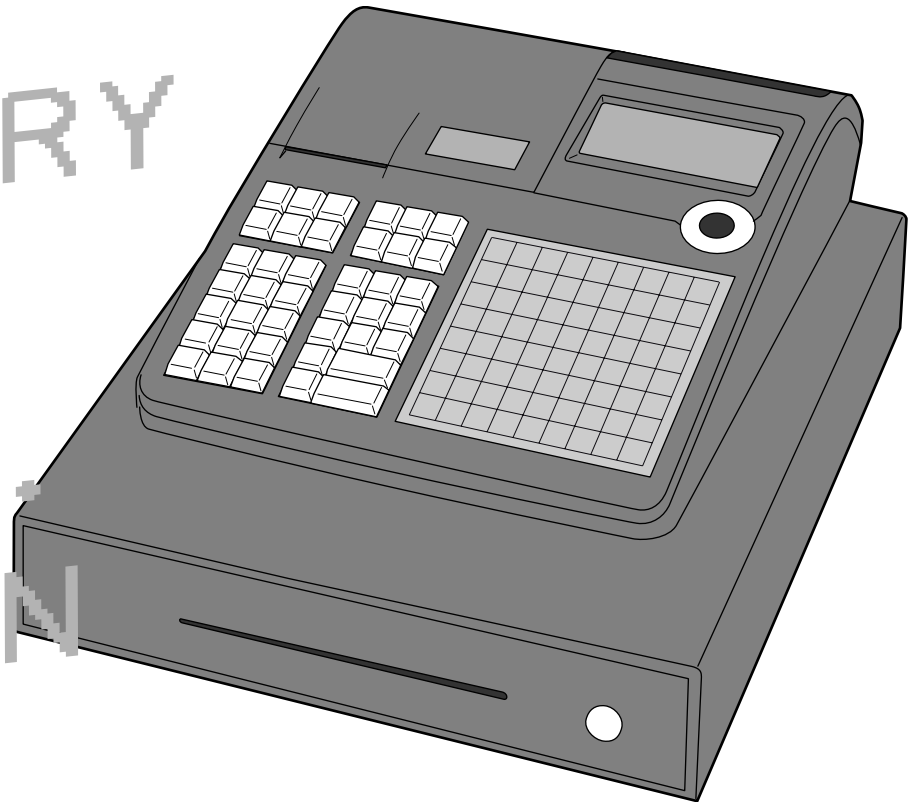
ELECTRONIC CASH REGISTER

SE-C2000

THANK YOU
YOUR RECEIPT
CALL AGAIN !

GROCERY
DAIRY
H.B.A.
FROZEN
FOOD
DELICATESSEN



USER'S MANUAL

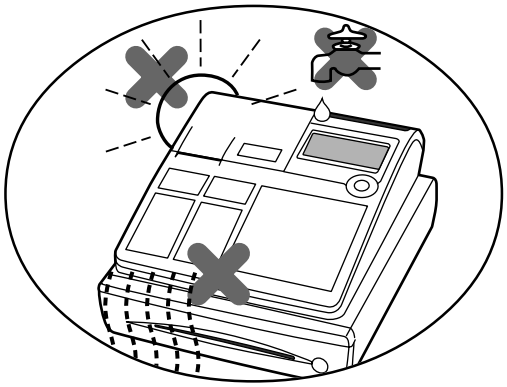
Eu Di U.K.

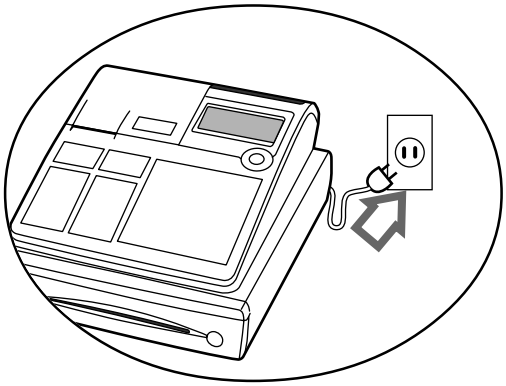
CASIO

Important!

Your new cash register has been carefully tested before shipment to ensure proper operation. Safety devices eliminate worries about breakdowns resulting from operator errors or improper handling. In order to ensure years of trouble-free operation, however, the following points should be noted when handling the cash register.

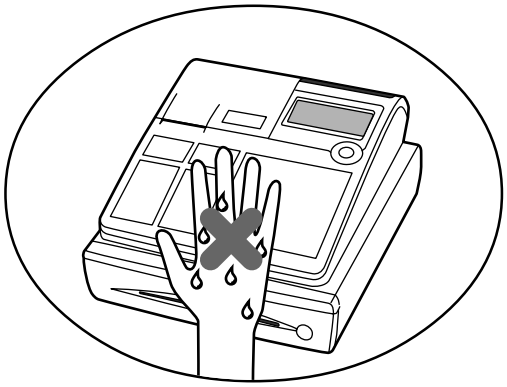
Do not locate the cash register where it will be subjected to direct sunlight, high humidity, splashing with water or other liquids, or high temperature (such as near a heater).

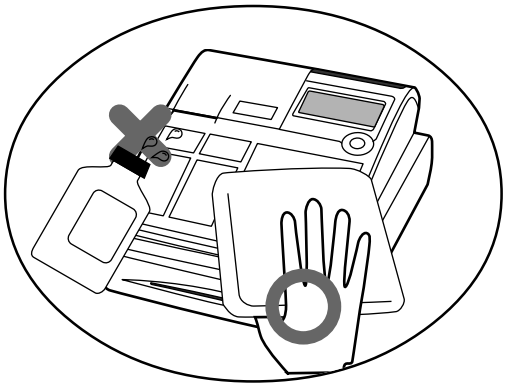




Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in the area.

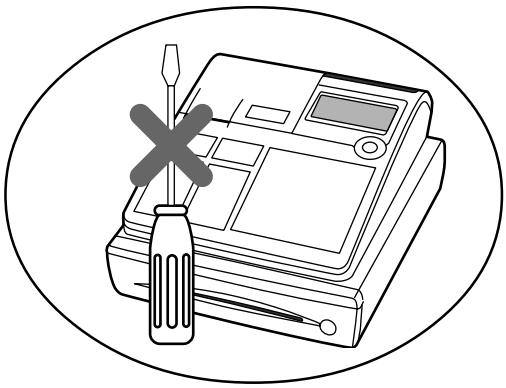
Never operate the cash register while your hands are wet.





Use a soft, dry cloth to clean the exterior of the cash register. Never use benzene, thinner, or any other volatile agent.

Never try to open the cash register or attempt your own repairs. Take the cash register to your authorized CASIO dealer for repairs.



Welcome to CASIO Cash Register!

Congratulations upon your selection of a CASIO Electronic Cash Register, which is designed to provide years of reliable operation.
Operation of a CASIO cash register is simple enough to be mastered without special training. Everything you need to know is included in this manual, so keep it on hand for reference.
Consult your CASIO dealer if you have any questions about points not specifically covered in this manual.

CE

Manufacturer:
CASIO COMPUTER CO., LTD.
6-2, Hon-machi 1-chome, Shibuya-ku, Tokyo 151-8543, Japan
Representative within the European Union:
CASIO EUROPE GmbH
Bornbarch 10, 22848 Norderstedt Germany

Please keep all information for future reference.

The main plug on this equipment must be used to disconnect mains power.
Please ensure that the socket outlet is installed near the equipment and shall be easily accessible.

This mark applies in EU countries only.

Safety Precautions

- To use this product safely and correctly, read this manual thoroughly and operate as instructed.
  After reading this guide, keep it close at hand for easy reference.
  Please keep all informations for future reference.
- Always observe the warnings and cautions indicated on the product.

About the icons

In this guide various icons are used to highlight safe operation of this product and to prevent injury to the operator and other personnel and also to prevent damage to property and this product. The icons and definitions are given below.

⚠ Indicates that there is a risk of severe injury or death if used incorrectly.

⚠ Indicates that injury or damage may result if used incorrectly.

Icon examples

To bring attention to risks and possible damage, the following types of icons are used.

The △ symbol indicates that it includes some symbol for attracting attention (including warning). In this triangle the actual type of precautions to be taken (electric shock, in this case) is indicated.

The ⦸ symbol indicates a prohibited action. In this symbol the actual type of prohibited actions (disassembly, in this case) will be indicated.

The ● symbol indicates a restriction. In this symbol the type of actual restriction (removal of the power plug from an outlet, in this case) is indicated.

⚠ Warning!

Handling the register

Should the register malfunction, start to emit smoke or a strange odor, or otherwise behave abnormally, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of fire and electric shock.

• Contact CASIO service representative.

Do not place containers of liquids near the register and do not allow any foreign matter to get into it. Should water or other foreign matter get into the register, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Contact CASIO service representative.

Should you drop the register and damage it, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Attempting to repair the register yourself is extremely dangerous. Contact CASIO service representative.

Never try to take the register apart or modify it in any way. High-voltage components inside the register create the danger of fire and electric shock.

• Contact CASIO service representative for all repair and maintenance.

⚠ Warning!

Power plug and AC outlet

Use only a proper AC electric outlet (100V~240V) . Use of an outlet with a different voltage from the rating creates the danger of malfunction, fire, and electric shock. Overloading an electric outlet creates the danger of overheating and fire.

Make sure the power plug is inserted as far as it will go. Loose plugs create the danger of electric shock, overheating, and fire.

- Do not use the register if the plug is damaged. Never connect to a power outlet that is loose.

Use a dry cloth to periodically wipe off any dust built up on the prongs of the plug. Humidity can cause poor insulation and create the danger of electric shock and fire if dust stays on the prongs.
Never use detergent to clean the power cord, especially the plug and jack.

Do not allow the power cord or plug to become damaged, and never try to modify them in any way. Continued use of a damaged power cord can cause deterioration of the insulation, exposure of internal wiring, and shorting, which creates the danger of electric shock and fire.

- Contact CASIO service representative whenever the power cord or plug requires repair or maintenance.

⚠ Caution!

Do not place the register on an unstable or uneven surface. Doing so can cause the register — especially when the drawer is open — to fall, creating the danger of malfunction, fire, and electric shock.

Do not place the register in the following areas.

- Areas where the register will be subject to large amounts of humidity or dust, or directly exposed to hot or cold air.
- Areas exposed to direct sunlight, in a close motor vehicle, or any other area subject to very high temperatures.

The above conditions can cause malfunction, which creates the danger of fire.

Do not overlay bend the power cord, do not allow it to be caught between desks or other furniture, and never place heavy objects on top of the power cord. Doing so can cause shorting or breaking of the power cord, creating the danger of fire and electric shock.

Be sure to grasp the plug when unplugging the power cord from the wall outlet. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.

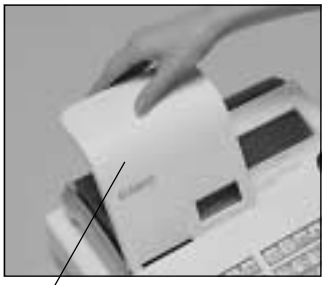
Never touch the plug while your hands are wet. Doing so creates the danger of electric shock. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.

Never touch the printer head, platen and cutter.

This chapter shows how to setup the cash register and get it ready to operate. Please read this chapter even if you have used a cash register before.

1. Load the memory protection batteris and Paper rolls

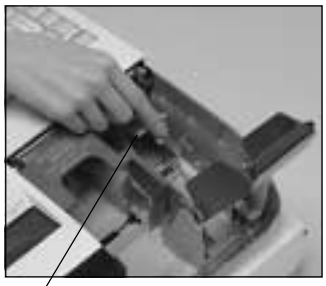
Load the two memory protection batteries



printer cover

1. Remove the printer cover and open the platen arm (receipt side).

platen arm



battery compartment cover

2. Remove the battery compartment cover.

3. Note the (+) and (–) markings in the battery compartment. Load a set of two new alkaline batteries so that their positive (+) and negative (–) ends are facing as indicated by the markings.

4. Replace the battery compartment cover.

5. Close the platen arm and replace the printer cover.

No battery is included in the accessories.

Important!

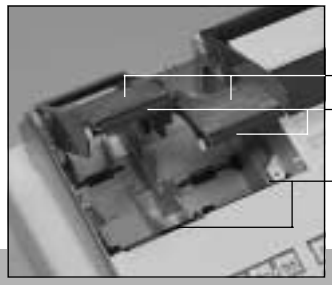
These batteries protect information stored in your cash register's memory when there is a power failure or when you unplug the cash register. Be sure to install these batteries.

WARNING!

- Never try to recharge the batteries supplied with the unit.
- Do not expose batteries to direct heat, let them become shorted or try to take them apart.

Keep batteries out of the reach of small children. If your child should swallow a battery, consult a physician immediately.

2. Install receipt / journal paper.



Important!

Take away the head protection sheet from the printer and close the platen arm.

Caution! (in handling the thermal paper)

- Never touch the printer head and the platen.
- Unpack the thermal paper just before your use.
- Avoid heat/direct sunlight.
- Avoid dusty and humid places for storage.
- Do not scratch the paper.
- Do not keep the printed paper under the following circumstances:
  High humidity and temperature/direct sunlight/contact with glue, thinner or a rubber eraser.

To install receipt paper

Step 1

Remove the printer cover.

