes = 1 No = 0		
	Print training mode message on the receipt during training mode operations?		Yes = 2 No = 0		
14	Currency Symbol:	CONV. #1 =	.		
15		CONV. #2 =	.		
16		CONV. #3 =	.		
17		CONV. #4 =	.		
18	Print the KP order number on receipt.		Yes = 0 No = 1		
	Print the item price on the kitchen printer ?		Yes = 2 No = 0		
19	Send to Kitchen Printer in Void Mode ?		Yes = 0 No = 1		
	Send to Kitchen Printer during Training ?		Yes = 2 No = 0		
20	Combine like items on the kitchen printer?		Yes = 0 No = 1		
	Consolidation of like items on check track?		Yes = 0 No = 2		
	Chooses volume unit when the PLU is gallonage.	gallons =	0		
		litres =	4		
21	Print preamble message on receipt?		Yes = 0 No = 1		
	Print postamble message on receipt?		Yes = 0 No = 2		
	Print preamble message on the guest check?		Yes = 4 No = 0		
22	Print postamble message on the guest check?		Yes = 1 No = 0		
	Do not print pre/postamble message on the journal receipt?		Yes = 2 No = 0		

23	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		
24	Buffered Receipt when receipt / issue a second receipt for the same transaction?		Yes = 1 No = 0		
	Priority print by group on the kitchen printer?		Yes = 2 No = 0		
	Print PLU number and name on the receipt?		Yes = 4 No = 0		
25	Not print when polling reports?		Yes = 1 No = 0		
	Print PLU number and name on PLU report?		Yes = 2 No = 0		
	Grand total is:	net sale =	4		
		gross sale =	0		
26	Print journal font	normal =	0		
		condensed =	1		
	Print EJ from	newest =	0		
		oldest =	2		
	Journal print is off?		Yes = 4 No = 0		
27	Send order to the external kitchen printer when the SBTL key is pressed ?		Yes = 1 No = 0		
	Print date on hard check?		Yes = 2 No = 0		
28	Pre Print graphic logo on receipt?		Yes = 1 No = 0		
	Post Print graphic logo on receipt?		Yes = 2 No = 0		
29	Pre Print graphic logo on the guest check?		Yes = 1 No = 0		
	Post Print graphic logo on the guest check?		Yes = 2 No = 0		
30	Number of Pre-feeding lines on receipt.		0-5		
31	Number of Post-feeding lines on receipt.		0-5		

32	Print in high density?	Yes = 1 No = 0		
	Print journal In Training mode	Yes = 2 No = 0		
33	Suppress bitmap in PGM and X/Z Mode	Yes = 1 No = 0		
	Suppress printing of last report date	Yes = 2 No = 0		
34	Print Group Details on Kitchen Printer at Subtotal KP Printing (Set in conjunction with flag 27=1)	Yes = 1 No = 0		
	Two line print on KP	Yes = 2 No = 0		
35	Print sales per Price level in place of PLU total Sales on PLU Reports	Yes = 1 No = 0		
36	Adjustable Cut? (default 40)	0-70		
37	Print group totals after tender?	Yes = 1 No = 0		
38	Print preamble image number on receipt * see foot note 2	0-20		
39	Print postamble image number on receipt	0-20		
40	Print preamble image number on guest check	0-20		
41	Print postamble image number on guest check	0-20		

NOTE 1: Print Option# 8 – allows designation of a different currency symbol. 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 'N' in system option #22 (See "System Option Programming").

NOTE 2: Print Option# 38-41 – allow allocation of pre-set images to the Receipt / Guest check header and footer. i.e Sale, Happy Halloween etc. The images can be printed for selection using the help key in Reg mode or using the program scan method.

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 an 18 character alpha numeric descriptor
- ***Program 90*** - is used to set a high amount limit (HALO)

In this chapter you will find:

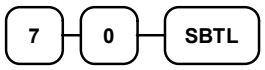
- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

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. Turn the control lock to the PGM position.

2. To begin the program, enter **7 0**, press the **SBTL** key.

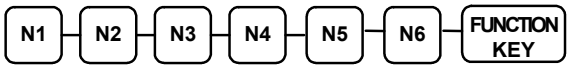


3. Enter the values for the option digit or digits.

   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.)

4. 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**. Then Press the function key you wish to program.



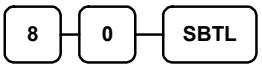
5. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.

Program 80 - Function Key Descriptor

Note :- Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes. To program descriptions by three digit alpha character codes See "System Option Programming"

1. Turn the control lock to the PGM position.

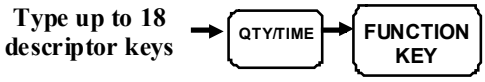
2. To begin the program, enter **8 0**, press the **SBTL** key.



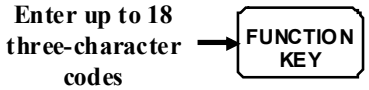
3. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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

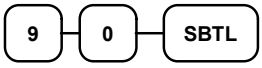
Program 90 - Function Key HALO

Use Program 90 to program a high amount lock out (HALO) for a function key. It should be noted 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. Turn the control lock to the PGM 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).

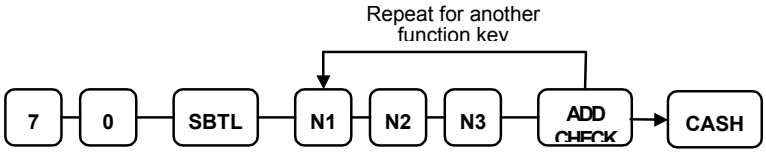
Enter 1-8 digit HALO

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 Subtotal)

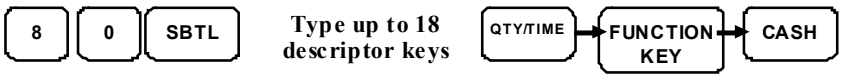
Options - Program 70



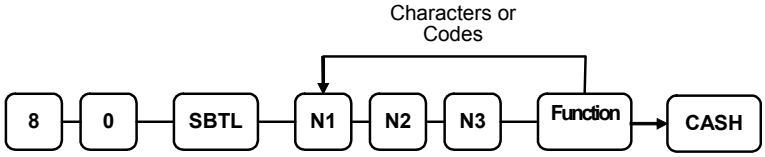
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Compulsory before tendering?	Yes = 2 No = 0		
	Advance the consecutive # when this function is used?	Yes = 0 No = 4		
N2	Delete the pre/postamble when this function is used?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?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

Function Key Descriptor

Keyboard Entry

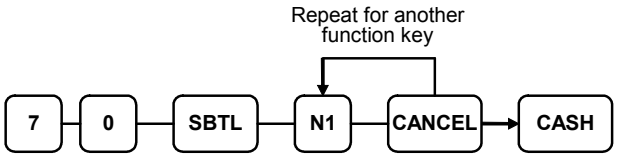


Character Code Entry



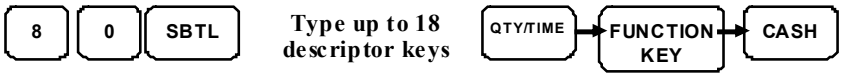
CANCEL

Options - Program 70

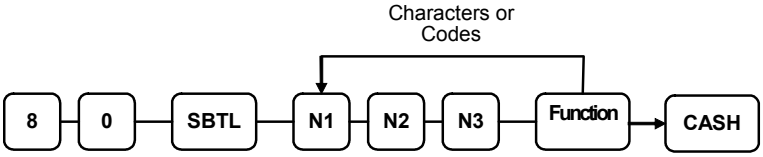


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

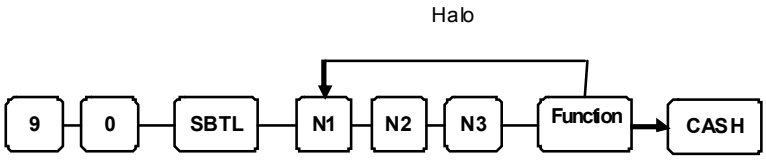
Function Key Descriptor
Keyboard Entry



Character Code Entry

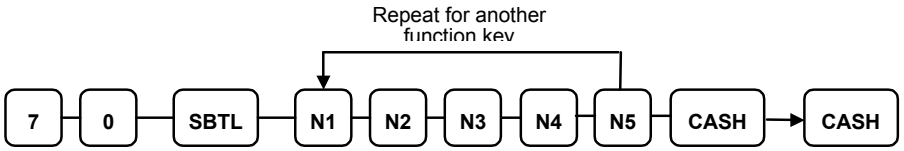


HALO



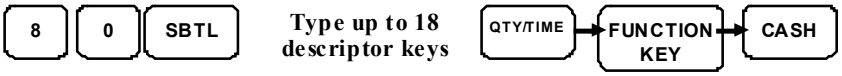
CASH

Options - Program 70



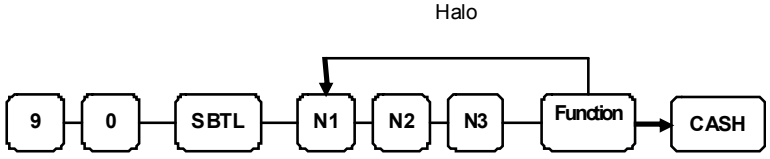
Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		
N4	Change Deduct From OWN TOTAL Cheque Charge 1 to Charge 8	 0 1 2 ~ 9		
N5	Tender Total to OWN TOTAL Cheque Charge 1 to Charge 8	 0 1 2 ~ 9		

Descriptor

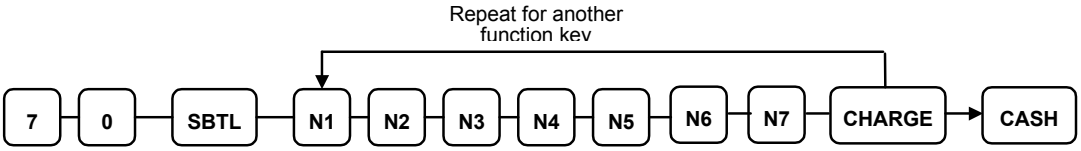


For Character codes see Page 58

HALO

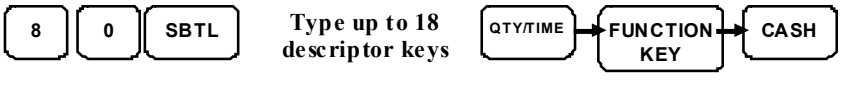


CHARGE 1-8



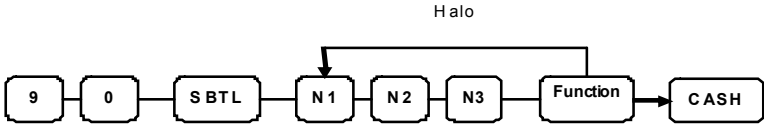
Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Allow over tendering?	Yes = 2 No = 0		
	Non-add # entry compulsory?	Yes = 4 No = 0		
N3	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N4	Exempt tax 4?	Yes = 1 No = 0		
	Validation compulsory?	Yes = 2 No = 0		
N5	Send to EFT?	0 - 4		
N6	Change Deduct From OWN TOTAL Cash / Cheque Charge1, to Charge 8 (excluding corresponding own total number)	0 - 9		
N7	Tender Totalled To OWN TOTAL Cash / Cheque Charge1, to Charge 8 (excluding corresponding own total number)	0 - 9		