Step 2

Open the platen arm.

Step 3

Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.

Step 4

Put the leading end of the paper over the printer.

Step 5

Close the platen arm slowly until it locks steadily.

Complete

Replace the printer cover, passing the leading end of the paper through the cutter slot. Tear off the excess paper.

To install journal paper

Step 1

Remove the printer cover.

Step 2

Open the platen arm.

Step 3

Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.

Step 4

Put the leading end of the paper over the printer.

Step 5

Close the platen arm slowly until it locks steadily.

Step 6

Remove the paper guide of the take-up reel.

Step 7

Slide the leading end of the paper into the groove on the spindle of the take-up reel and wind it onto the reel two or three turns.

Step 8

Replace the paper guide of the take-up reel.

Step 9

Place the take-up reel into place behind the printer, above the roll paper.

Step 10

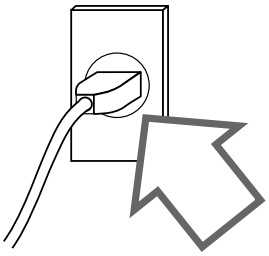
Press the JOURNAL FEED key to take up any slack in the paper.

During machine installation, press the JOURNAL FEED key after power on.

Complete

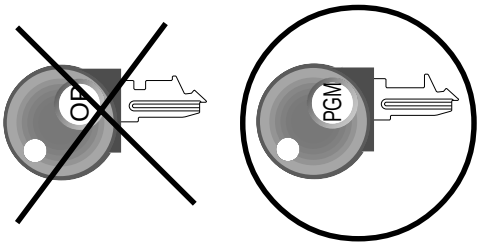
Replace the printer cover.

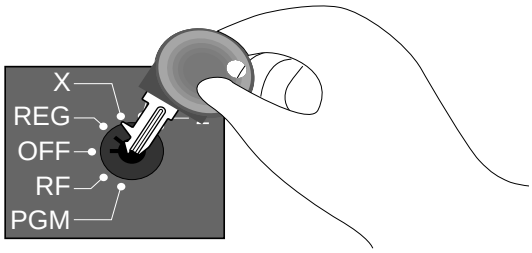
3. Plug the cash register into a wall outlet.



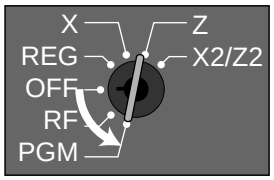
Be sure to check the sticker (rating plate) on the side of the cash register to make sure that its voltage matches that of the power supply in your area.

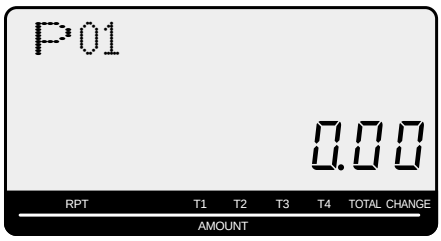
4. Insert the mode key marked “PGM” into the mode switch.





5. Turn the mode switch to the “PGM” position.





When the display shows “Low battery”, load memory protection batteries (refer to page 10).

6. Set the date.

1. Enter current date in year - month - day order, and press the <X/DATE TIME>
   Example: 15, June, 2008 ⇨ 0 8 0 6 1 5 [X/DATE TIME]
2. Press <C> key.
   Example: [C]

7. Set the time.

1. Enter current time in 24 hour system, and press the <X/DATE TIME>
   Example: 08:30 a.m. ⇨ 0 8 3 0 [X/DATE TIME] (9:45 p.m. ⇨ 2 1 4 5 [X/DATE TIME])
2. Press <C> key.
   Example: [C]

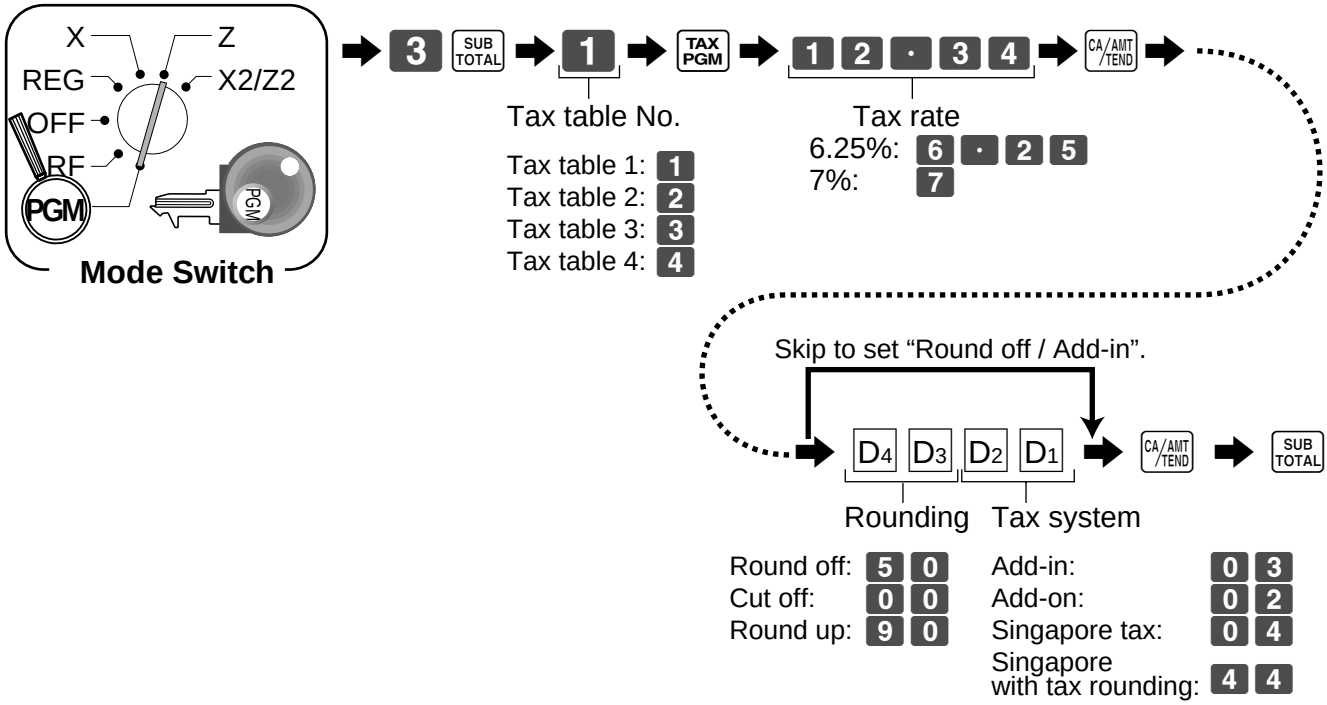
8. Tax table programming

This cash register is capable of automatically calculating up to four different sales taxes. The sales tax calculations are based on rates, so you must tell the cash register the rates, the type of tax (add-in or add-on). Note that special rounding methods (next page) are also available to meet certain local tax requirements.

Important!

After you program the tax calculations, you also have to individually specify which departments (page 33) and PLUs (page 35) are to be taxed.

Programming tax calculations



8. Tax table programming (about special rounding)

Besides cut off, round off and round up, you can also specify “special rounding” for subtotals and totals or changes. Special rounding converts the right-most digit(s) of an amount to “0” or “5” (or “00”, “25”, “50, “75”) to comply with the requirements of certain areas.

Programming special rounding

See the list below and select the rounding which you require.

Programming procedure

IF 1 rounding	
Last 1 digit of subtotal	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

D_{10}~ D_1= 1 0 0 0 0 0 0 0 0 0

IF 2 rounding	
Last 1 digit of subtotal	**Result**
0 ~ 4	0
5 ~ 9	10

D_{10}~ D_1 = 2 0 0 0 0 0 0 0 0 0

Danish rounding	
Last 2 digit of subtotal/cash change	**Result**
00 ~ 12	00
13 ~ 37	25
38 ~ 62	50
63 ~ 87	75
88 ~ 99	100

D_{10}~ D_1 = 3 0 0 0 0 0 0 0 0 0

Norwegian rounding	
Last 1 digit of subtotal	**Result**
00 ~ 24	0
25 ~ 74	50
75 ~ 99	100

D_{10}~ D_1 = 4 0 0 0 0 0 0 0 0 0

Singaporean rounding	
Last 1 digit of item, %+, %- registration	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

D_{10}~ D_1 = 5 3 0 0 0 0 0 0 0 0

Finnish rounding	
Last 2 digit of subtotal/cash change	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

D_{10}~ D_1 = 6 0 0 0 0 0 0 0 0 0

Australian rounding	
Last 1 digit of subtotal/cash change	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

D_{10}~ D_1 = 7 0 0 0 0 0 0 0 0 0

South African rounding	
Last 1 digit of subtotal	**Result**
0 ~ 4	0
5 ~ 9	5

D_{10}~ D_1 = 8 0 0 0 0 0 0 0 0 0

New Zealander (A) rounding	
Last 1 digit of subtotal/cash change	**Result**
0 ~ 4	0
5 ~ 9	10

D_{10}~ D_1 = 9 0 0 0 0 0 0 0 0 0

New Zealander (B) rounding	
Last 1 digit of subtotal/cash change	**Result**
0 ~ 5	0
6 ~ 9	10

D_{10}~ D_1 = 9 0 0 0 0 0 0 0 0 1

- Partial tenders (payments): for Danisn Rounding

  No rounding is performed for the amount of tendered nor for the change amount due when the customer makes a partial tender. When a partial tender results in a remaining balance within the range of 1 through 12, the transaction is finalized as if there was no remaining balance.

- Display and printing of subtotals: for Danish and Australian Rounding

  When you press the SUB TOTAL key, the rounded subtotal is printed and shown on the display. If the cash register is also set up to apply an add-on tax rate, the add-on tax amount is also included in the subtotal that is printed and displayed.

Important!

When you are using Danish rounding, you can use the CA/AMT TEND key to register tendered amount in which the last (right-most) digits are 00, 25, 50 or 75. This restriction does not apply to the CH and CHK/TEND keys.

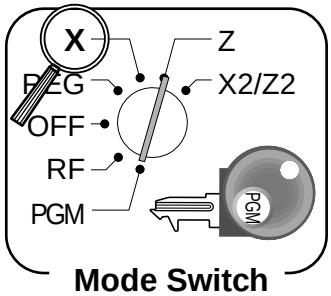
9. Select watermark on receipt.

Turn the mode switch to "PGM", enter <0> or <1>, and press the <CHK>, <ST>

Example: no watermark ⇨ 0 CHK SUB TOTAL
with watermark ⇨ 1 CHK SUB TOTAL

10. For Australian GST

1. Turn mode switch to X mode.
2. Enter 01012001, press <ST>.
3. Press <CA>. (If you want to cancel this procedure, press <ST> instead of <CA>.)



Mode Switch

➡ 0 1 0 1 2 0 0 1 SUB TOTAL ➡ CA/AMT TEND

After completion of this procedure, the "GST system was changed" message was printed on receipt and;

① Tax symbol (*) is printed.
② Taxable amount is skipped.
③ "GST INCLUDED" is set to the TX1 descriptor.
④ "TAXABLE AMT" is set to the TA1 descriptor.
⑤ Total line is printed even in direct (cash) sale.
⑥ Australian rounding is set.
⑦ "$" is set to the monetary symbol.
⑧ Print "MOF message" on receipt.
⑨ Tax (10% tax rate, add-in tax, fraction round off) is set to the tax table 1.
No data is set to other tax tables.
⑩ The taxable amount and tax amount except TA1/TX1 are not printed on report.
⑪ Restriction (to 0, 5) on last amount digit of cash sales, received on account, paid out, and money declaration.

NOTE:

After completion of register programming, enter 6 2 0 0 and SUB TOTAL in the PGM 7 mode (PGM mode ⇒ 7 SUB TOTAL) to backup the program data into the internal non-volatile memory.

(This opration takes about 30 seconds.)

11. Department unit price programming

Maximum 6-digit unit price can be set to the department.
Refer to page-33.

Tax calculation status can be set to the department.
Refer to page-33.

12. PLU unit price programming

Maximum 6-digit unit price can be set to the PLU.
Refer to page-35.

Tax calculation status can be set to the PLU.
Refer to page-35.

13. Discount rate programming

0.01 - 99.99% rate can be set to the Discount key.
Refer to page-38.

Tax calculation status can be set to the Discount key.
Refer to page-38.

14. Issuing daily reset report

After business hours, issue daily reset report.
Refer to page-47.