Descriptor



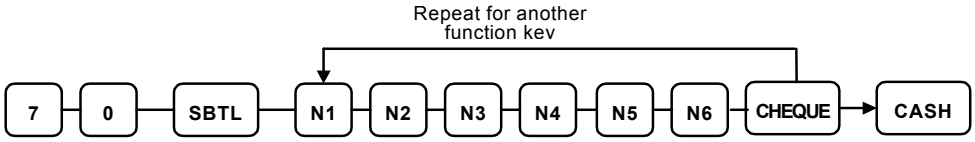
For Character codes see Page 58

HALO



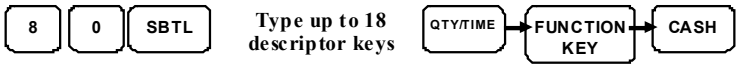
CHEQUE

Options - Program 70

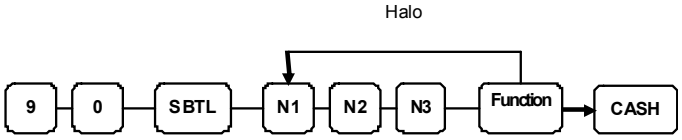


Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
N4	Cheque endorsement compulsory?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		
N5	Change Deduct From OWN TOTAL Cash Charge1, to Charge 8 (excluding corresponding own total number)	 0 1 2 ~ 9		
N6	Tender Total to OWN TOTAL Charge1, to Charge 8 (excluding corresponding own total number)	 0 1 2 ~ 9		

Descriptor

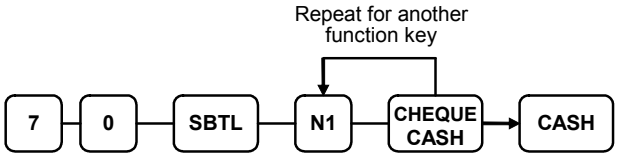


HALO



CHEQUE CASHING

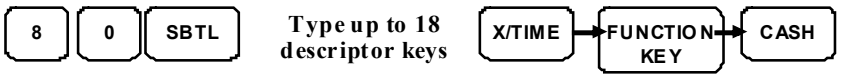
Options - Program 70



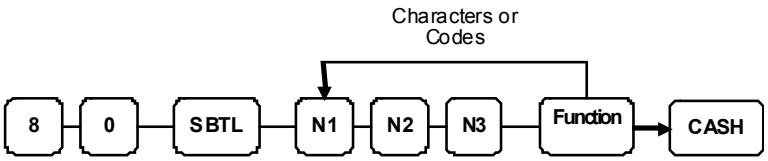
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

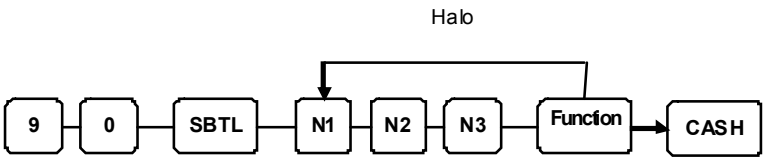
Keyboard Entry



Character Code Entry

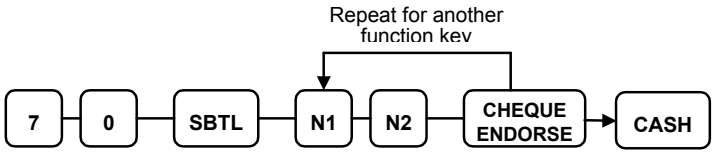


HALO



CHEQUE ENDORSEMENT

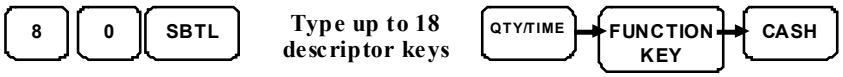
Options - Program 70



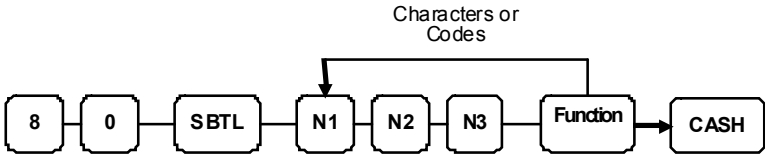
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Print the amount of the cheque and endorsement message?	Yes = 2 No = 0		
	Print date?	Yes = 0 No = 4		
N2	Print time?	Yes = 0 No = 1		
	Print clerk?	Yes = 0 No = 2		
	Print consecutive number?	Yes = 0 No = 4		

Function Key Descriptor

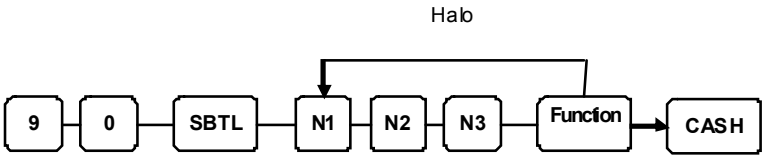
Keyboard Entry



Character Code Entry

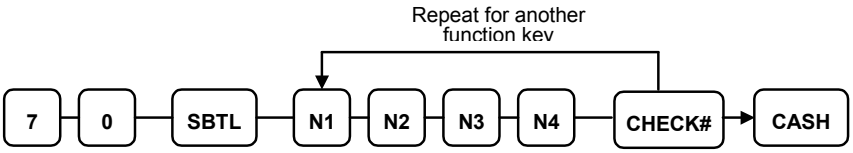


HALO



CHECK # (open table balance)

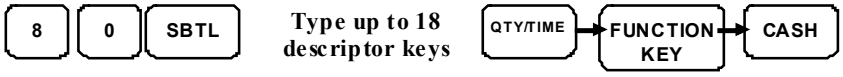
Options - Program 70



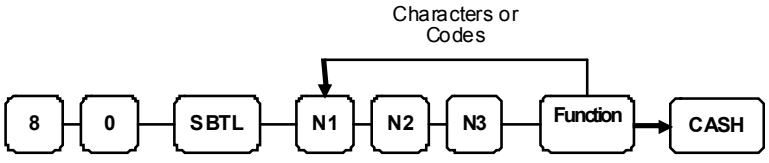
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Before registering, enter a check number ?	Yes = 2 No = 0		
	Opening clerk has exclusive access?	Yes = 4 No = 0		
N2	Check track # and balance will print on receipt?	Yes = 0 No = 1		
	Check track # and balance will print on remote?	Yes = 0 No = 2		
	Allow only one check per table?	Yes = 4 No = 0		
N3	Check# is automatically assigned by register?	Yes = 1 No = 0		
	PBAL key is used Drive thru recall key?	Yes = 2 No = 0		
N4	Length of Check(0-9)	0-9		

Function Key Descriptor

Keyboard Entry



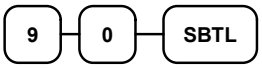
Character Code Entry



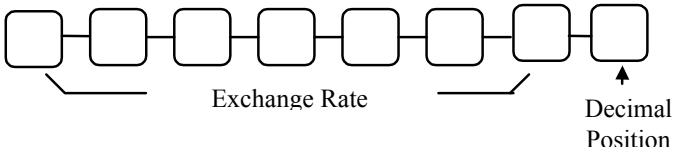
CURRENCY CONVERSION

Currency Conversion Rate - Program 90

1. Turn the control lock to the PGM 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.



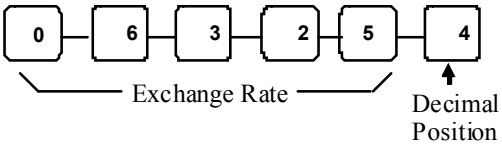
4. Press the function key on the keyboard you wish to program.

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

Currency Exchange Rate Programming Examples

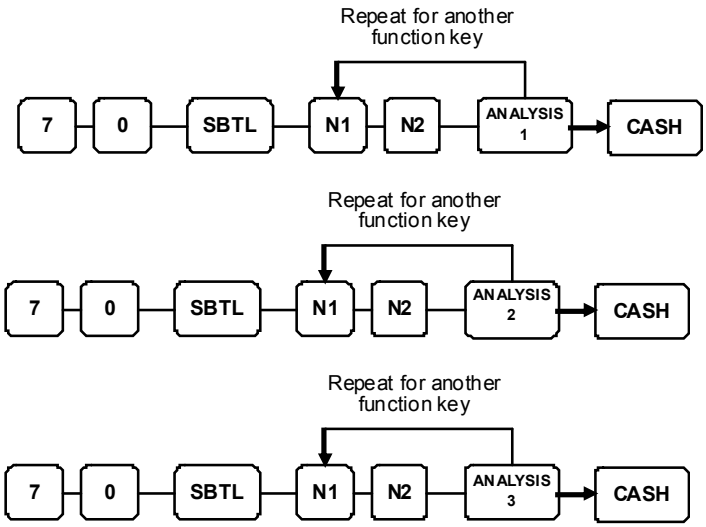
Note: Foreign currency exchange rates may be stated as "foreign currency in euros ". Use the rate stated in "Sterling in foreign currency" when you are programming this.

The £1.00 is worth 63 Euros (foreign currency).



ANALYSIS

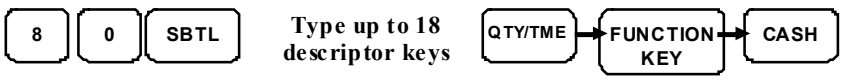
Options - Program 70



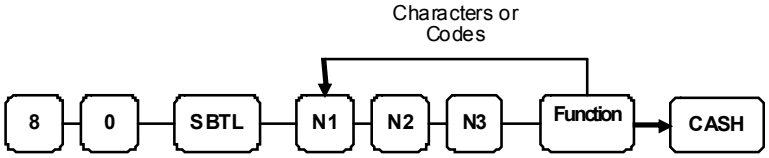
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

Function Key Descriptor

Keyboard Entry

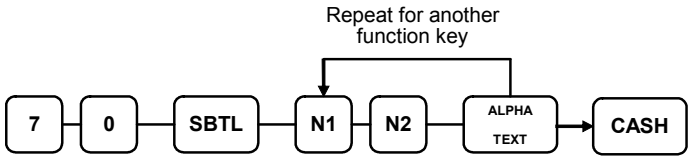


Character Code Entry



ALPHA TEXT

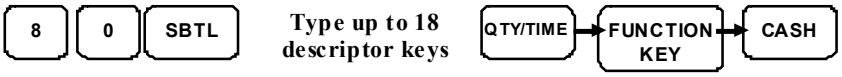
Options - Program 70



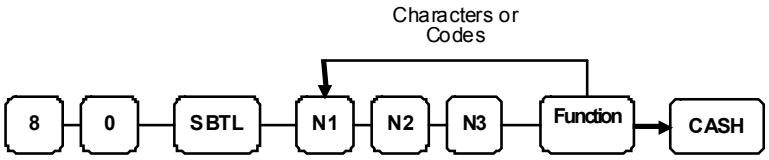
Address	OPTION	VALUE	=	SUM
N1	Print on KP?	Yes = 1 No = 0		
N2	Print Double Size?	Yes = 1 No = 0		