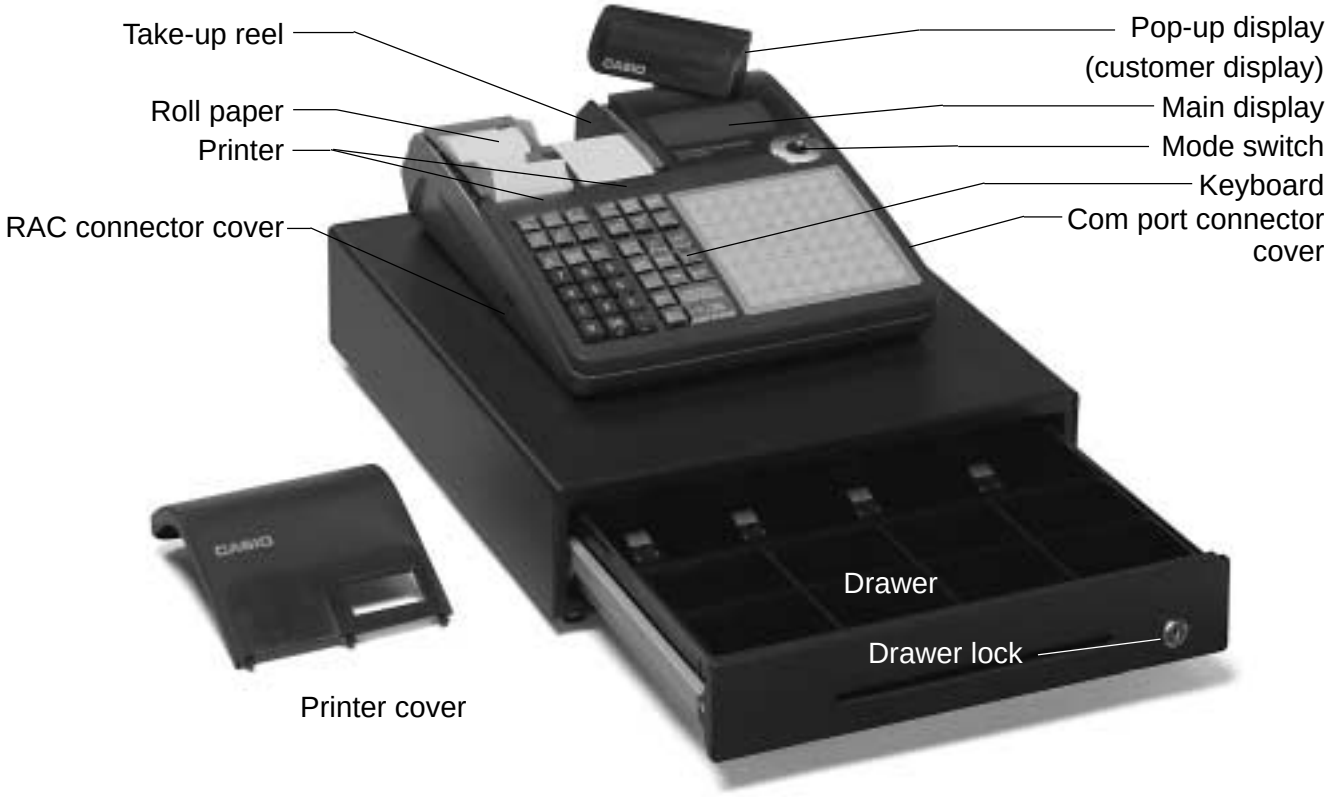
15. Advanced operations and Setups

16. Issuing reports

17. Troubleshooting

General guide

This part of the manual introduces you to the cash register and provides a general explanation of its various parts.

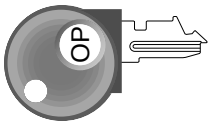


Roll paper

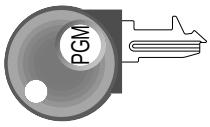
You can use the roll paper to print receipts and a journal (page 11 ~ 12).

Mode key

There are two types of mode keys: the program key (marked “PGM”) and the operator key (marked “OP”). The program key can be used to set the mode switch to any position, while the operator key can select the **REG** and **OFF** position.



Operator key



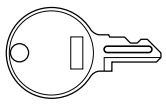
Program key

Drawer

The drawer opens automatically whenever you finalize a registration and whenever you issue a read or reset report. The drawer will not open if it is locked with the drawer key.

Drawer lock / Drawer key

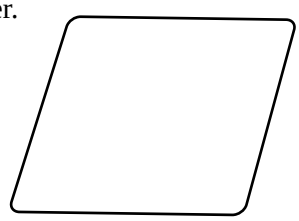
Use the drawer key to lock and unlock the drawer.



Drawer key

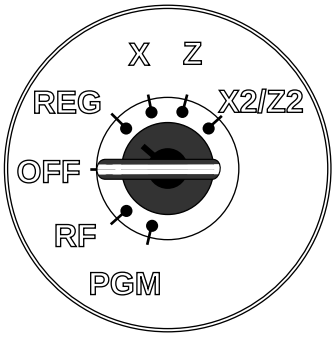
Magnetic plate

Use this plate for tacking the notes received from customer.



Mode switch

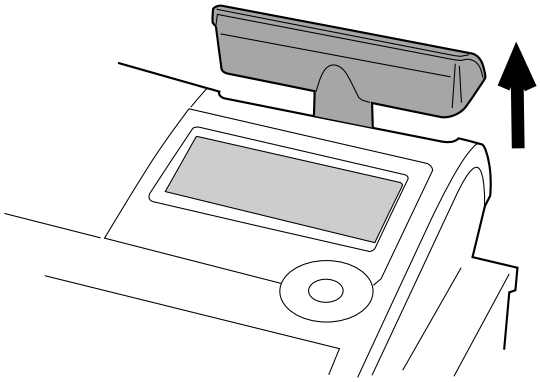
Use the mode keys to change the position of the mode switch and select the mode you want to use.



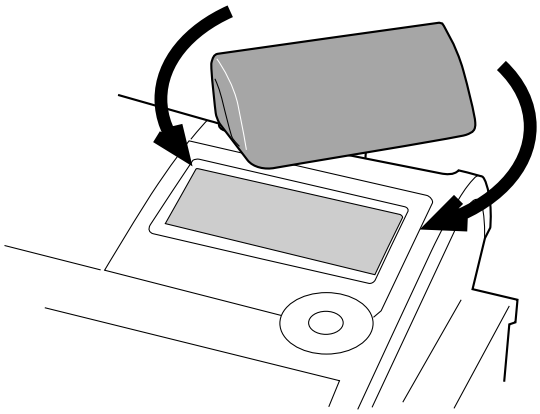
Mode Switch	Mode Name	Description
X2/Z2	**Periodic sale read/reset**	Used to obtain periodic sales reports without resetting total data or while resetting all total data.
Z	**Daily sales reset**	Used to obtain daily reports while resetting (clearing) all total data.
X	**Daily sales read**	Used to obtain daily reports without resetting (clearing) all total data.
REG	**Register**	Used for normal registration.
OFF	**Stand-by**	Cash register standing by.
RF	**Refund**	Used for registering refund transaction.
PGM	**Program**	Used for cash register programming.

How to set the Pop-up display

1. Lift the unit until it stops.

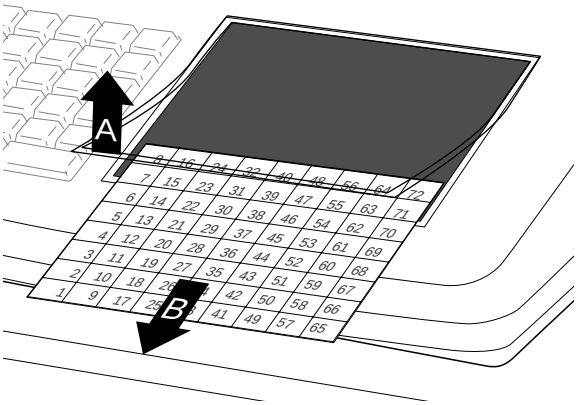


2. Rotate the unit.

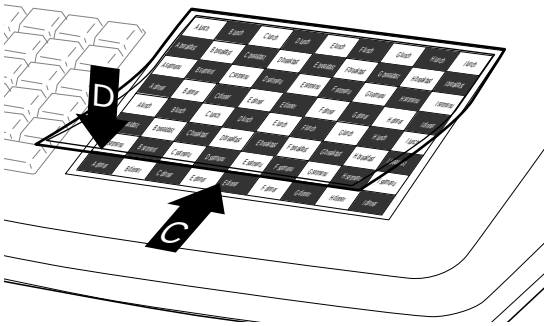


How to set the menu sheet

1. Pull the sheet cover up and remove the old menu sheet.



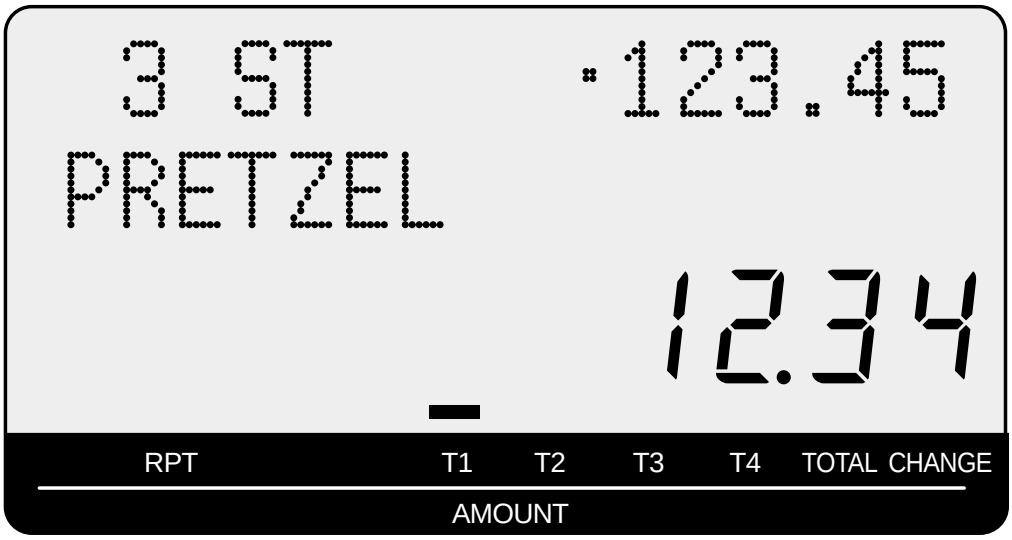
2. Put the new menu sheet and replace the cover.



Display

Display panel

Main display



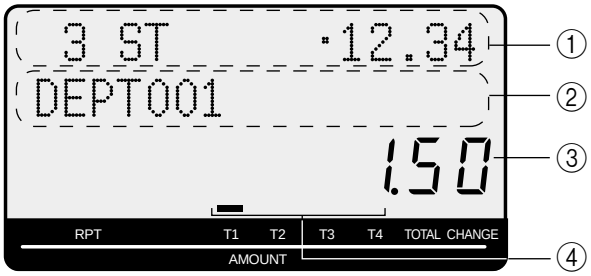
Customer display

Displays

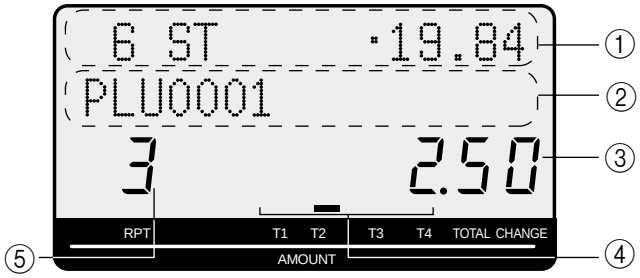
Main Display
(alphanumeric + numeric display)

Pop-up (customer) display
(numeric display)

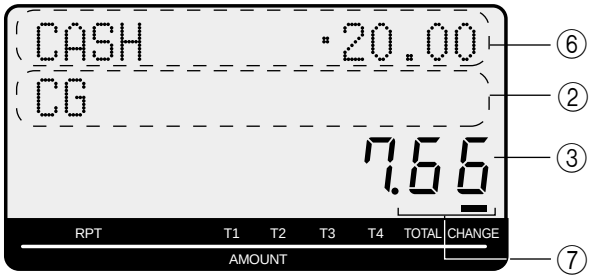
Item registration (by department/PLU)



Repeat registration



Totalize operation



① Item count and subtotal
This part of the display shows item sold count and subtotal.

② Item / Key / Change descriptor
When you register an item or key, the item / key / change descriptor appears here.
Mode descriptor is also displayed here.

③ Amount / Quantity
This part of the display shows monetary amounts. It also can be used to show the current time. (The current date is shown in the alphanumeric display.)

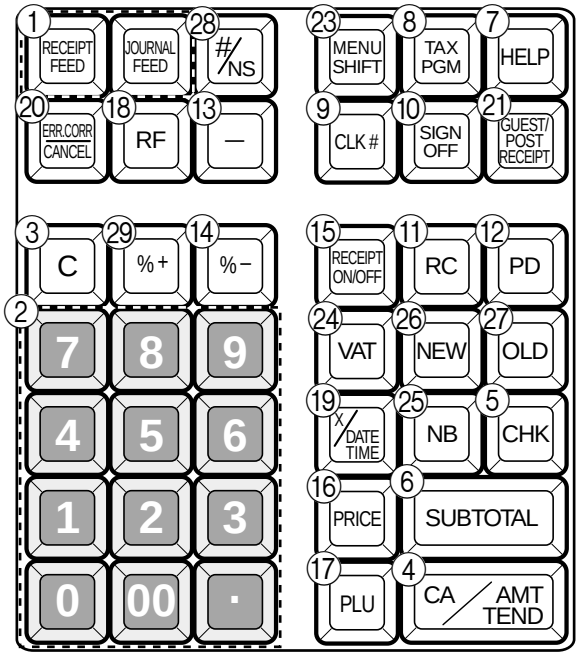
④ Taxable sales status indicators
When you register a taxable item, the corresponting indicator is lit.

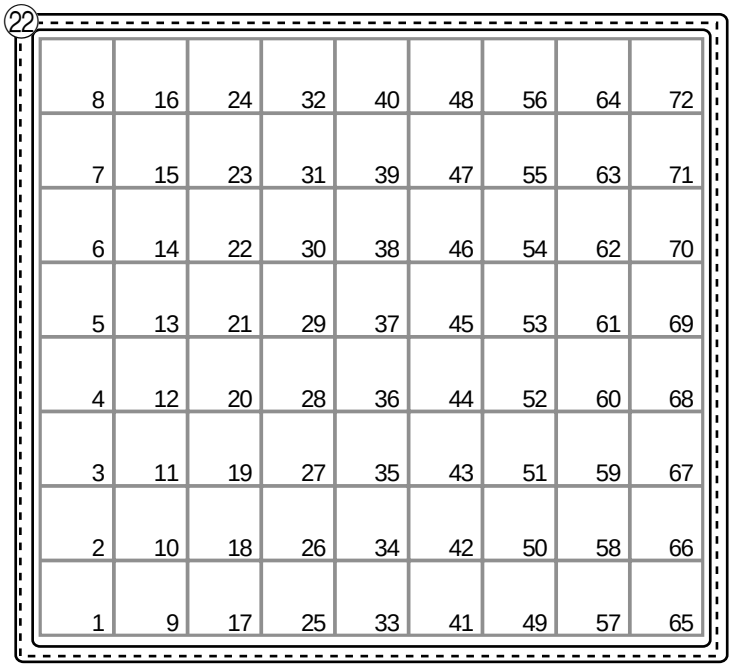
⑤ Number of repeats
Anytime you perform a repeat registration (page 31, 36), the number of repeats appears here.
Note that only one digit is displayed for the number of repeats. This means that a “5” could mean 5, 15 or even 25 repeats.

⑥ Tendered amount
When the tender operation is made, the entered value appears here.

⑦ Total / Change indicators
When the TOTAL indicator is lit, the displayed value is monetary total or subtotal amount.
When the CHANGE indicator is lit, the displayed value is the change due.

Keyboard





① **Paper feed key** [RECEIPT FEED], [JOURNAL FEED]
Hold this key down to feed paper from the printer.

② **Ten key pad** [0], [1], ~ [9], [00], [·]
Use these keys to input numbers.

③ **Clear key** [C]
Use this key to clear an entry that has not yet been registered.

④ **Cash amount tendered key** [CA/AMT/TEND]
Use this key to register a cash sale.

⑤ **Check key** [CHK]
Use this key to register a check tender.

⑥ **Subtotal key** [SUB TOTAL]
Use this key to display and print the current subtotal (includes add-on tax) amount.

⑦ **Help key** [HELP]
Use this key to look up the procedures to set date/time, tax table etc.

⑧ **Tax program key** [TAX PGM]
Use this key to set the tax status and tax table.

⑨ **Clerk number key** [CLK#]
Use this key to sign clerk on and off the register.

⑩ **Sign off key** [SIGN OFF]
Use this key to sign clerk off the register.

⑪ **Received on account key** [RC]
Use this key following a numeric entry to register money received for non-sale transactions.

⑫ **Paid out key** [PD]
Use this key following a numeric entry to register money paid out from the drawer.
Use this key to convert the main currency to the sub currency (the euro/the local money), when registering a subtotal amount. This key is also used for specifying sub currency while entering an amount of payment or declaration in drawers.

⑬ **Reduction (minus) key** [—]
Use this key to input values for reduction.

⑭ **Discount key** [%−]
Use this key to register discounts.

⑮ **Receipt on/off key** [RECEIPT ON/OFF]
Use this key twice to change the status “receipt issue” or “no receipt.”

⑯ **Price key** [PRICE]
Use this key to register unit prices for subdepartment.

⑰ **PLU key** [PLU]
Use this key to input PLU (subdepartment) numbers.

⑱ **Refund key** [RF]
Use this key to input refund amounts and void certain entries.

⑲ **Multiplication/Date/Time key** [X/DATE TIME]
Use this key to input a quantity for a multiplication. Between transactions, this key displays the current time and date.

⑳ **Error correct / Cancel key** [ERR CORR. CANCEL]
Use this key to correct registration errors and to cancel registration of entire transactions.

㉑ **Guest / Post receipt key** [GUEST/ POST RECEIPT]
Use this key to produce a guest or post-finalization receipt.

㉒ **Department keys** [1], [2], ~
Use these keys to register items to departments.

㉓ **Menu shift key** [MENU SHIFT]
Use this key to shift flat PLU keys to 1st ~ 3rd menu.

㉔ **VAT key** [VAT]
Use this key to print a VAT breakdown.

㉕ **New balance key** [NB]
Use this key for adding the latest registered total amount to the previous balance to obtain a new balance.

㉖ **New check key** [NEW]
Use this key in a check tracking system to input a new check number in order to open a new check under that number.

㉗ **Old check key** [OLD]
Use this key in a check tracking system to input the number of an existing check (previously created by the new check key) whose details are stored in the check tracking memory.

㉘ **Non-add / No sale key** [#/NS]
Non-add key: Use this key to print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.
No sale key: Use this key to open the drawer without registering anything.

㉙ **Premium key** [%+]
Use this key to register premiums.

Allocatable functions

You can tailor a keyboard to suit your particular type of business.

Add check
Use this key in a check tracking system to combine the details of more than one check into a single check.

Addition (plus)
Use this key for registering surcharge.

Age verification
Use this key to enter tge birthdate of the customer for age verification.

Arrangement
Use this key to activate an arrangement program programmed in the arrangement file. Any operation that can be performed from the keyboard, as well as mode, can be programmed in an arrangement program, and can be performed merely by pressing this key. In addition, one numeric entry can be included in an arrangement program. In this case, input the number and press this key.
The mode control function of this key can be programmed for all modes except for the OFF and PGM mode.

Cash amount tendered
Use this key to register a cash sale.

Charge
Use this key to register a charge sale.

Check tendered
Use this key to register a check tender.

Clerk number
Use this key to sign clerk on and off the register.

Coupon
Use this key to register coupons.

Credit
Use this key to register a credit sale.

Currency exchange
Use this key for calculating subtotal amounts or paying amount due in foreign currency.

Customer number
Use this key to register the number of customers.

Department
Use these keys to register items to departments.

Department no. / Department shift
Department no.: Use this key to input department numbers.
Department shift: Use this key to shift the department key number.

Discount
Use this key to register discounts.

Enter
In an arrangement program, this key is used to insert numbers entered before registering the arrangement.

Error correct / Cancel
Use this key to correct registration errors and to cancel registration of entire transactions.

Flat-PLU
Use this key to register items to flat-PLUs.

Help
Use this key to look up the procedures to set date/time, tax table etc.

Manual tax
Use this key to register a tax amount.

Menu shift
Use this key to shift flat PLU keys to 1st ~ 3rd menu.

Merchandise subtotal
Use this key to obtain subtotal excluding the add-on tax amount and the previous balance.

Multiplication
Use this key to input a quantity for a multiplication operation. Between transactions, this key displays the current time and date.

New balance
Use this key for adding the latest registered total amount to the previous balance to obtain a new balance.

New check
Use this key in a check tracking system to input a new check number in order to open a new check under that number.

New / Old check
Use this key in a check tracking system to input check numbers in order to open new checks and to reopen existing checks. When the clerk inputs a check number, the register checks to see if that number already exists in the check tracking memory. If there is no matching number in the memory, a new check is opened under the input number. If the check number input matches a number already stored in the memory, that check is reopened for further registration or finalization.

No sale
Use this key to open the drawer between transaction.

Non-add
Use this key to print reference numbers (personal check number, card number, etc.)

Non-add / No sale
Non-add: Use this key to print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.
No sale: Use this key to open the drawer without registering anything.

Old check
Use this key in a check tracking system to input the number of an existing check (previously created by the New check key) whose details are stored in the check tracking memory. Existing checks are reopened to perform further registration or to finalize them.

Open
Use this key to temporarily release a limitation on the number of digits that can be input for a unit price.

Paid out
Use this key following a numeric entry to register money paid out from the drawer.
Use this key to convert the main currency to the sub currency (the euro/the local money), when registering a subtotal amount. This key is also used for specifying sub currency while entering an amount of payment or declaration in drawers.

PLU/Subdepartment
Use this key to input PLU (subdepartment) numbers.

Premium
Use this key to register premiums.

Price
Use this key to register unit prices for PLU (subdepartment).

Multiplication / For
Use this key to input a quantity for a multiplication operation and registration of split sales of packaged items. Between transactions, this key displays the current time and date.

Post receipt
Use this key to produce a guest or post-finalization receipt.

Receipt on/off
Use this key twice to change the status “receipt issue” or “no receipt.”

Received on account
Use this key following a numeric entry to register money received for non-sale transactions.

Reduction (minus)
Use this key to input values for reduction.

Refund
Use this key to input refund amounts and void certain entries.

Sign off
Use this key to sign clerk off the register.

Subtotal
Use this key to display and print the current subtotal (includes add-on tax) amount.

Tax status shift 1
Use this key to change the Taxable 1 status of the next item.

Tax status shift 2
Use this key to change the Taxable 2 status of the next item.

Tax program
Use this key to program tax status and tax table easily.

Text recall
Use this key to print presett characters.

Tip
Use this key to register tips.

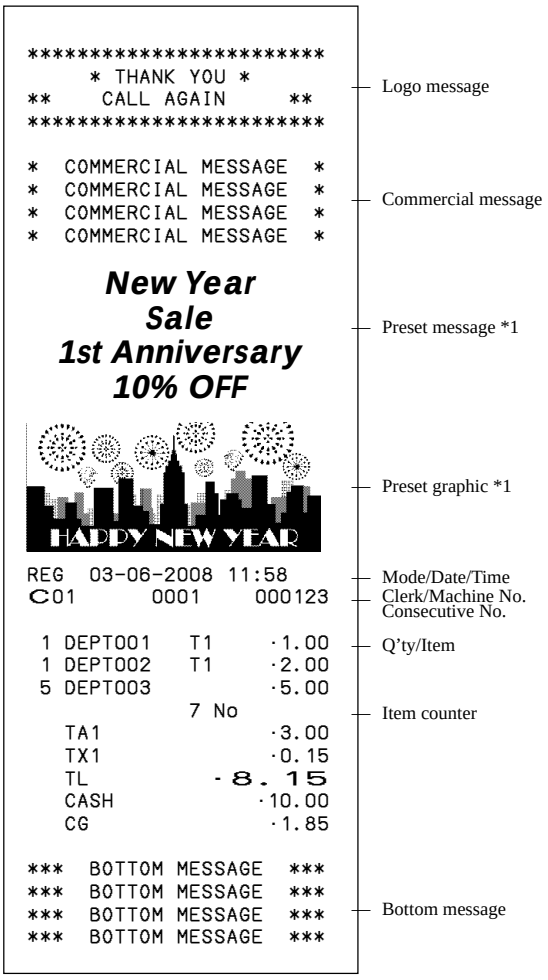
VAT
Use this key to print a VAT breakdown.

Void
Use this key to invalidate preceding item data registered.

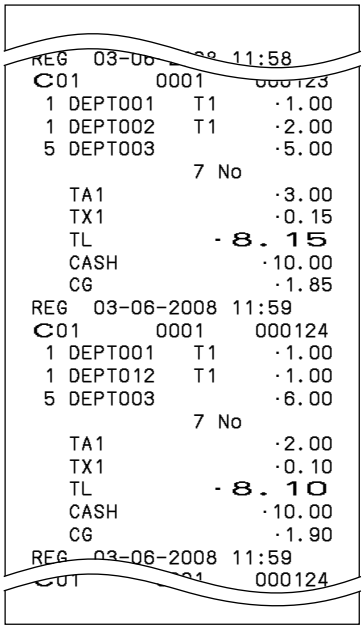
How to read the printouts

- The journal / receipts are records of all transactions and operations.
- The contents printed on receipts and journal are almost identical.
- You can choose the journal skip function.
  If the journal skip function is selected, the cash register will print the total amount of each transaction, and the details of premium, discount and reduction operations only, without printing department and PLU item registrations on the journal.
- The following items can be skipped on receipts and journal.
  - Taxable status
  - Taxable amount
  - Item counter

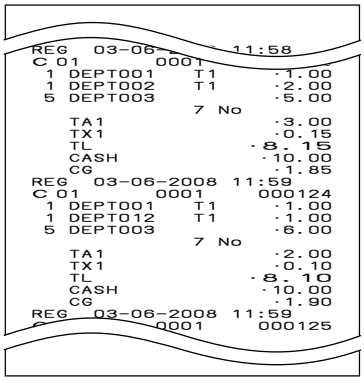
Receipt Sample



Journal Sample (Item lines Included)



Journal Sample (by half height character)



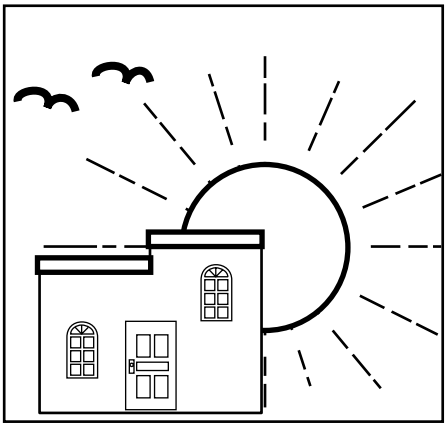
*1 You can choose to print preset message and graphic at the top of the receipt or at the bottom of the receipt.