Function Key Descriptor

Keyboard Entry

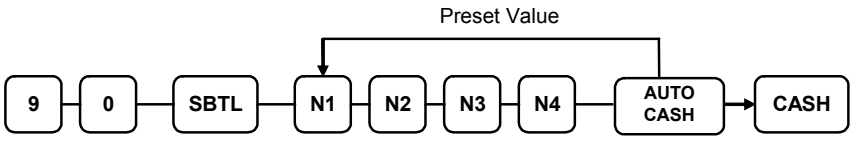


Character Code Entry



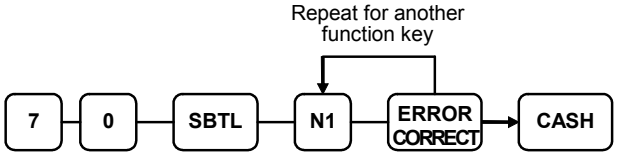
AUTO CASH 1-9

Preset Value Entry



ERROR CORRECT

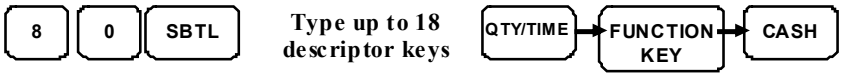
Options - Program 70



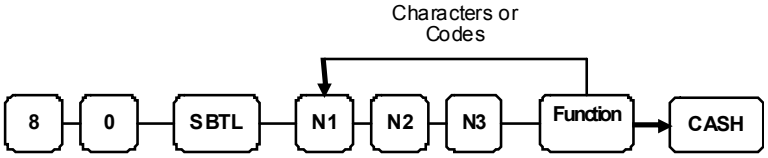
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

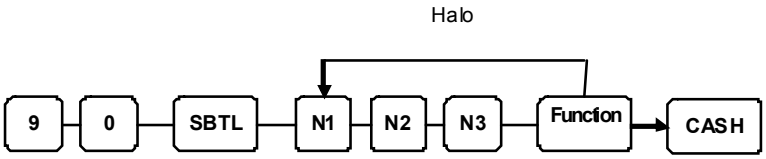
Keyboard Entry



Character Code Entry

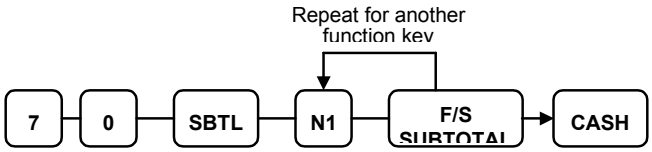


HALO



FOOD STAMP SUBTOTAL

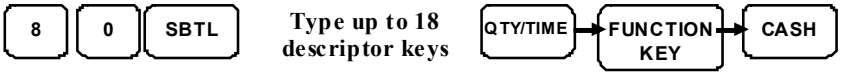
Options - Program 70



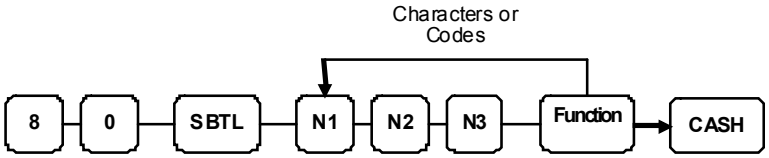
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		

Function Key Descriptor

Keyboard Entry

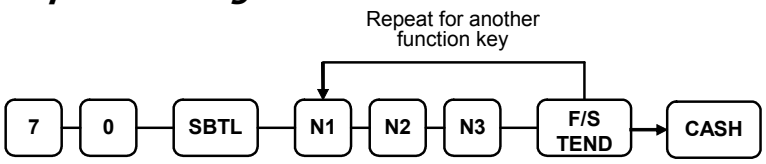


Character Code Entry



FOOD STAMP TENDER

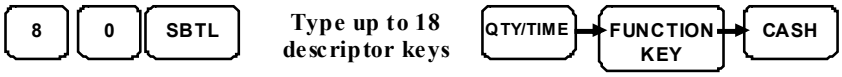
Options - Program 70



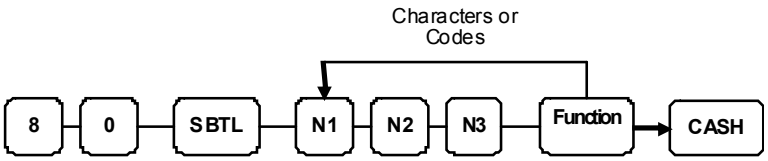
Address	OPTION		VALUE	=	SUM
N1	Exempt tax 1?		Yes = 1 No = 0		
	Exempt tax 2?		Yes = 2 No = 0		
	Exempt tax 3?		Yes = 4 No = 0		
N2	Exempt tax 4?		Yes = 1 No = 0		
	Allow decimal?		Yes = 2 No = 0		
	Food stamp change is issued in	Cash =	4		
		Food stamps =	0		
N3	Open cash drawer?		Yes = 0 No = 1		
	Validation is compulsory?		Yes = 2 No = 0		

Function Key Descriptor

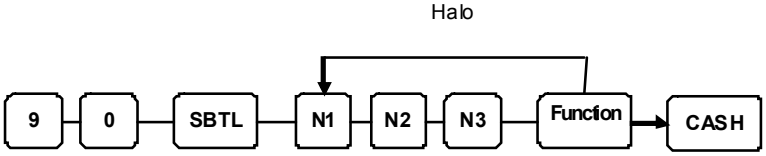
Keyboard Entry



Character Code Entry

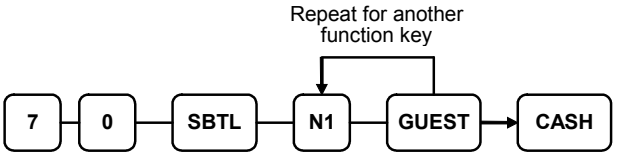


HALO



GUEST

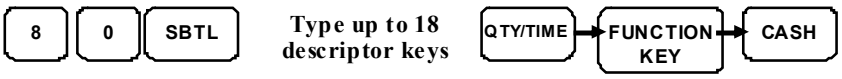
Options - Program 70



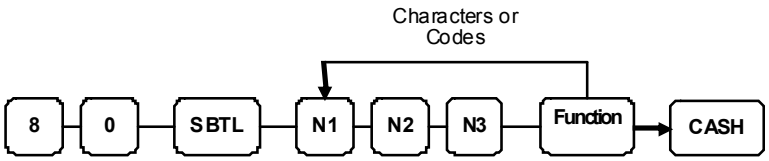
Address	OPTION	VALUE	=	SUM
N1	Guest # compulsory when you use guest check operation?	Yes = 1 No = 0		
	Before registering, enter a guest number?	Yes = 2 No = 0		
	Print Guest # at the kitchen printer?	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

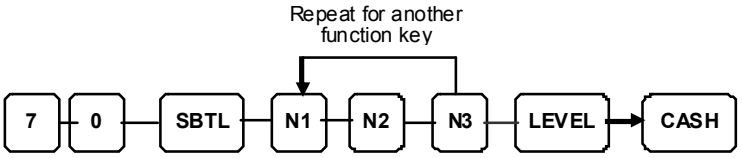


Character Code Entry



PRICE LEVEL 1-2

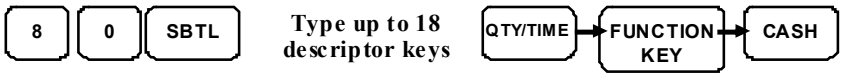
Options - Program 70



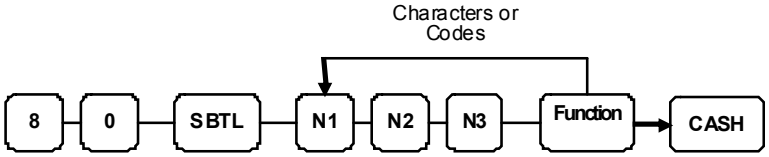
Address	OPTION	VALUE	=	SUM
N1	Print level description at the KP?	Yes = 0 No = 1		
	Key is active in **X** position.	Yes = 2 No = 0		
	Print descriptor on guest check	Yes = 0 No = 4		
N2	Print descriptor on receipt	Yes = 0 No = 1		
	Prevent zero price sale (or use alternative)	Yes = 2 No = 0		
N3	Alternative price level if Current Price is 0	0,1 or 2		

Function Key Descriptor

Keyboard Entry

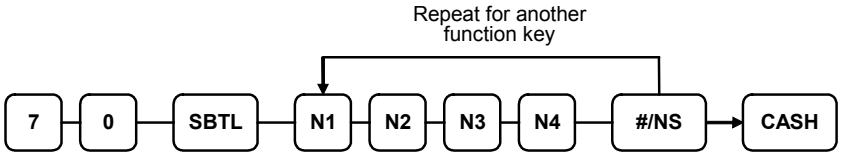


Character Code Entry



#/NO SALE

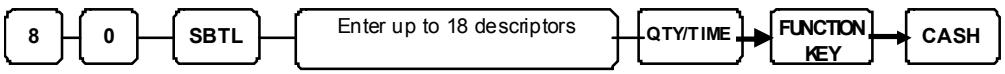
Options - Program 70



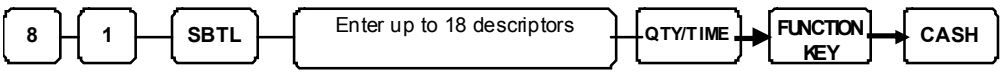
Address	OPTION	VALUE	=	SUM
N1	No Sale is inactive?	Yes = 1 No = 0		
	No Sale active in **X** control lock position only?	Yes = 2 No = 0		
	No Sale inactive after non-add # entry?	Yes = 4 No = 0		
N2	Enforce non-add # entry at start of sale?	Yes = 1 No = 0		
	Print when a NO SALE is performed?	Yes = 0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

Descriptor - Programs 80 & 81

As the, # entry and No sale, are on the same key, different programs are used to program each descriptor. To program the No sale descriptor:

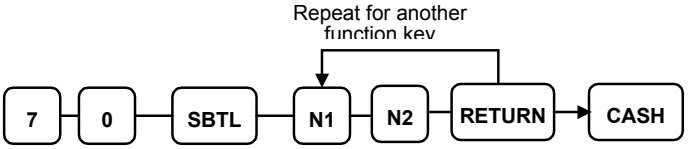


To program the # descriptor:



MDSE RETURN

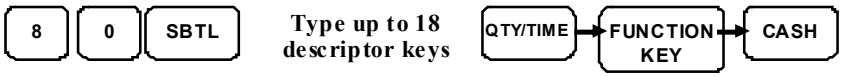
Options - Program 70



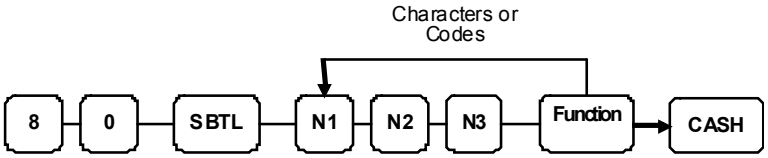
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		
N2	Add to Net Grand total on Financial / Clerk Report	Yes = 0 No = 1		