In the operation examples contained in this manual, the print samples are what would be produced if the roll paper is being used for receipts. They are not actual size. Actual receipts are 58 mm wide. Also, all sample receipts and journals are printout images.

How to use your cash register

The following describes the general procedure you should use in order to get the most out of your cash register.

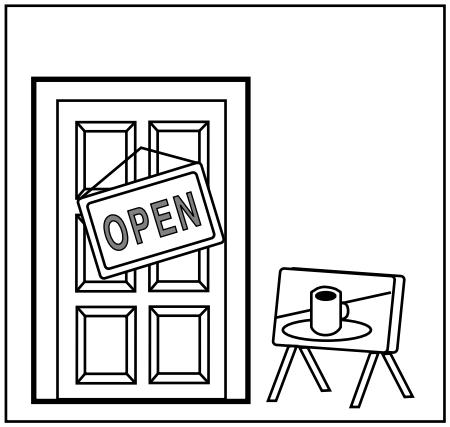
BEFORE business hours…



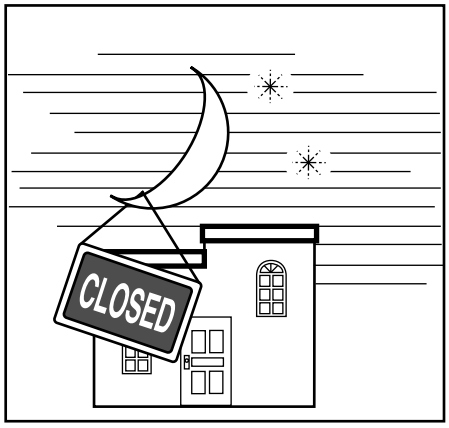
- Check to make sure that the cash register is plugged in securely. Page 13
- Check to make sure there is enough paper left on the roll. Pages 11, 12
- Read the flash report to confirm that totals are all zero. Page 89
- Check the date and time. Page 30

DURING business hours…

- Register transactions. Page 31 -
- Periodically read totals. Page 88



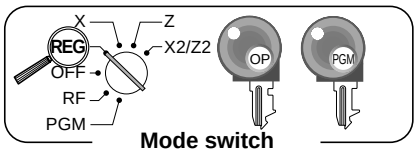
AFTER business hours…



- Reset the daily totals. Page 47, 90
- Remove the journal. Page 104
- Empty the cash drawer and leave it open. Page 20
- Take the cash and journal to the office.

Before business hours

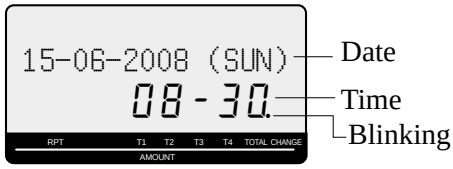
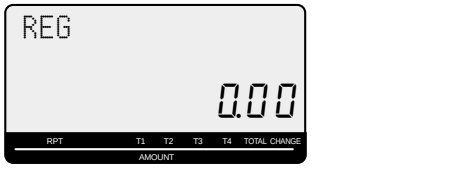
Checking the time and date



Mode switch

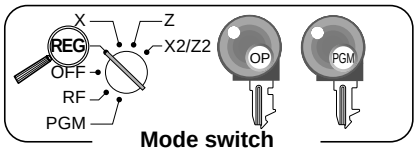
You can show the time or date on the display of the cash register whenever there is no registration being made.

To display and clear the date/time

OPERATION	DISPLAY
[×/DATE TIME] Date/time appears on the display.	
[C] Clears the date/time display.	

Date
Time
Blinking

Preparing coins for change



Mode switch

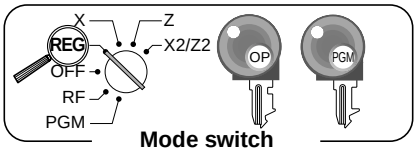
You can use the following procedure to open the drawer without registering an item. This operation must be performed out of a sale.
(You can use the [RC] key instead of this key. See page 43.)

Opening the drawer without a sale

OPERATION	RECEIPT
[#/NS]	

Preparing and using department keys

Registering department keys



Mode switch

The following examples show how you can use the department keys in various types of registrations.

Single item sale

Example 1

Item	Unit price	$1.00
	Quantity	1
	Dept.	1
Payment	Cash	$1.00

OPERATION

1 00
Unit price

1
Department

CA/AMT TEND

RECEIPT

```
1 DEPT001          ·1.00
  TL             - 1.00
  CASH             ·1.00
```

Department No./ unit price
Total amount

Example 2 (Subtotal registration and change computation)

Item	Unit price	$12.34
	Quantity	1
	Dept.	1
Payment	Cash	$20.00

OPERATION

1 2 3 4
Unit price

1
Department

SUB TOTAL

2 0 00 CA/AMT TEND
Amount tendered

RECEIPT

```
1 DEPT001         ·12.34
  TL            - 12.34
  CASH            ·20.00
  CG               ·7.66
```

Total amount
Amount tendered
Change

Repeat

Item	Unit price	$1.50
	Quantity	3
	Dept.	1
Payment	Cash	$10.00

OPERATION

1 5 0 1
1
1
SUB TOTAL
1 0 00 CA/AMT TEND

RECEIPT

```
1 DEPT001          ·1.50
1 DEPT001          ·1.50
1 DEPT001          ·1.50
  TL             - 4.50
  CASH            ·10.00
  CG               ·5.50
```

Repeat
Repeat

Multiplication

Item	Unit price	$1.00
	Quantity	12
	Dept.	1
Payment	Cash	$20.00

OPERATION

1 2 [×/DATE TIME]
Quantity
(4-digit integer/3-digit decimal)
1 00 [1]
[SUB TOTAL]
2 0 00 [CA/AMT TEND]

RECEIPT

```
12 DEPT001          ·12.00
   TL             - 12.00
   CASH            ·20.00
   CG               ·8.00
```

Quantity/result

Department shift

Item	Unit price	$1.00
	Quantity	1
	Dept.	73
Payment	Cash	$1.00

OPERATION

[DEPT# DEPT SHIFT] 1 00 [1]
Designating upper department press [DEPT# DEPT SHIFT] first.
(- 2 - shows).
[CA/AMT TEND]

RECEIPT

```
1 DEPT073           ·1.00
   TL             - 1.00
   CASH             ·1.00
```

Department number

Item	Unit price	$13.00
	Quantity	1
	Dept.	31
Payment	Cash	$13.00

OPERATION

3 1 [DEPT# DEPT SHIFT]
Department No.
1 3 00 [PRICE]
Unit price
[CA/AMT TEND]

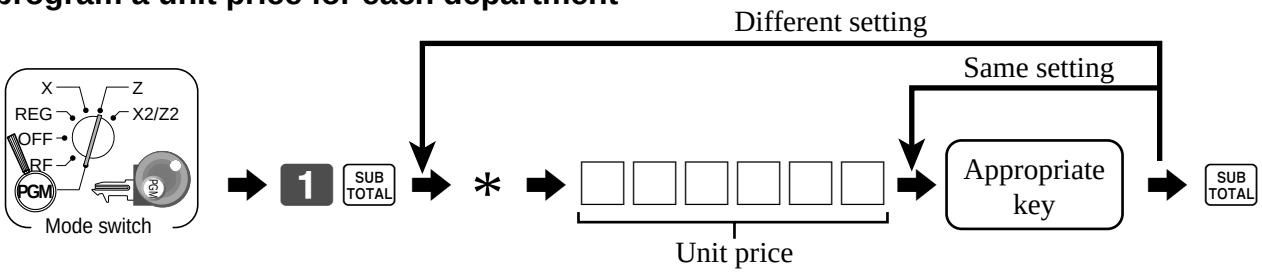
RECEIPT

```
1 DEPT031           ·13.00
   TL             - 13.00
   CASH             ·13.00
```

- If [DEPT# DEPT SHIFT] is not allocated on the keyboard, key allocation is necessary.

Programming department keys

To program a unit price for each department



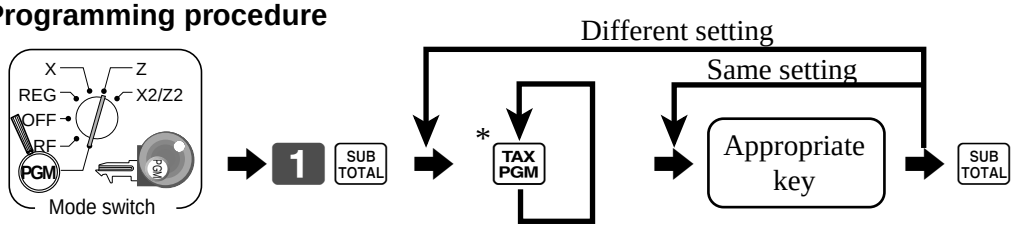
* In case of shifting upper department, press DEPT# DEPT SHIFT key here.

To program the tax calculation status for each department

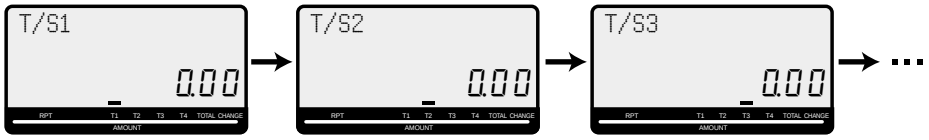
Tax calculation status

This specification defines which tax table should be used for automatic tax calculation.

Programming procedure



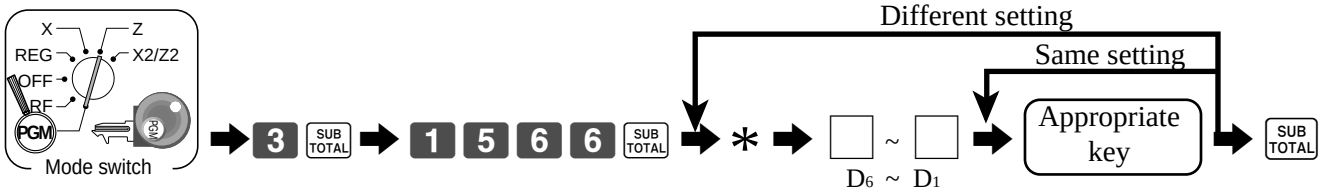
* Press TAX PGM key repeatedly until the status you want to program is appeared on the display.



Appropriate key: In case of shifting department, press DEPT# DEPT SHIFT key first.

To program high amount limit for each department

Programming procedure

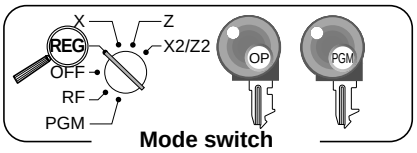


* In case of shifting upper department, press DEPT# DEPT SHIFT key here.

Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	☐ ~ ☐ D_6~D_1

- If DEPT# DEPT SHIFT is not allocated on the keyboard, key allocation is necessary.

Registering department keys by programming data



Mode switch

Preset price

Item	Unit price	($1.00)$_{preset}$
	Quantity	1
	Dept.	2
Payment	Cash	$1.00

OPERATION

2

CA/AMT TEND

RECEIPT

```
1 DEPT002          ·1.00
  TL             - 1.00
  CASH             ·1.00
```

Department No./ unit price

Preset tax status

Item 1	Unit price	($2.00)$_{preset}$
	Quantity	5
	Dept.	3
	Taxable	(1)$_{preset}$
Item 2	Unit price	($2.00)$_{preset}$
	Quantity	1
	Dept.	4
	Taxable	(2)$_{preset}$
Payment	Cash	$20.00

OPERATION

5 ×/DATE TIME

3

4

SUB TOTAL

2 0 00 CA/AMT TEND

RECEIPT

```
                   T1     ·10.00   Tax status
5 DEPT003          T2      ·2.00
1 DEPT004
  TA1                     ·10.00   Taxable Amount 1
  TX1                      ·0.40   Tax 1
  TA2                      ·2.00   Taxable Amount 2
  TX2                      ·0.20   Tax 2
  TL                   - 12.60
  CASH                    ·20.00
  CG                       ·7.40
```

Locking out high amount limitation

Item	Unit price	$1.05
	Quantity	1
	Dept.	3
	Max.amount	($10.00)$_{preset}$
Payment	Cash	$2.00

OPERATION

1 0 5 0 3

ERROR ALARM
(Exceeding high amount)

C

1 0 5 3

SUB TOTAL

2 00 CA/AMT TEND

RECEIPT

```
1 DEPT003          ·1.05
  TL             - 1.05
  CASH             ·2.00
  CG               ·0.95
```

Preparing and using PLUs

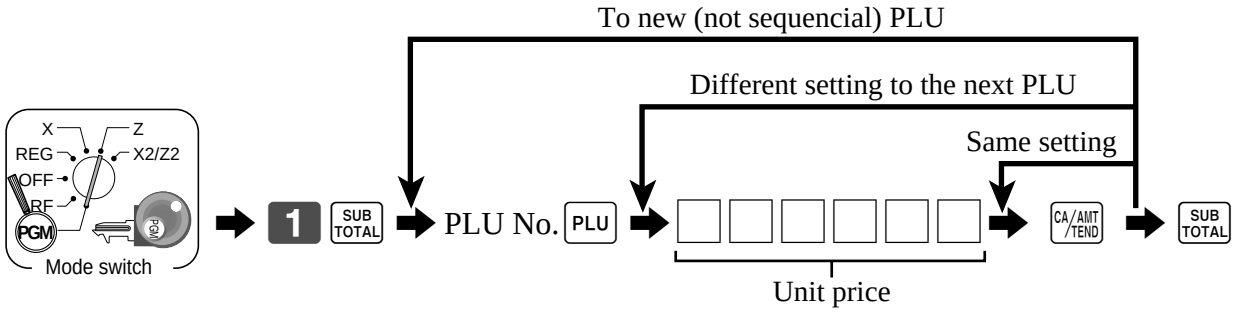
This section describes how to prepare and use PLUs.