Function Key Descriptor

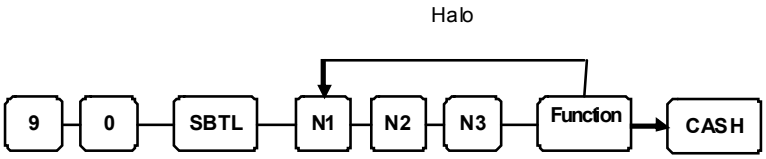
Keyboard Entry



Character Code Entry

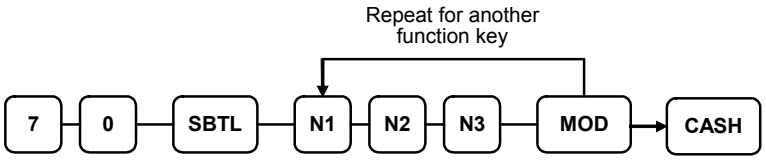


HALO



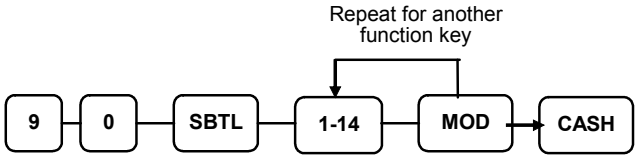
LEVEL MODIFIER 1-5

Options - Program 70



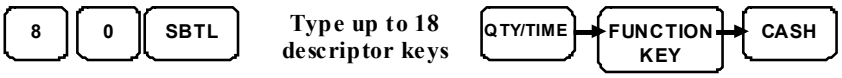
Address	OPTION	VALUE	=	SUM
N1	Key is active in **X** control lock position only?	Yes = 1 No = 0		
	Affect to modify the PLU?	Yes = 2 No = 0		
N2	Print modifier descriptor on the guest check?	Yes = 0 No = 1		
	Print modifier descriptor on the receipt?	Yes = 0 No = 2		
	Print modifier descriptor on the KP?	Yes = 0 No = 4		
N3	Value of affected digit(0-9)	0-9		

* Affect Digit(1-14) of PLU#

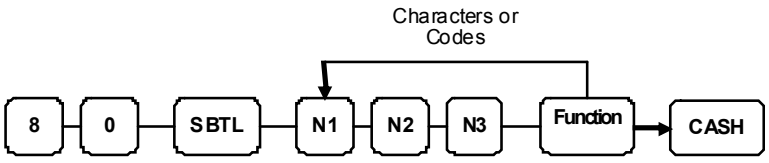


Function Key Descriptor

Keyboard Entry



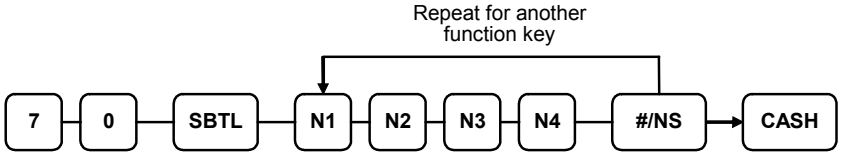
Character Code Entry



NOT FOUND

Options - Program 70

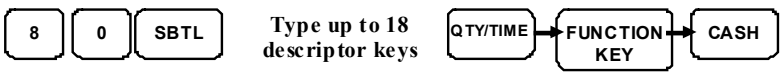
Note : This function is available for operation depending on the system option 38.



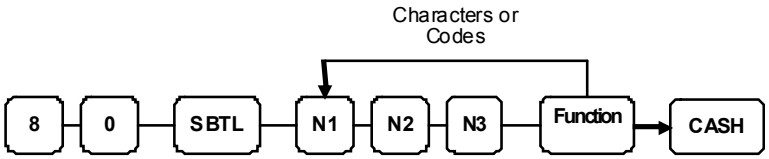
Address	OPTION	VALUE	=	SUM
N1	Enter Price 1 (and 2 if set)	Yes = 1 No = 0		
	Enter Item Description Note :- If N4=5 and item name is skipped then Group name is set to item name	Yes = 4 No = 0		
N2	Enter Group No,	Yes = 1 No = 0		
	Enter PLU Status	Yes = 2 No = 0		
	Enter PLU Link Note When prompt enter the PLU Code, Press PLU key then QTY/TIME when prompted in REG	Yes = 4 No = 0		
N3	Enter PLU Stock	Yes = 1 No = 0		
	Enter Mix & Match	Yes = 2 No = 0		
	Enter Price Modifier	Yes = 4 No = 0		
N4	Use Group name as Item name	Yes = 1 No = 0		
	Manager Control in X	Yes = 2 No = 0		
	Allow New create Feature Note Set this as Yes to use new prompts or set as status 5000 to act as existing Not Found (with Name price prompts, auto Group 1 link and immediate sale).	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

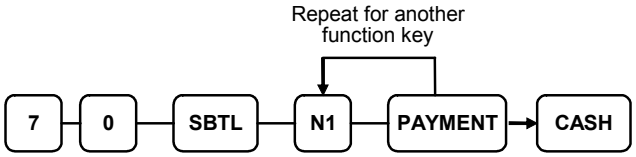


Character Code Entry



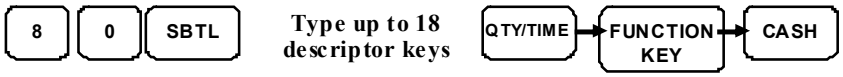
PAYMENT

Options - Program 70

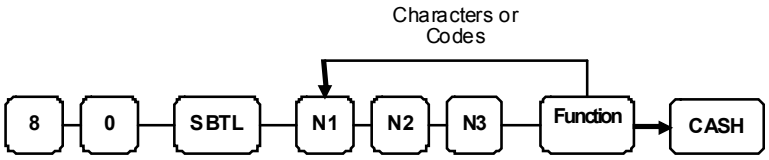


Address	OPTION	VALUE	=	SUM
N1	Required to close check?	Yes = 1 No = 0		

Descriptor

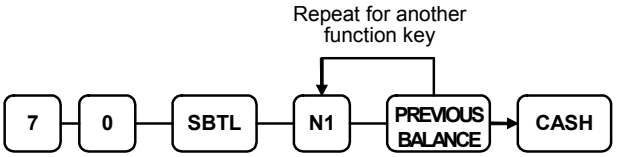


Character Code Entry



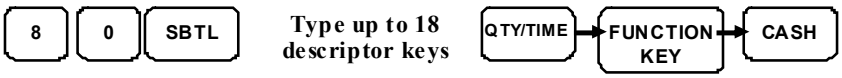
PBAL

Options - Program 70

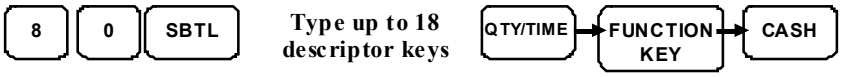


Address	OPTION	VALUE	=	SUM
N1	Previous balance entered at any time?	Yes = 1 No = 0		
	Previous balance required at start of sale?	Yes = 2 No = 0		

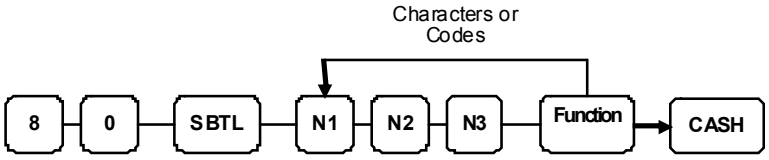
Descriptor



Keyboard Entry

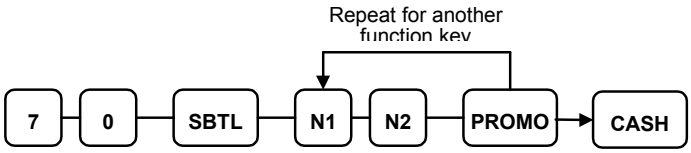


Character Code Entry



PROMOTION

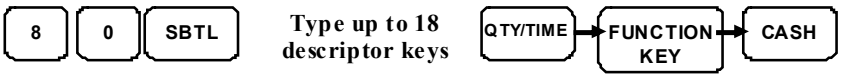
Options - Program 70



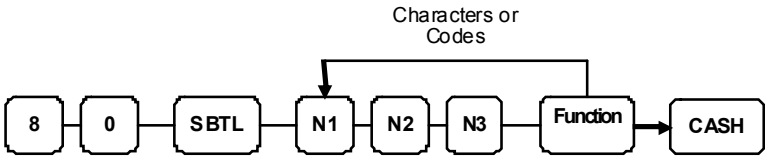
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Exempt tax 1?	Yes = 4 No = 0		
N2	Exempt tax 2?	Yes = 1 No = 0		
	Exempt tax 3?	Yes = 2 No = 0		
	Exempt tax 4?	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

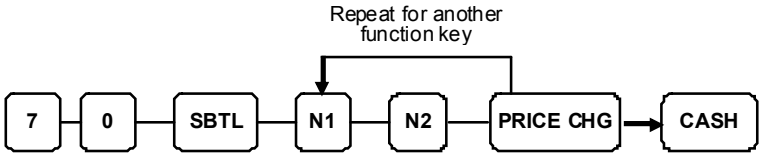


Character Code Entry



PRICE CHANGE

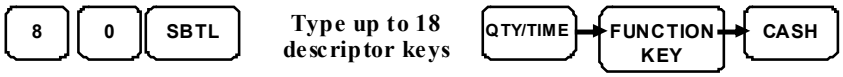
Options - Program 70



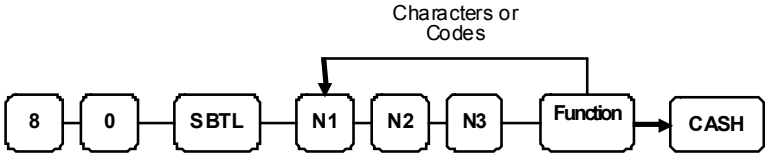
Address	OPTION		VALUE	=	SUM
N1	Permanently Change Item Price?	Never =	0		
		Always =	1		
		Prompt =	2		
N2	Key is inactive?		Yes = 1 No = 0		
	Key in active in **X** control lock position only?		Yes = 2 No = 0		

Function Key Descriptor

Keyboard Entry



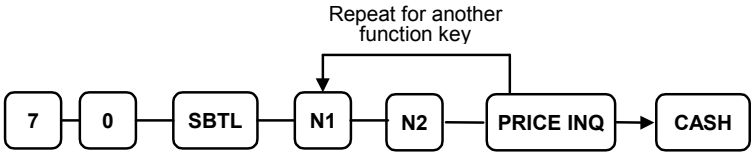
Character Code Entry



-

PRICE INQUIRE

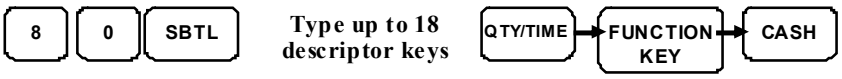
Options - Program 70



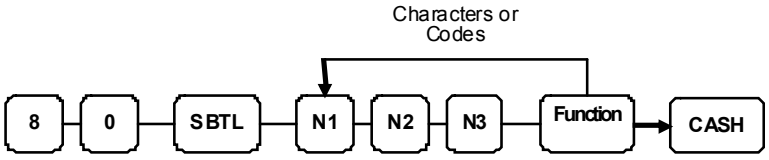
Address	OPTION		VALUE	=	SUM
N1	Key is	Pop Up =	0		
		Stay Down =	1		
	Key is active in **X** control lock position only?		Yes = 2 No = 0		

Function Key Descriptor

Keyboard Entry

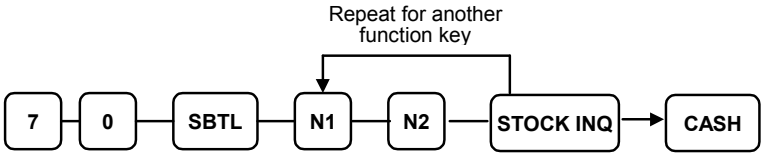


Character Code Entry



STOCK INQUIRE

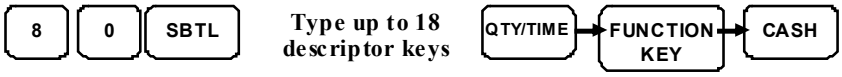
Options - Program 70



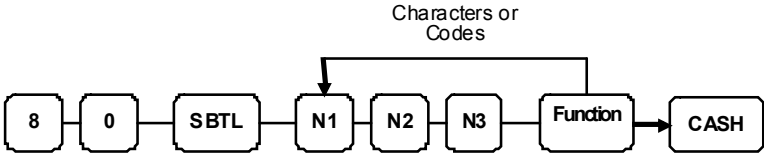
Address	OPTION		VALUE	=	SUM
N1	Key is	Pop up =	0		
		Stay Down =	1		
	Key in active in **X** control lock position only?		Yes = 2 No = 0		

Function Key Descriptor

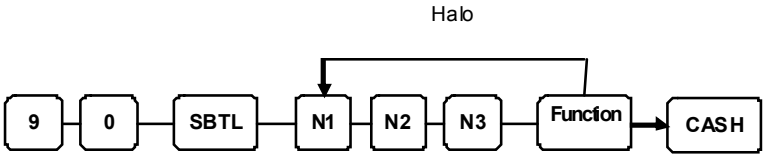
Keyboard Entry



Character Code Entry

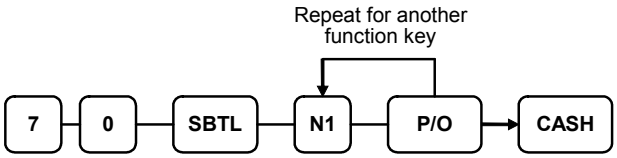


HALO



PAID OUT 1-3

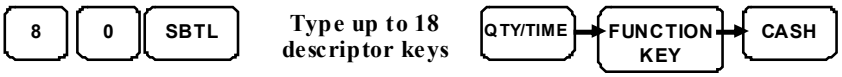
Options - Program 70



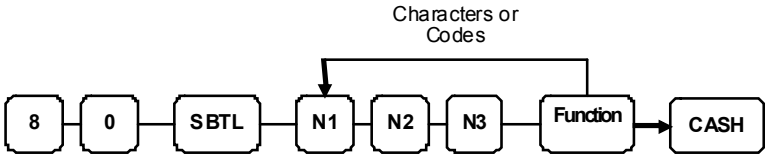
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

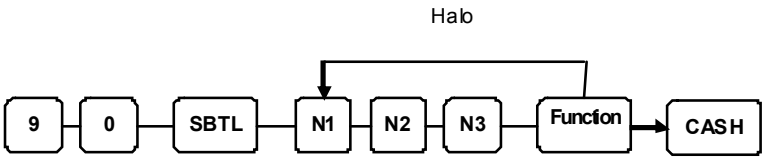
Keyboard Entry



Character Code Entry

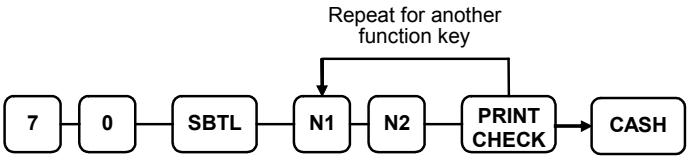


HALO



PRINT CHECK

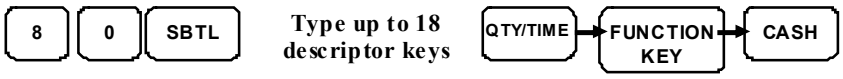
Options - Program 70



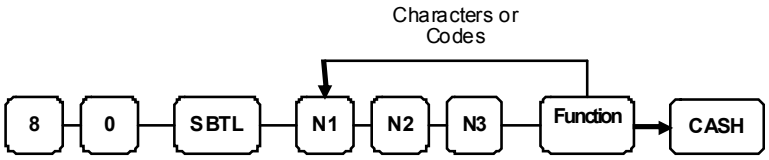
Address	OPTION	VALUE	=	SUM
N1	Enter port(0 – 4)	0-4		
N2	This key is to automatically hold check?	Yes = 0 No = 1		
	Print Check On Receipt	Yes = 0 No = 2		
	Skip printing consecutive # on the guest check?	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

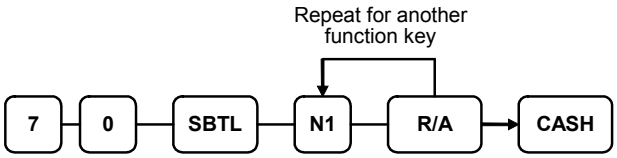


Character Code Entry



RECD ON ACCT1-3

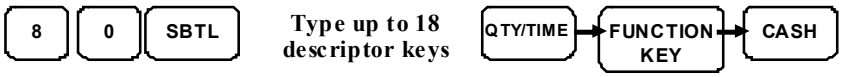
Options - Program 70



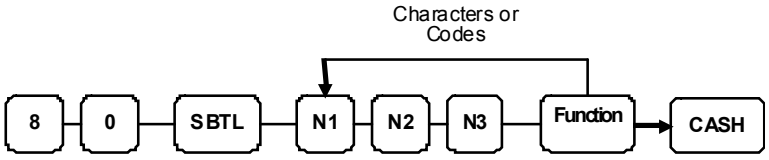
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

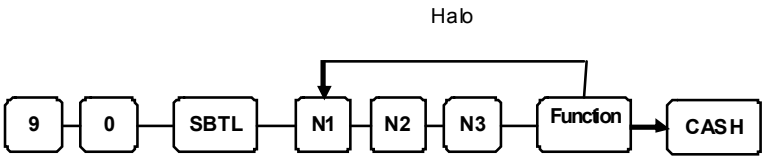
Keyboard Entry



Character Code Entry

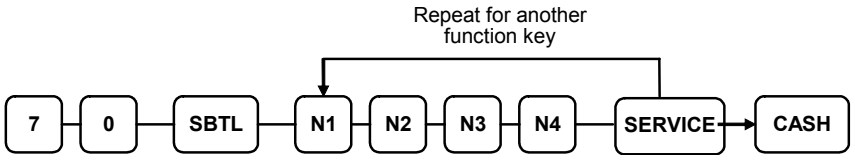


HALO



SERVICE

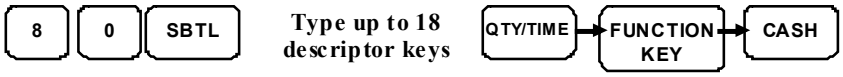
Options - Program 70



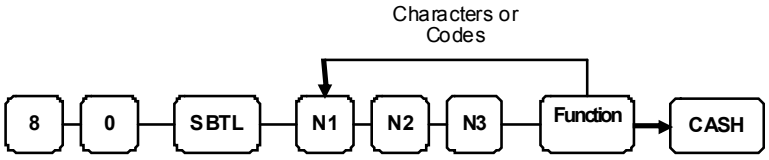
Address	OPTION	VALUE	=	SUM
N1	Compulsory non-add number before this key is used?	Yes = 1 No = 0		
	Print on receipt?	Yes = 0 No = 2		
	Allow negative balance in **X** control lock position only?	Yes = 4 No = 0		
N2	Calculate tax 1?	Yes = 0 No = 1		
	Calculate tax 2?	Yes = 0 No = 2		
	Calculate tax 3?	Yes = 0 No = 4		
N3	Calculate tax 4?	Yes = 0 No = 1		
	Validation is compulsory?	Yes = 2 No = 0		
N4	Enter the port number if you are using a hard check system.	0-4		

Function Key Descriptor

Keyboard Entry

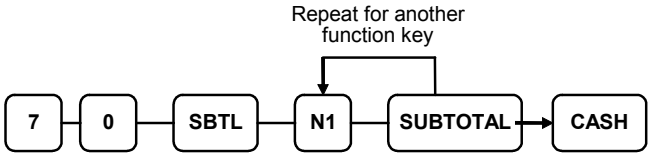


Character Code Entry



SUBTOTAL

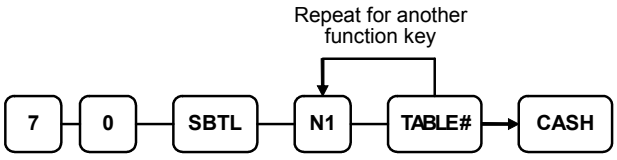
Options - Program 70



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

TABLE

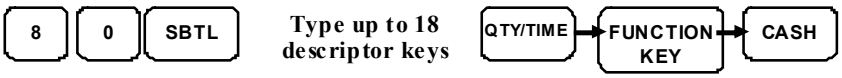
Options - Program 70



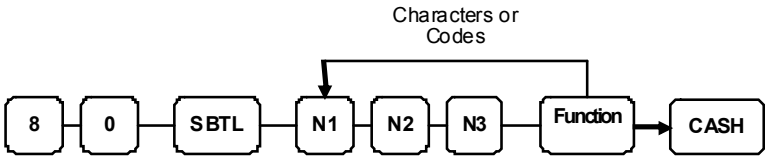
Address	OPTION	VALUE	=	SUM
N1	Table number entry compulsory before opening a new check?	Yes = 1 No = 0		
	Table number entry compulsory for all sales?	Yes = 2 No = 0		
	Print table# at the remote printer?	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

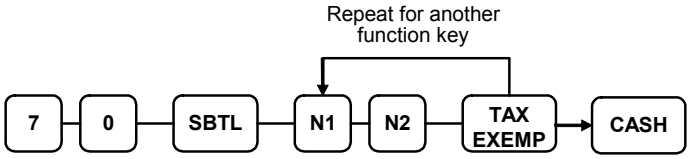


Character Code Entry



TAX EXEMPT

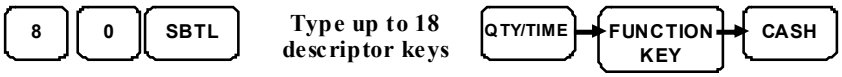
Options - Program 70



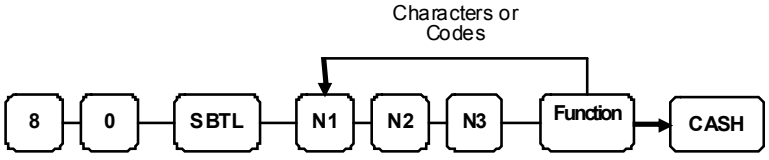
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Compulsory non-add number before this key is used?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