CAUTION:

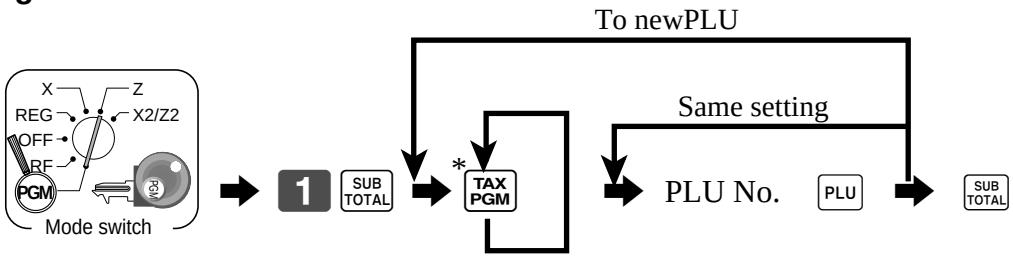
Before you use PLUs, you must first program the unit price and tax status.

Programming PLUs

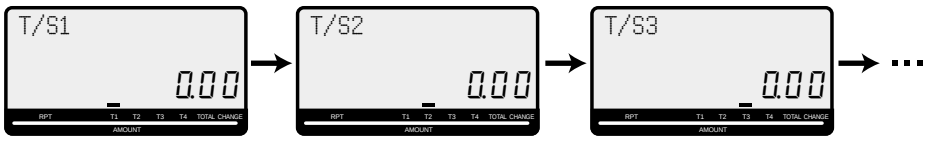
To program a unit price for each PLU



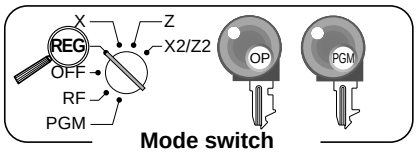
To program tax calculation status for each PLU



* Press TAX PGM key repeatedly until the status you want to program is appeared on the display.



Registering PLUs



The following examples show how you can use PLUs in various types of registrations.

PLU single item sale

Item	Unit price	($2.50)$_{preset}$
	Quantity	1
	PLU	14
Payment	Cash	$3.00

OPERATION

14
PLU code
PLU
SUB TOTAL
3 00 CA/AMT TEND

RECEIPT

```
1 PLU0014          ·2.50
  TL             -2.50
  CASH             ·3.00
  CG               ·0.50
```

PLU No./unit price

PLU repeat

Item	Unit price	($2.50)$_{preset}$
	Quantity	3
	PLU	14
Payment	Cash	$10.00

OPERATION

14 PLU
PLU
PLU
SUB TOTAL
10 00 CA/AMT TEND

RECEIPT

```
1 PLU0014          ·2.50
1 PLU0014          ·2.50
1 PLU0014          ·2.50
  TL             -7.50
  CASH            ·10.00
  CG               ·2.50
```

PLU multiplication

Item	Unit price	($2.00)$_{preset}$
	Quantity	10
	PLU	7
Payment	Cash	$20.00

OPERATION

10 ×/DATE TIME
Quantity
(4-digit integer/3-digit decimal)
7 PLU
SUB TOTAL
20 00 CA/AMT TEND

RECEIPT

```
10 PLU0007         ·20.00
  TL            -20.00
  CASH            ·20.00
  CG               ·0.00
```

Quantity/result

Open PLU

Item 1	Unit price	$32.80
	Quantity	1
	PLU	30
Item 2	Unit price	$13.00
	Quantity	2
	PLU	31
Payment	Cash	$60.00

OPERATION

3 0 PLU

3 2 8 0 PRICE

Unit price

3 1 PLU

1 3 00 PRICE

Repeat PRICE

SUB TOTAL

6 0 00 CA/AMT TEND

RECEIPT

```
1 PLU0030          ·32.80
1 PLU0031          ·13.00
1 PLU0031          ·13.00
  TL             -58.80
  CASH             ·60.00
  CG                ·1.20
```

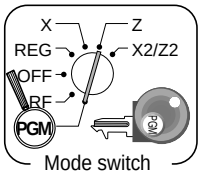
- Before registering an open PLU, it is necessary to preset it as an open PLU.

Preparing and using discounts

This section describes how to prepare and register discounts.

Programming discounts

To program a rate to the [%−] key



➡ 1 [SUB TOTAL] ➡ □□□□ ➡ [%−] ➡ [SUB TOTAL]

Preset rate

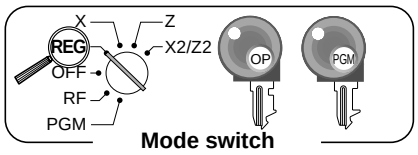
Example: 10.0% ⇨ 1 0 5.5% ⇨ 5 · 5

12.34% ⇨ 1 2 · 3 4

To program the tax calculation status to the [%−] key

Refer to page 33.

Registering discounts



The following example shows how you can use the [%−] key in various types of registration.

Discount for items and subtotals

OPERATION **RECEIPT**

Item 1	Dept. 1	$5.00
	Quantity	1
	Taxable	$(1)_{preset}$
Item 2	PLU 16	$(\$10.00)_{preset}$
	Quantity	1
	Taxable	$(2)_{preset}$
Discount	Rate	$(5\%)_{preset}$
Subtotal discount	Rate	3.5%
	Taxable	Nontaxable
Payment	Cash	$15.00

5 00 [1]

1 6 [PLU]

[%−]

Applies the preset discount rate to the last item registered.

[SUB TOTAL]

3 · 5 [%−]

The input value takes priority of the preset value.

[SUB TOTAL]

1 5 00 [CA/AMT TEND]

```
1 DEPT001    T1      ·5.00
1 PLU0016    T2     ·10.00
  5%
%-           T2      -0.50
ST                  ·14.50
  3.5%
%-                    -0.51
TA1                 ·5.00
TX1                 ·0.20
TA2                 ·9.50
TX2                 ·0.48
TL                 -14.67
CASH                ·15.00
CG                  ·0.33
```

- You can manually input rates up to 4 digits long (0.01% to 99.99%).

Taxable status of the [%−] key

- Whenever you perform a discount operation on the last item registered, the tax calculation for discount amount is performed in accordance with the tax status programmed for that item.
- Whenever you perform a discount operation on a subtotal amount, the tax calculation for the subtotal amount is performed in accordance with the tax status programmed for the [%−] key.

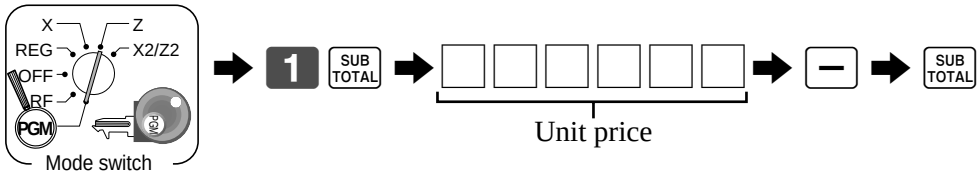
Preparing and using reductions

This section describes how to prepare and register reductions.

Programming for reductions

You can use the [−] key to reduce single item or subtotal amounts.

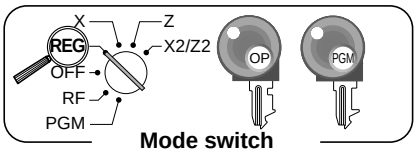
To program preset reduction amount



To program the tax calculation status to the [−] key

Refer to page 33.

Registering reductions



The following examples show how you can use the [−] key in various types of registration.

Reduction for items and subtotal

Item 1	Dept. 1	$5.00
	Quantity	1
	Taxable	$(1)_{preset}$
Reduction	Amount	$0.25
Item 2	PLU 45	$($6.00)_{preset}$
	Quantity	1
	Taxable	$(1)_{preset}$
Reduction	Amount	$($0.50)_{preset}$
Subtotal Reduction	Amount	$0.75
	Taxable	$(No)_{preset}$
Payment	Cash	$10.00

OPERATION

5 00 1

2 5 −

Reduces the last amount registered by the value input.

4 5 PLU

−

SUB TOTAL

7 5 −

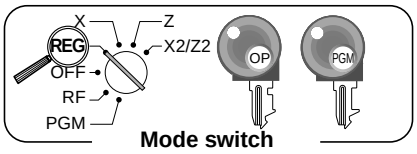
1 0 00 CA/AMT TEND

RECEIPT

```
1 DEPT001    T1      ·5.00
  -          T1      -0.25
1 PLU0045    T1      ·6.00
  -          T1      -0.50
  -                  -0.75
  TA1               ·10.25
  TX1               ·0.41
  TL              -9.91
  CASH              ·10.00
  CG                ·0.09
```

- You can manually input reduction values up to 7 digits long.
- If you want to subtract the reduction amount from the department or PLU totalizer, program “Net totaling.”

Registering credit and check payments



Mode switch

The following examples show how to register credits and payments by check.

Check

Item	Dept. 1	$11.00
	Quantity	1
Reference	Number	1234
Payment	Check	$20.00

OPERATION

1 1 00 [1]
[SUB TOTAL]
1 2 3 4 [#/NS]
2 0 00 [CHK]

RECEIPT

```
1 DEPT001          ·11.00
  #/NS               1234   — Reference No.
  TL             - 11.00
  CHECK            ·20.00
  CG                ·9.00
```

Charge

Item	Dept. 4	$15.00
	Quantity	1
Payment	Charge	$15.00

OPERATION

1 5 00 [4]
[SUB TOTAL]
[CH]

RECEIPT

```
1 DEPT004          ·15.00
  TL             - 15.00
  CHARGE           ·15.00
```

- If [CH] is not allocated on the keyboard, key allocation is necessary.

Credit

Item	Dept. 3	$10.00
	Quantity	1
Payment	Credit	$10.00

OPERATION

1 0 00 [3]
[SUB TOTAL]
[CR]

RECEIPT

```
1 DEPT003          ·10.00
  TL             - 10.00
  CREDIT           ·10.00
```

- If [CR] is not allocated on the keyboard, key allocation is necessary.

Mixed tender (cash and check)

Item	Dept. 4	$55.00
	Quantity	1
Payment	Check	$30.00
	Cash	$25.00

OPERATION

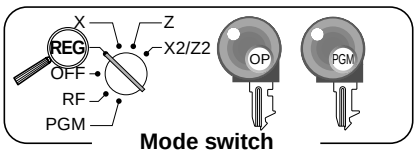
5 5 00 [4]
[SUB TOTAL]
3 0 00 [CHK]
2 5 00 [CA/AMT TEND]

RECEIPT

```
1 DEPT004          ·55.00
  TL             - 55.00
  CHECK            ·30.00
  CASH             ·25.00
  CG                ·0.00
```

Registering both the Euro and local currency

Eu



Mode switch

The following example shows the basic operation using the currency exchange function between the Euro and the local currency.

Case A: Main currency = Local, Payment = Euro, Change = Local

OPERATION		DISPLAY
6 0 0 1		
PD	⇦ Press the PD key, which converts the subtotal amount into the sub currency by applying the preset exchange rate.	0.00E
SUB TOTAL	After you press the SUB TOTAL key, the result is shown on the display.	12.00E
PD	⇦ Press the PD key if you enter the payment in the sub currency.	0.00E
1 5 00		15.00E
CA/AMT /TEND	⇦ Press the CA/AMT /TEND key to finalize the transaction. The change amount is shown in the programmed currency.	1.50

Case B: Main currency = Euro, Payment = Local, Change = Euro

1 2 00 1		
PD	⇦ Press the PD key, which converts the subtotal amount into the sub currency by applying the preset exchange rate.	0.00L
SUB TOTAL	After you press the SUB TOTAL key, the result is shown on the display.	6.00L
PD	⇦ Press the PD key if you enter the payment in the sub currency.	0.00L
6 00		6.00L
CA/AMT /TEND	⇦ Press the CA/AMT /TEND key to finalize the transaction. The change amount is shown in the programmed currency.	0.00

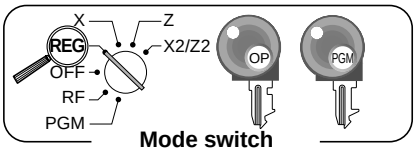
RECEIPT (Case A)

```
1 DEPT001              ·6.00
  TL                 -6.00
                     (€12.00)
  EURO money
  CASH                €15.00
  CASH               (·7.50)
  CG                   ·1.50
                     (€3.00)
```

Receipt (Case B)

```
1 DEPT001             €12.00
  TL                €12.00
                    (·6.00)
  LOCAL money
  CASH                ·6.00
  CASH               (€12.00)
  CG                  €0.00
                     (·0.00)
```

Registering returned goods in the REG mode



Mode switch

The following example shows how to use the RF key in the REG mode to register goods returned by customers.