Keyboard Entry

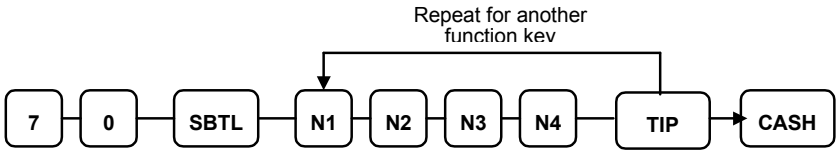


Character Code Entry



TIP

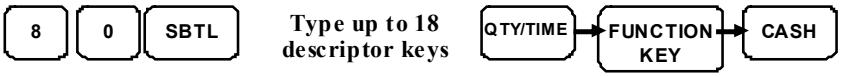
Options - Program 70



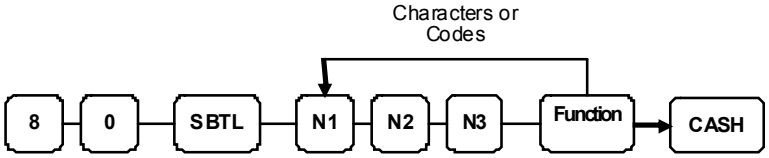
Address	OPTION		VALUE	=	SUM
N1	Type of tip is:	Percentage =	1		
		Amount =	0		
N2	Key is inactive?		Yes = 1 No = 0		
	Key is active in **X** control lock position only?		Yes = 2 No = 0		
	Add tax rate 1?		Yes = 4 No = 0		
N3	Add tax rate 2?		Yes = 1 No = 0		
	Add tax rate 3?		Yes = 2 No = 0		
	Add tax rate 4?		Yes = 4 No = 0		
N4	Add the tip total to the NET and GROSS sales total?		Yes = 1 No = 0		

Function Key Descriptor

Keyboard Entry

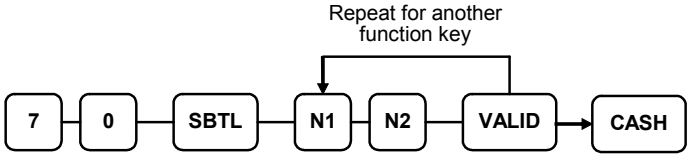


Character Code Entry



VALIDATE

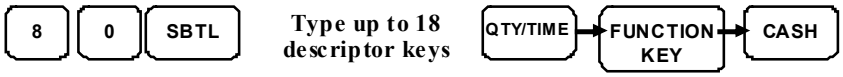
Options - Program 70



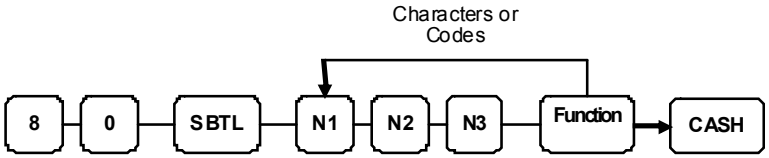
Address	OPTION	VALUE	=	SUM
N1	Enter output communication port.(0-2) Enter Zero if validation is no used.	0-4		
N2	Key is inactive?	Yes = 1 No = 0		
	Allow multiple validation?	Yes = 2 No = 0		

Function Key Descriptor

Keyboard Entry

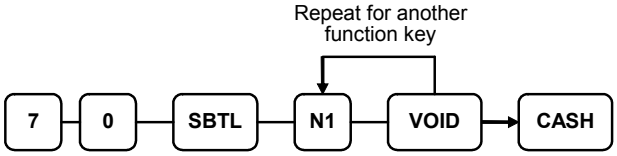


Character Code Entry



VOID

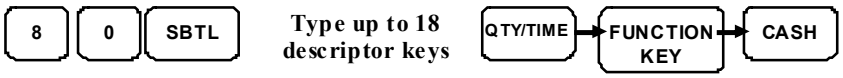
Options - Program 70



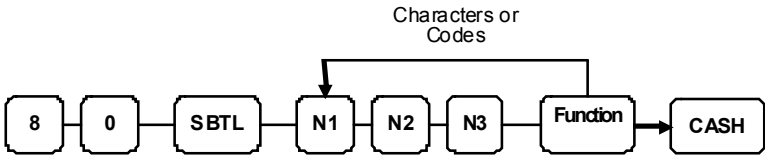
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

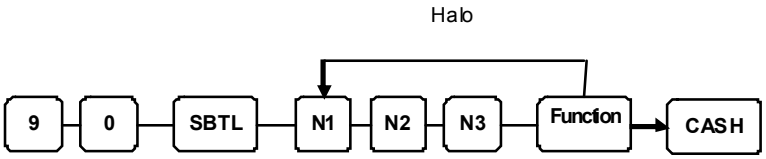
Keyboard Entry



Character Code Entry

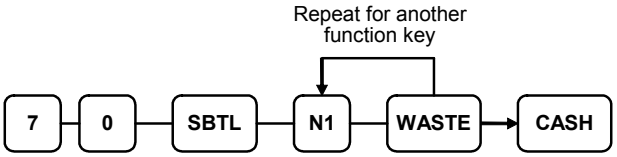


HALO



WASTE

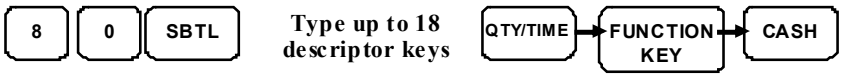
Options - Program 70



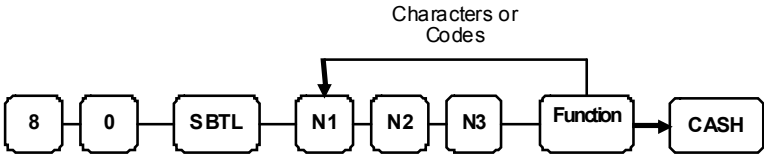
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in **X** control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

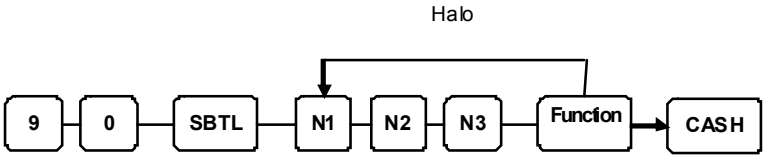
Keyboard Entry



Character Code Entry

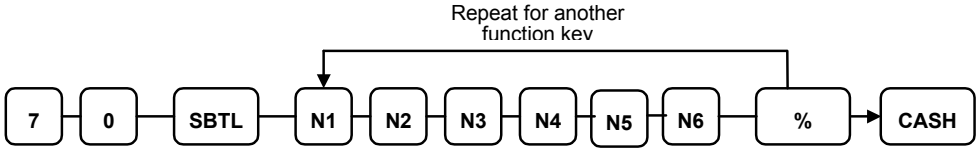


HALO



PERCENTAGE %1 - %5

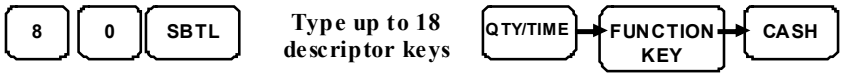
Options - Program 70



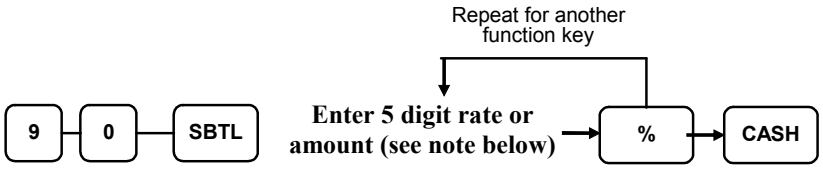
Address	OPTION		VALUE	=	SUM
N1	Apply on:	Amount =	1		
		Percentage =	0		
	Key is inactive?		Yes = 2 No = 0		
	% key is active in **X** control lock position only?		Yes = 4 No = 0		
N2	% key is:	Open =	0		
		Preset =	1		
	% key is:	Sale =	2		
		Item =	0		
	Allow % key override preset?		Yes = 4 No = 0		
N3	% key is:	Positive =	1		
		Negative =	0		
	% amount taxable tax 1?		Yes = 2 No = 0		
N4	% amount taxable tax 2?		Yes = 1 No = 0		
	% amount taxable tax 3?		Yes = 2 No = 0		
	% amount taxable tax 4?		Yes = 4 No = 0		
N5	Reduce (or increase) the food stamp subtotal by % entry?		Yes = 1 No = 0		
	Allow only one time subtotal entry?		Yes = 2 No = 0		
	Allow multiple amount discounts (coupons) without pressing subtotal? (After sale only)		Yes = 4 No = 0		
N6	Allow % key preset override active in **X** control lock position only?		Yes = 1 No = 0		
	Validation is compulsory?		Yes = 2 No = 0		

PERCENTAGE %1 - %5

Descriptor



HALO



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

Clerk Programming

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

- ***Program 800 – Clerk sign on method***

  This determines the sign on method, is Dallas, MCR or code.
- ***Program 801 – Drawer Assignment & Training Clerk options***

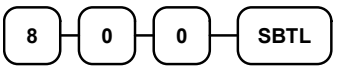
  This allows the setting of a training clerk or alternative drawers.
- ***Program 810 - Clerk Descriptor Programming***

  This sets a unique, up to 18 character descriptor for each clerk

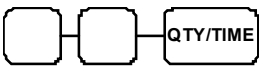
Program 800 – Clerk Sign on Method

1. Turn the control lock to the PGM position.

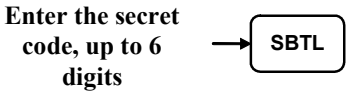
2. To begin the program, enter **8 0 0**, press the **SBTL** key.



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



4. Enter a secret code (up to 6 digits) or touch the dallas or swipe the card; then press the **SBTL** key.

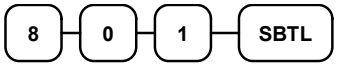


5. Repeat from step 3 for each clerk you wish to program. Then press the **CASH** key to Finish

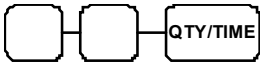
Program 801 - Drawer Assignment & Training Clerk

1. Turn the control lock to the PGM position.

2. To begin the program, enter **8 0 1**, then press the **SBTL** key.

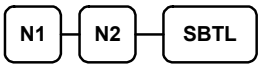


3. Enter the number of the clerk you wish to program; then press the **QTY/TIME** key.



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

Address	OPTION	VALUE	=	SUM
N1	Drawer assignment (0: default drawer, 1: second drawer, 2: no drawer)	0-2		
N2	Training Clerk	Yes=1 No=0		

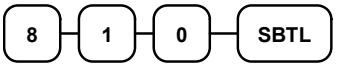


5. Repeat from step 3 for each clerk you wish to program. Then press the **CASH** key to finsih

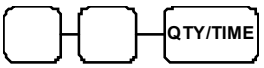
Program 810 - Descriptor Programming

Note :- Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes. To program descriptions by three digit alpha character codes you must select 'N' in system option #25(See "System Option Programming").

1. Turn the control lock to the PGM position.
2. To begin the program, enter **8 1 0**, then press the **SBTL** key.



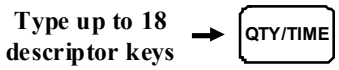
3. Enter the number (**1**-**15**) of the clerk you wish to program; then press the **QTY/TIME** key.



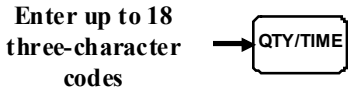
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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 – Quantity Trip Level Programming***

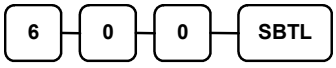
  This is the number of PLUs that must be sold before the offer is given
- ***Program 601 - Price Programming***

  This is the monetary amount of the offer to be given.
- ***Program 610 - Mix & Match Descriptor Programming***

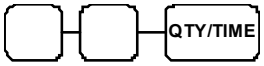
  This allows you to set a unique, descriptor for Mix & Match

Program 600 - Trip Quantity Level Programming

1. Turn the control lock to the PGM 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; then press the **QTY/TIME** key.

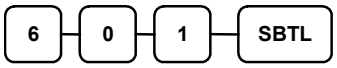


4. Enter a Quantity trip level of up to 5 digits; then press the **SBTL** key.

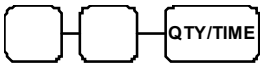
5. Repeat from step 3 for each table you wish to program. Then press the **CASH** key to finish.

Program 601 - Price Programming

1. Turn the control lock to the PGM position.
2. To begin the program, enter **6 0 1**, then press the **SBTL** key.



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



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

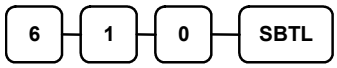
Price/HALO

5. Repeat from step 3 for each table you wish to program. Then press the **CASH** key finish

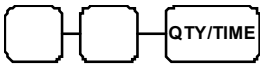
Program 610 - Mix & Match Descriptor Programming

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

1. Turn the control lock to the PGM position.
2. To begin the program, enter **6 1 0**, then press the **SBTL** key.



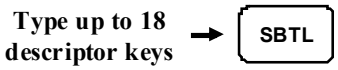
3. Enter the number of the M&M table you wish to program; then press the **QTY/TIME** key.



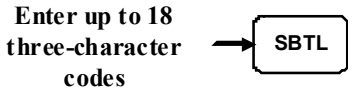
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



6. Press the **CASH** key to finish

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**,

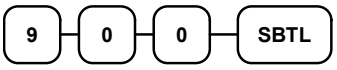
  i.e. a group can be set to *not add* to the total of all groups, or a group can be used to designate like items for kitchen printer assignment.

- Use program **910 to assign a unique descriptor**

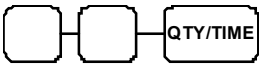
  for each group, so that the group may be easily understood on the group report.

Programming Group Status - Program 900

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **9 0 0**, then press the **SBTL** key.

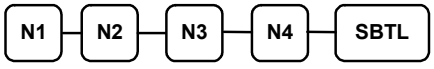


3. Enter the number of the group and then press **QTY/TIME** key.



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

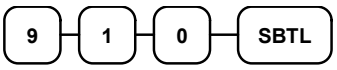
Address	OPTION	VALUE	=	SUM
N1	Group total is added to the total of all group on the Group report?	Yes = 0 No = 1		
	Send to kitchen printer?	Yes = 2 No = 0		
N2	No Choice	0		
	KP PORT# : R (print a kitchen requisition)	1 2		
	KP PORT# : 1	4		
	KP PORT# : 2			
N3	KP PORT# : 3	1		
	KP PORT# : 4	2		
N4	Print Inverse on External Printers?	Yes = 1 No = 0		



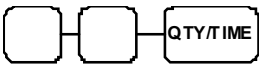
5. To program additional groups, repeat from step 3, or press the **CASH** key to Finish

Programming Group Descriptors

1. Turn the control lock to the PGM position.
2. To begin the program, enter **9 1 0**, press the **SBTL** key.



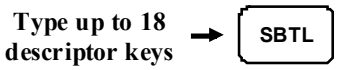
3. Enter the number (**1**-**20**) of the group you wish to program; then press the **QTY/TIME** key.



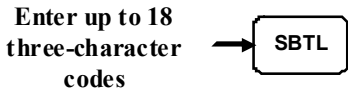
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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

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

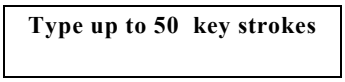
To Program a Macro

1. Turn the control lock to the PGM position.
2. To begin the program, enter **1 5 0 0**, then press the **SBTL** key.

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

4. First, you must change the Mode Key. Default Mode is PGM Mode.

   Therefore, If you want to start in REG Mode, you must change Mode key to REG Mode. Type up to 50 key stokes



5. Turn the control lock to the PGM position. Press the same **Macro** key to end the sequence

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

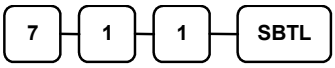
To remove a Macro

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

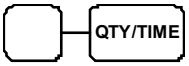
Programming the Macro Name

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. Turn the control lock to the PGM position.
2. To begin the program, enter **7 1 1**, then press the **SBTL** key.

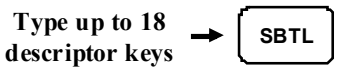


3. Enter the number that represents the **macro** you wish to program; then press the **QTY/TIME** key.

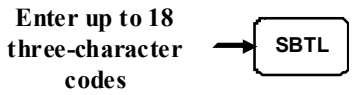


Character Entry

Keyboard Entry



Character Code Entry



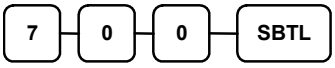
5. Press the **CASH** key to finish

Logo Descriptor Programming

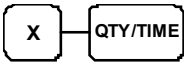
Programming the Receipt/Check Endorsement Message

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 receipt: an endorsement message of up to ten lines can be printed when a check is endorsed on an optional slip printer. Each line can consist of up to 32 characters.

1. Turn the control lock to the PGM position.
2. To begin the program, enter **7 0 0**, then press the **SBTL** key.



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

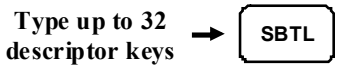


X	Message Line	X	Message Line
1	1st line of Preamble	**12**	6th line of Postamble
2	2nd line of Preamble	**13**	1st line of Endorsement
3	3rd line of Preamble	**14**	2nd line of Endorsement
4	4th line of Preamble	**15**	3rd line of Endorsement
5	5th line of Preamble	**16**	4th line of Endorsement
6	6th line of Preamble	**17**	5th line of Endorsement
7	1st line of Postamble	**18**	6th line of Endorsement
8	2nd line of Postamble	**19**	7th line of Endorsement
9	3rd line of Postamble	**20**	8th line of Endorsement
10	4th line of Postamble	**21**	9th line of Endorsement
11	5th line of Postamble	**22**	10th line of Endorsement

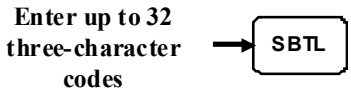
4. Enter the characters using the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



5. Press the **CASH** key to finish

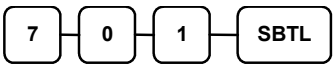
Programming the Financial Report Message

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

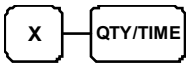
For example, the first total on the financial report "+PLU TTL" represents the total of all positive PLU entries.

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 18-character descriptor. (See "Financial Report Message").

1. Turn the control lock to the PGM position.
2. To begin the program, enter **7 0 1**, then press the **SBTL** key.



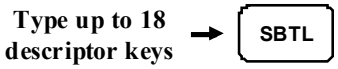
3. Refer to the chart below and enter the number that represents the line you wish to program; press the **QTY/TIME** key.



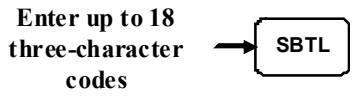
4. Enter the characters using the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



5. Press the **CASH** key to Finish

Financial Report Message

X	Message Line	X	Message Line	X	Message Line
1	+PLU TTL	**32**	CREDIT TAX3	**63**	CHG1 SALES
2	-PLU TTL	**33**	CREDIT TAX4	**64**	CHG2 SALES
3	ADJST TTL	**34**	FD/S CREDIT	**65**	CHG3 SALES
4	NONTAX	**35**	RETURN	**66**	CHG4 SALES
5	TAX1 SALES	**36**	ERROR CORR	**67**	CHG5 SALES
6	TAX2 SALES	**37**	PREVIOUS VD	**68**	CHG6 SALES
7	TAX3 SALES	**38**	VOID MODE	**69**	CHG7 SALES
8	TAX4 SALES	**39**	CANCEL	**70**	CHG8 SALES
9	TAX1	**40**	GROSS SALES	**71**	FOREIGN 1
10	TAX2	**41**	CASH SALES	**72**	FOREIGN 2
11	TAX3	**42**	CHECK SALES	**73**	FOREIGN 3
12	TAX4	**43**	R/A 1	**74**	FOREIGN 4
13	NET TAX 1	**44**	R/A 2	**75**	DRWR TTL
14	NET TAX 2	**45**	R/A 3	**76**	PROMO
15	NET TAX 3	**46**	P/O 1	**77**	WASTE
16	NET TAX 4	**47**	P/O 2	**78**	TIP
17	XMPT1 SALES	**48**	P/O 3	**79**	TRAIN TTL
18	XMPT2 SALES	**49**	HASH TTL	**80**	BAL FORWARD
19	XMPT3 SALES	**50**	AUDACTION	**81**	GUESTS
20	XMPT4 SALES	**51**	NOSALE	**82**	P/BAL
21	SALE ANALYSIS 2	**52**	CASH-IN-D	**83**	CHECKS PAID
22	SALE ANALYSIS 3	**53**	CHECK-IN-D	**84**	SERVICE
23	SALE ANALYSIS 1	**54**	FD/S-IN-D	**85**	MIX&MATCH
24	% 1	**55**	CHG1-IN-D	**86**	PLU LEVEL1 TTL
25	% 2	**56**	CHG2-IN-D	**87**	PLU LEVEL2 TTL
26	% 3	**57**	CHG3-IN-D	**88**	MOD 1 TTL
27	% 4	**58**	CHG4-IN-D	**89**	MOD 2 TTL
28	% 5	**59**	CHG5-IN-D	**90**	MOD 3 TTL
29	NET SALE	**60**	CHG6-IN-D	**91**	MOD 4 TTL
30	CREDIT TAX1	**61**	CHG7-IN-D	**92**	MOD 5 TTL
31	CREDIT TAX2	**62**	CHG8-IN-D		

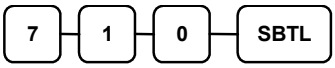
Programming the Clerk Report Message

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

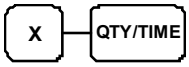
For example, the first total on the clerk report "NET SALES" might be re-labeled to say "GROSS SALES".

You can reprogram any of the Financial Report totals listed here with any 18-character descriptor. (See "Clerk Report Message").

1. Turn the control lock to the PGM position.
2. To begin the program, enter **7 1 0**, Then press the **SBTL** key.



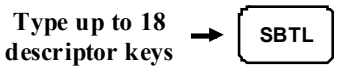
3. Refer to the chart below and enter the number that represents the line you wish to program; then press the **QTY/TIME** key.