Item 1	Dept. 1	$2.35
	Quantity	1
Item 2	Dept. 2	$2.00
	Quantity	1
Item 3	PLU 1	($1.20)$_{preset}$
	Quantity	1
Returned Item 1	Dept. 1	$2.35
	Quantity	1
Returned Item 3	PLU 1	($1.20)$_{preset}$
	Quantity	1
Payment	Cash	$2.00

OPERATION

2 3 5 1
2 00 2
1 PLU
RF
2 3 5 1

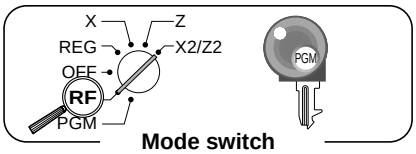
Press RF before the item you want to return.

RF
1 PLU
SUB TOTAL
CA/AMT TEND

RECEIPT

```
1 DEPT001          ·2.35
1 DEPT002          ·2.00
1 PLU0001          ·1.20
  RF               ·····
1 DEPT001          -2.35
  RF               ·····
1 PLU0001          -1.20
  TL               -2.00
  CASH             ·2.00
```

Registering returned goods in the RF mode



Mode switch

The following examples show how to use the RF mode to register goods returned by customers.

Returned Item 1	Dept. 3	$4.00
	Quantity	1
Reduction	Amount	$0.15
Returned Item 2	PLU 2	($1.20)$_{preset}$
	Quantity	1
Discount	Rate	(5%)$_{preset}$
Payment	Cash	$4.99

OPERATION

4 00 3
1 5 —
2 PLU
%–
SUB TOTAL
CA/AMT TEND

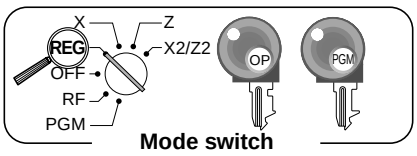
RECEIPT

```
1 DEPT003          ·4.00
  -                -0.15
1 PLU0002          ·1.20
  5%
  %-               -0.06
  TL               -4.99
  CASH             ·4.99
```

Important

- To avoid miss registrations in the RF mode, return the mode switch to the former position immediately.

Registering money received on account



Mode switch

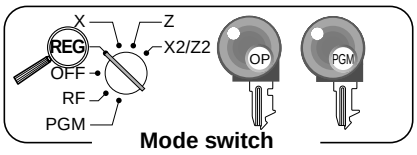
The following example shows how to register money received on account. This registration must be performed out of a sale.

Received amount	$700.00

OPERATION	RECEIPT
7 00 00 RC	RC ·700.00

Amount can be up to 8 digits.

Registering money paid out



Mode switch

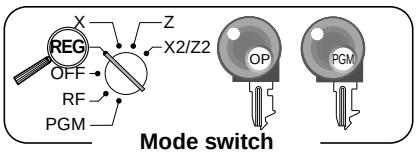
The following example shows how to register money paid out from the register. This registration must be performed out of a sale.

Paid out amount	$1.50

OPERATION	RECEIPT
1 5 0 PD	PD ·1.50

Amount can be up to 8 digits.

No sale registration

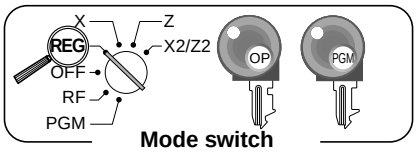


Mode switch

You can use the following procedure to open the drawer without registering a sale. This operation must be performed out of a sale.

OPERATION	RECEIPT
#/NS	#/NS ·····

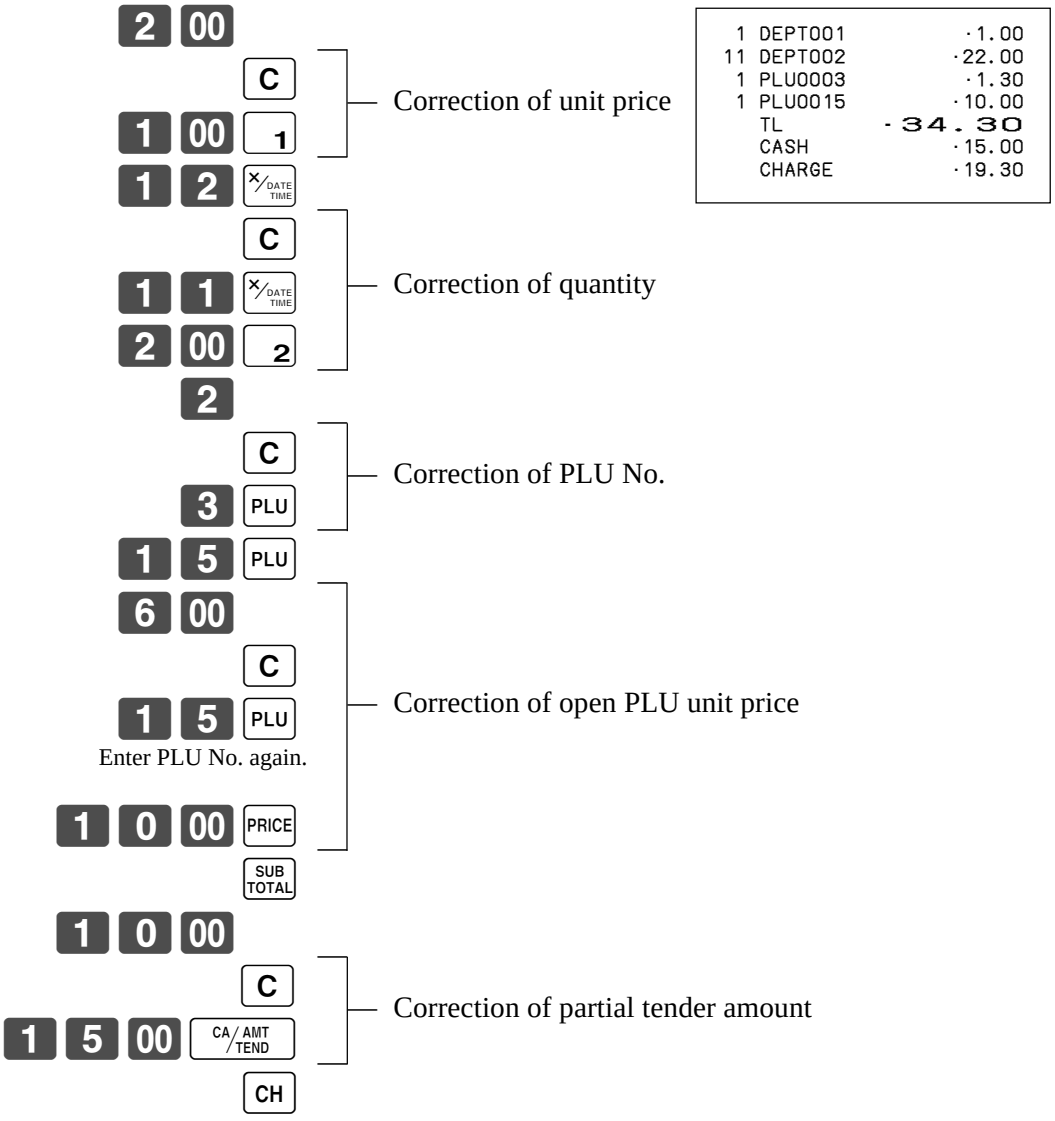
Making corrections in a registration



There are three techniques you can use to make corrections in a registration.
- To correct an item that you input but not yet registered.
- To correct the last item you input and registered.
- To cancel all items in a transaction.

To correct an item you input but not yet registered

OPERATION **RECEIPT**



To correct an item you input and registered

OPERATION

1 00 [1]
2 00 [2]
[2] [ERR CORR. CANCEL] — Clearance

2 [PLU] [ERR CORR. CANCEL] 5 [PLU] — Correction of PLU No.

1 5 [PLU] 6 00 [PRICE] [ERR CORR. CANCEL] 1 5 [PLU] 1 0 00 [PRICE] — Correction of open PLU unit price

8 [×/DATE TIME] 4 00 [4] [ERR CORR. CANCEL] 6 [×/DATE TIME] 4 00 [4] — Correction of quantity

[SUB TOTAL] 5 0 [%−] [ERR CORR. CANCEL] [SUB TOTAL] 5 [%−] — Correction of discount

[RF] 2 00 [2] [ERR CORR. CANCEL] [RF] 2 2 0 [2] [SUB TOTAL] — Correction of refund item

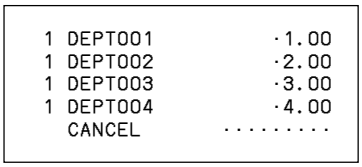
2 0 00 [CA/AMT TEND] [ERR CORR. CANCEL] 1 5 00 [CA/AMT TEND] [CHK] — Correction of partial tender

RECEIPT

```
1 DEPT001          ·1.00
1 DEPT002          ·2.00
1 DEPT002          ·2.00
  CORR            -2.00
1 PLU0002          ·2.00
  CORR            -2.00
1 PLU0005          ·1.50
1 PLU0015          ·6.00
  CORR            -6.00
1 PLU0015         ·10.00
8 DEPT004         ·32.00
  CORR            -32.00
6 DEPT004         ·24.00
  ST              ·38.50
  50%
  %-              -19.25
  CORR            ·19.25
  ST              ·38.50
   5%
  %-               -1.93
  RF              ·····
1 DEPT             -2.00
  CORR             ·2.00
  RF              ·····
1 DEPT002          -2.20
  TL             ·34.37
  CASH            ·20.00
  CORR            -20.00
  CASH            ·15.00
  CHECK           ·19.37
```

Corrected items are not printed on receipt (in case of programming "Buffered receipt printing").

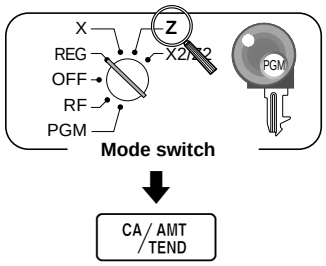
To cancel all items in a transaction

OPERATION	RECEIPT
1 00 1 2 00 2 3 00 3 4 00 4 SUB TOTAL Pressing SUB TOTAL key is necessary to cancel the transaction. ERR CORR. CANCEL	

Printing the daily sales reset report

This report shows daily sales totals.

OPERATION **REPORT**




```
Z     03-06-2008 17:00          ← Date/time
        0001      000231        ← Machine No./consecutive No.
------------------------
Z     DAILY                     ← Report title
------------------------
Z     DEPT             0001     ← Department report title/reset counter
                     0001015    ← Report code

DEPT001               203.25
                    ·1,108.54   ← Department count/amount *1
DEPT002               183
                    ·1,362.26
                        5
------------------------
TL                    421.25
                    ·2,872.28   ← Department total count/total amount
------------------------
Z     FIX              0001     ← Fixed total report title/reset counter
                     0001011    ← Report code

GROSS                 981.25
                    ·6,574.40   ← Gross total *2
NET              No   111
                    ·7,057.14   ← Net total *2
CAID                ·1,919.04   ← Cash in drawer *2
CHID                  ·139.04   ← Charge in drawer *2
CKID                  ·859.85   ← Check in drawer *2
CRID(1)               ·709.85   ← Credit in drawer 1 *2
CRID(2)                 ·0.00   ← Credit in drawer 2 *2
CRID(3)                 ·0.00   ← Credit in drawer 3 *2
CRID(4)                 ·0.00   ← Credit in drawer 4 *2
------------------------
RF               No     3
                       ·10.22   ← Refund mode *2
CUST             CT   111       ← Number of customer *2
AVRG                   ·63.57   ← Average sales per customer *2
DC                      ·1.22   ← Discount total *2
REF                     ·2.42   ← Refund key *2
ROUND                   ·0.00   ← Rounding total *2
CANCEL           No     2
                       ·12.97   ← Cancellation *2
------------------------
```

```
TA1                  ·2,369.69  ← Taxable 1 amount *2
TX1                    ·128.86  ← Tax 1 amount *2
TA2                  ·2,172.96  ← Taxable 2 amount *2
TX2                    ·217.33  ← Tax 2 amount *2
------------------------
GT      ·00000000125478.96      ← Grand total *2
------------------------
Z     TRANS              0001   ← Function key report title/reset counter
                       0001012  ← Report code
CASH             No   362       ← Function key count/amount *1
                    ·1,638.04
CHARGE           No    56
                    ·1,174.85
RC               No     4
                      ·810.00
PD               No     5
                      ·520.00
                        ·5.00
CORR             No    14
                       ·39.55
RCT              No     3
NS                      5
------------------------
```

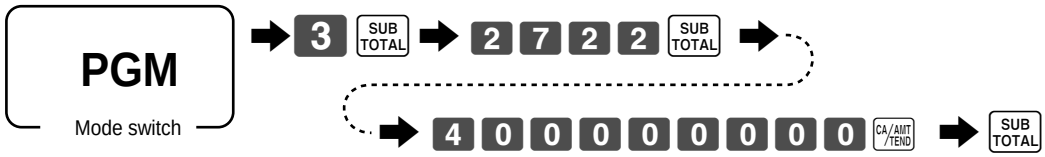
*1 Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

*2 These items can be skipped by programming.