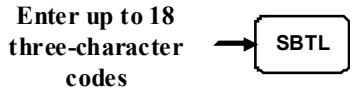
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



5. Press the **CASH** key to Finish

Clerk Report Message

X	Message Line	X	Message Line	X	Message Line
1	NET SALE	**24**	CREDIT TAX2	**47**	CHG2 SALES
2	NONTAX	**25**	CREDIT TAX3	**48**	CHG3 SALES
3	TAX1 SALES	**26**	CREDIT TAX4	**49**	CHG4 SALES
4	TAX2 SALES	**27**	FD/S CREDIT	**50**	CHG5 SALES
5	TAX3 SALES	**28**	RETURN	**51**	CHG6 SALES
6	TAX4 SALES	**29**	ERROR CORR	**52**	CHG7 SALES
7	TAX1	**30**	PREVIOUS VD	**53**	CHG8 SALES
8	TAX2	**31**	VOID MODE	**54**	FOREIGN 1
9	TAX3	**32**	CANCEL	**55**	FOREIGN 2
10	TAX4	**33**	GROSS SALES	**56**	FOREIGN 3
11	XMPT1 SALES	**34**	CASH SALES	**57**	FOREIGN 4
12	XMPT2 SALES	**35**	SALES	**58**	DRWR TTL
13	XMPT3 SALES	**36**	R/A 1	**59**	PROMOTION
14	XMPT4 SALES	**37**	R/A 2	**60**	WASTE
15	ANALYSIS 1	**38**	R/A 3	**61**	TIP
16	ANALYSIS 2	**39**	P/O 1	**62**	TRAIN TTL
17	ANALYSIS 3	**40**	P/O 2	**63**	BAL FORWARD
18	% 1	**41**	P/O 3	**64**	GUESTS
19	% 2	**42**	HASH TTL	**65**	P/BAL
20	% 3	**43**	CASH-IN-D	**66**	CHECKS PAID
21	% 4	**44**	CHEQUE-IN-D	**67**	SERVICE
22	% 5	**45**	FD/S-IN-D	**68**	NOSALE
23	CREDIT TAX1	**46**	CHG1 SALES	**69**	MIX&MATCH

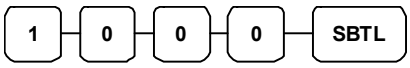
NLU Key Programming

NLU are fixed keys on the keyboard that access specific PLUs.
On the default keyboard, there are 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 possible NLU keys.

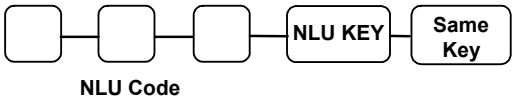
Programming the NLU Code Number

1. Turn the control lock to the PGM position.

2. To begin the program, enter **1 0 0 0**, then 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 and Press the NLU key again.



4. Press **CASH** to finish

Cash-In-Drawer Limit Programming.

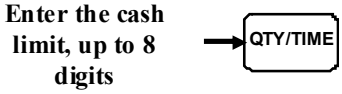
A Cash-In-Drawer limit can be programmed so that a warning appears on screen when the limit is exceeded. Pressing the **CLEAR** key will remove the error. The operator should carry out a Paid Out operation to reduce the Cash-in-drawer amount.

Programming the Drawer Limit

1. Turn the control lock to the PGM position.

2. To begin the program, enter **1 1 0 0**, then press the **SBTL** key.

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



4. Press the **CASH** key to finish

Cheque Change Limit Programming

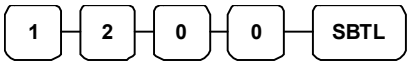
Use this program to set the maximum amount of cash that can be returned when a cheque is tendered for an amount greater than the amount of the sale.

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.

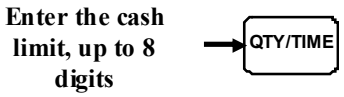
Programming the Cheque Change Limit

1. Turn the control lock to the PGM 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); then press the **QTY/TIME** key.



4. Press the **CASH** key to finish

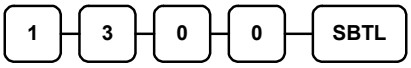
Date and Time Programming

Use this program to set the time and date. 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

5. Turn the control lock to the PGM position.

6. To begin the program, enter **1 3 0 0**, then press the **SBTL** key.



7. Enter time in military standard time (based on 24 hours). This must be four digits (i.e. 1300 hours = 1:00 PM). Then press the **QTY/TIME** key.

8. Enter the date in MM(month) DD(day) and YY(year) format. Then press the **QTY/TIME** key:

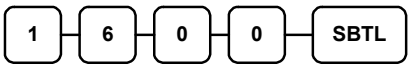
6. Press the **CASH** key to finalise the program.

Machine Number Programming

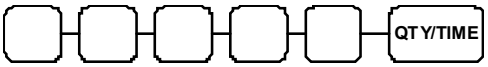
The machine number is printed on the register receipt. It is possible to program a machine number so that any receipt can be identified with the store or register where the transaction took place.

Programming the Machine Number

1. Turn the control lock to the PGM position.
2. To begin the program, enter **1 6 0 0**, then press the **SBTL** key.



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



4. Press the **CASH** key to finish

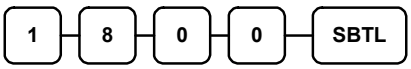
Training Mode Password

If you wish to use training mode, you must program a password that you will use to enter training mode.

The password may be up to 4 digits long, however, if you choose to use a password less that for digits, you must enter preceeding zeros to complete a 4 digit entry.

For example, if you program the password to be "77", you must type "0077" when entering training Programming the Check Change Limit

1. Turn the control lock to the PGM position.
2. To begin the program, enter **18 0 0**, then press the **SBTL** key.

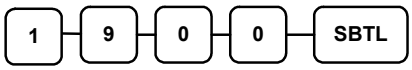


3. Enter a 4-digit password (default of 1111) and press the **QTY/TIME** key.

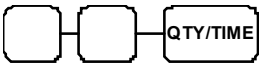
4. Press the **CASH** key to finish

EURO Rounding Programming

1. Turn the control lock to the PGM position.
2. To begin the program, enter **1 9 0 0**, press the **SBTL** key.



3.Enter the number (**1**-**100**) of the End., then press the **QTY/TIME** key.



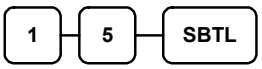
6. Enter the number (**1**-**100**) of the value, then press the **QTY/TIME** key.

7. Repeat steps 3 - 4 five times if there are 5 level euro rounding table.
8. When all is set, the program automatically ends.

Program Scans

Since much time and energy has been invested in the planning and programming of your *ER-900*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place.

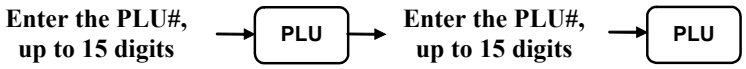
1. Turn the control lock to the PGM position.
2. To print a program scan, enter **1 5**, then press the **SBTL** key.



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

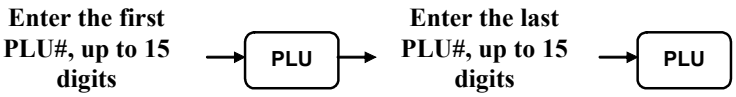
To read a single PLU code program information, enter the number of the PLU and press **PLU No.** key, then repeat the same PLU No.



or

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

To read multiple PLU program information, then enter the first number and press the PLU No. key. Then enter the last number and press PLU No. key.



or

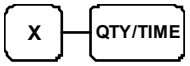
Press the first PLU key on the keyboard, followed by the last PLU key

MACRO PROGRAM SCAN

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

Refer to the chart below and enter a digit to represent the segment of the program you wish to print, then press the **QTY/TIME** key. Repeat this operation as required.

OTHERS PROGRAM SCAN



X	Program	X	Program
0	Group	**12**	Drawer Limit
1	Tax	**13**	Cheque Change Limit
2	System option	**14**	Time & Date
3	Print option	**16**	Machine Number
4	Function keys	**17**	Mix & Match
5	Clerk	**18**	Not Used
6	Preamble message	**19**	Euro Rounding
7	Postamble message	**20**	All Function Keyboard Scan
8	Endorsement message	**21**	Alpha Text
9	Financial Report message	**22**	System Text
10	Clerk Report message	**23**	Group Tax Logo
11	Macro Name	**24**	Default Image

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

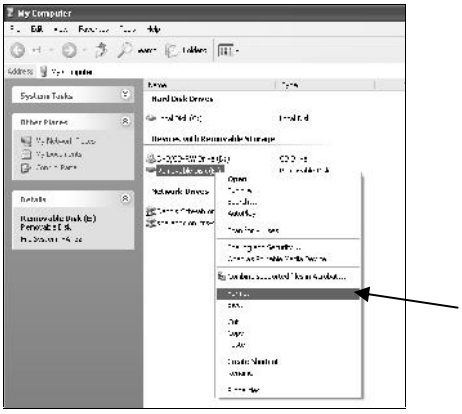
SD Program Backup & Restore

Formatting an SD card

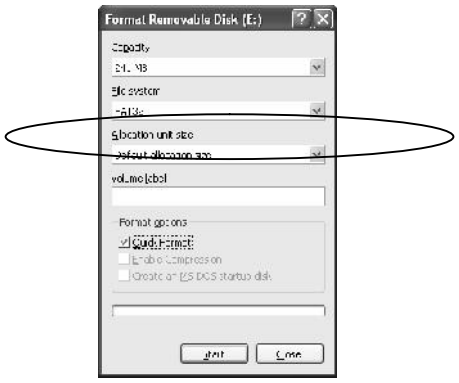
SD cards must be formatted as FAT 32.

Caution: Formatting the SD card will clear all data on the SD card and prepare it for use.

1. Start Windows Explorer.
2. Select the SD card drive, right click and select Format.
   (Win XP screen shown; slightly different procedures are used with different operating systems.)
3. From the Format dialog select the File System: FAT32.

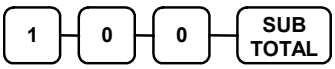


Select "Format..."



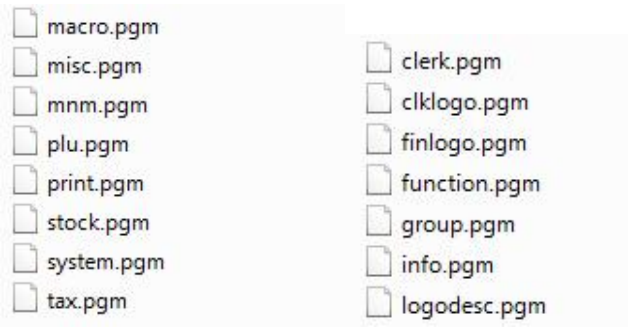
Backing Up the Program to an SD Card

1. Insert an SD Card formatted as Fat32 type.
2. Turn the control lock to the **S** position.
3. To backup the program to SD, enter **1 0 0**, press the **SUBTOTAL** key.



4. Return to the **REG** mode

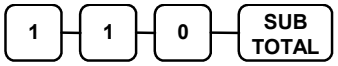
The main program files shown below are backed up to ER900\PGMBACK*storename
Note : The store name is default to backup, and can be changed using the system options.



Restore Program from the SD Card

CAUTION: Memory allocation must be set the same as the saved program.

1. Insert an SD Card formatted as FAT 32 type.
2. Turn the control lock to the **S** position.
3. To load the program to the register from the SD card, enter **1 1 0**, press the **SUBTOTAL** key.



4. Return to the **REG** mode