Using clerk functions

Enable clerk feature

Please follow the below procedure to enable clerk feature.



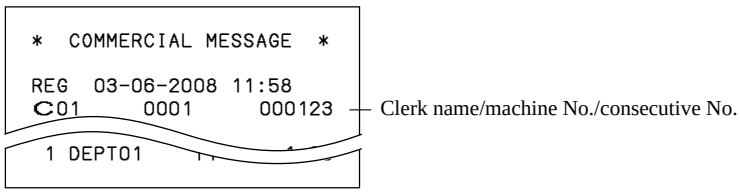
Assigning a clerk

You can assign clerks by using clerk number.

Clerk number key

Clerk sign on

	OPERATION	RECEIPT
Signing clerk 1 on:	1 → CLK#	
Signing clerk 2 on:	2 → CLK#	
Clerk number : :		



- If you do not want the clerk number to be shown on the display, press CLK# before entering the number.

Clerk sign off

	OPERATION
Signing clerk off: (except PGM mode)	SIGN OFF

- The current clerk is also signed off whenever you set the mode switch to OFF position.

Important!

- The error code “E008” appears on the display whenever you try to perform a registration, a read/reset operation without signing on.
- The signed on clerk is also identified on the receipt/journal.

Single item cash sales

A department key or PLU programmed with single item sale status finalizes the transaction as soon as it is registered.
The single item sales function can only be used for cash sales.

Example 1

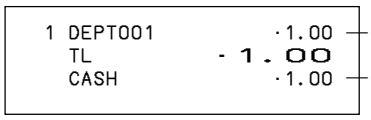
Item	Dept. 1	$1.00
	Quantity	1
	Status	S.I.S
Payment	Cash	$1.00

OPERATION

1 00 1

The transaction is immediately finalized.

RECEIPT



Example 2

Item	Dept. 1	($1.00)
	Quantity	3
	Status	S.I.S
Payment	Cash	$3.00

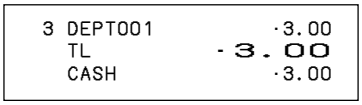
OPERATION

3 ×/DATE TIME

1

The transaction is immediately finalized.

RECEIPT



Example 3

Item 1	Dept. 3	$2.00
	Quantity	1
	Status	Normal
Item 2	Dept. 1	($1.00)
	Quantity	1
	Status	S.I.S
Payment	Cash	$3.00

OPERATION

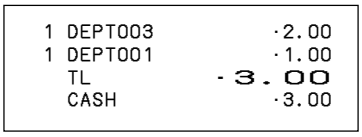
2 00 3

1

The transaction is not finalized. Because another item is registered before the single item sales department.

CA/AMT TEND

RECEIPT



Currency exchange function

When <CE> key is pressed, a current subtotal including tax is converted directly into foreign currency and the result is displayed, and the subsequent finalization is handled using the foreign currency. The currency exchange function is released by finalizing a transaction, partial tender operation, receipt issuance, or by pressing <SUBTOTAL>.
Before using the currency exchange function, it is necessary to program the conversion rate.

Registering foreign currency

Full amount tender in foreign currency

* Pre-programmed exchange rate: ¥ 100 = $0.9524

Important!

Tenders in a foreign currency can be registered using the [CA/AMT/TEND] and [CHK] only.
Other finalize keys cannot be used.

OPERATION		DISPLAY	RECEIPT
1 0 00 [1]	Enter the unit price and press the applicable department key.	10.00 (Displays in $)	1 DEPT001 ·10.00 1 DEPT002 ·20.00 TL -30.00 CE CASH ¥5,000 CASH ·47.62 CG ·17.62
2 0 00 [2]	Enter the next unit price and press the applicable department key.	20.00 (Displays in $)	
[CE] [SUB TOTAL]	Press [CE] and [SUB TOTAL] without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	3150 (Displays in ¥: 3,150)	
5 0 00 [CE] (5,000)	Enter the amount tendered in yen and press [CE]. This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	5000	
[CA/AMT/TEND]	Press to finalize the transaction. Note that you do not need to reenter the dollar amount. The register automatically calculates the change amount due in dollars and shows it on the display, receipts and journal.	17.62 (Displays in $)	

Partial tender in a foreign currency

* Pre-programmed exchange rate: ¥ 100 = $0.9524

Important!

Partial tender in a foreign currency can be registered using [CA/AMT/TEND] and [CHK] only. Other finalization keys cannot be used, but the remaining tender can be finalized using any finalize key.

OPERATION		DISPLAY
1 0 00 [1]	← Enter the unit price and press the applicable department key.	10.00 (Displays in $)
2 0 00 [2]	← Enter the next unit price and press the applicable department key.	20.00 (Displays in $)
[CE] [SUB TOTAL]	← Press [CE] and [SUB TOTAL] without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	3150 (Displays in ¥: 3,150)
2 0 00 [CE] (2,000)	← Enter the partial amount tendered in yen and press [CE]. This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	2000
[CA/AMT/TEND]	← Press [CA/AMT/TEND] to specify cash tender for the yen partial tender. Note that you do not need to reenter the dollar amount. The register automatically deducts the dollar equivalent of the yen amount tendered from the total amount due and shows the amount on the display.	10.95 (Displays in $)
[CHK/TEND]	← Press to finalize the transaction.	10.95 (Displays in $)

RECEIPT

```
1 DEPT001          10.00
1 DEPT002          20.00
  TL              -30.00
  CE
  CASH           ¥2,000
  CASH            19.05
  CHECK           10.95
```

- If <Currency Exchange> key is not allocated on the keyboard, key allocation is necessary.

Premium

Example

OPERATION **RECEIPT**

Item 1	Dept. 1	$1.00
	Quantity	1
	Premium	10%
Item 2	Dept. 1	$2.00
	Quantity	3
Subtotal	Premium	(15%)
Payment	Cash	$8.17

1 00 1
1 0 %+
3 ×/DATE TIME
2 00 1
SUB TOTAL
%+
CA/AMT TEND

```
1 DEPT001          ·1.00
  10%
  %+               ·0.10
3 DEPT001          ·6.00
  ST               ·7.10
  15%
  %+               ·1.07
  TL              -8.17
  CASH             ·8.17
```

- If %+ is not allocated on the keyboard, key allocation is necessary.

Coupon

Note that errors result when the result of a calculation is negative if the cash register is programmed to prohibit credit balances.

Example

OPERATION **RECEIPT**

Item 1	Dept. 1	$3.00
	Quantity	2
	Coupon	$0.50 × 2
Item 2	Dept. 3	$4.00
	Quantity	1
	Coupon	($1.00)
Payment	Cash	$8.00

2 ×/DATE TIME
3 00 1
2 ×/DATE TIME
5 0 CPN
4 00 3
CPN
CA/AMT TEND

```
2 DEPT001          ·6.00
  COUPON          -1.00
1 DEPT003          ·4.00
  COUPON          -1.00
  TL              -8.00
  CASH             ·8.00
```

- If CPN is not allocated on the keyboard, key allocation is necessary.

VAT breakdown printing

You can force printing of the VAT breakdown at the finalize stage, regardless of whether the cash register is programmed to print or skip printing of the VAT breakdown.
Every time you want to have VAT breakdown, press <VAT>.

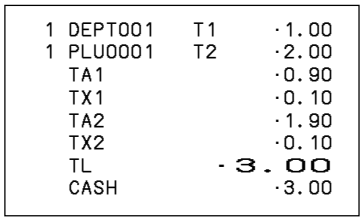
Example

Item 1	Dept 1	$1.00
	Taxable	1
Item 2	PLU 1	($2.00)
	Taxable	2
Payment	Cash	$3.00

OPERATION

1 00 1
1 PLU
VAT
CA/AMT TEND

RECEIPT



Age verification

This function is used to prohibit the item registration for the person whose age is under the programmed value.

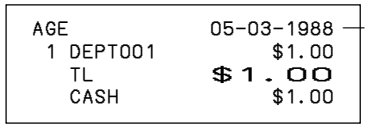
Example

Item 1	Dept. 1	$1.00
	Quantity	1
	Age limit	18
Item 2	Dept. 3	$2.00
	Quantity	1
	Age limit	20
Payment	Cash	$1.00
Birthdate		May. 03. 1988
Current date		Apr. 03. 2006

OPERATION

1 00 1
Error "PLEASE ENTER BIRTHDATE" occurs.
0 5 0 3
1 9 8 8 AGE
Enter birthdate by "MM-DD-YYYY" order.
1 00 1
2 00 3
Error "AGE DOES NOT PERMIT PRODUCT PURCHASE" occurs.
CA/AMT TEND

RECEIPT



Birthdate *

* This item can be skipped by programming.

- If AGE is not allocated on the keyboard, key allocation is necessary.

Check tracking systems

Check tracking system

With the check tracking system, the amount, check number, store number, date/time and registration detail data are stored in two files (check tracking index file and check tracking detail file).

- Check tracking detail file and index file are cleared by the following timing:

1. The check is cleared after printing finalized data on guest check receipts, or the check is also cleared when the new or old check operation is made.
2. The check is cleared after printing finalized data on guest check receipt, or check is also cleared when the same finalized check number is assigned in new check operation.
   You can select one of these options by programming.

- Either of the following two operations can be used to correct input of a wrong check number.
  <NEW CHECK>
  Re-input the correct check number, or cancel the original check number, issue a receipt, and then re-input the correct check number.
  <OLD CHECK>, <NEW/OLD>
  Temporary finalize the original check number, issue a receipt, and then re-input the correct check number.

Opening a check

Example

OPERATION **RECEIPT**

Check#		1234
Item 1	Dept 1	$10.00
	Quantity	2
Item 2	Dept 2	$20.00
	Quantity	2
Item 3	Dept 3	$30.00
	Quantity	1

1 2 3 4 NEW
1 0 00 1
1
2 0 00 2
2
3 0 00 3
NB

```
CHECK No. 1234

 1 DEPT001          ·10.00
 1 DEPT001          ·10.00
 1 DEPT002          ·20.00
 1 DEPT002          ·20.00
 1 DEPT003          ·30.00
   SRVC TL         ·90.00
```

Press <NEW BALANCE> to temporarily close the transaction. If you want to finalize a check immediately, use <CASH>, <CHARGE>, <CREDIT> or <CHECK>.

Adding to a check

Example

OPERATION **RECEIPT**

Check#		1234
Item 1	Dept 1	$30.00
	Quantity	1
Item 2	Dept 2	$10.00
	Quantity	1

1 2 3 4 OLD
3 0 00 1
1 0 00 2
NB

```
                    CT    1
CHECK No. 1234

   ST               ·90.00
 1 DEPT001          ·30.00
 1 DEPT002          ·10.00
   SRVC TL
                   ·130.00
```

Issuing a guest receipt

The following operation can be used to print out the balance of a temporarily finalized check.

Example

OPERATION	RECEIPT
1 2 3 4 GUEST/POST RECEIPT Input the number of check you want.	CT 1 CHECK No. 1234 1 DEPT001 ·10.00 1 DEPT001 ·10.00 1 DEPT002 ·20.00 1 DEPT002 ·20.00 1 DEPT003 ·30.00 1 DEPT001 ·30.00 1 DEPT002 ·10.00 SRVC TL ·130.00

Closing a check memory

Example

OPERATION	RECEIPT
1 2 3 4 OLD 1 5 0 00 CA/AMT/TEND	CT 1 CHECK No. 1234 ST ·130.00 TL ·130.00 CASH ·130.00 CG ·20.00

New / old check key operation

Example 1

When a check number is input and <NEW/OLD> is pressed, the key works as a new check key function if there is no matching check number in the check tracking memory.

OPERATION	RECEIPT
3 4 5 6 NEW/OLD Input a check number and press <NEW/OLD>. 1 0 00 1 2 0 00 2 NB	CHECK No. 3456 1 DEPT001 ·10.00 1 DEPT002 ·20.00 SRVC TL ·30.00

Example 2

When a check number is input and <NEW/OLD> is pressed, the key works as an old check key if there is matching check number in the check tracking memory.

OPERATION	RECEIPT
3 4 5 6 NEW/OLD 3 0 00 CA/AMT/TEND	CHECK No. 3456 ST ·30.00 TL ·30.00 CASH ·30.00 CG ·0.00

- If NEW/OLD is not allocated on the keyboard, key allocation is necessary.

Add check

This operation lets you combine the amounts of more than one check into a single check.

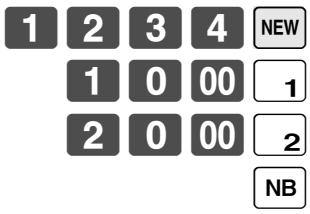
Example

Registration for check number 1234

OPERATION **RECEIPT**

Original check

Check#		1234
Item 1	Dept 1	$10.00
	Quantity	1
Item 2	Dept 2	$20.00
	Quantity	1




```
CHECK No. 1234

 1 DEPT001          ·10.00
 1 DEPT002          ·20.00
   SRVC TL        - 30.00
```

Registration for check number 3456

OPERATION **RECEIPT**

Added check

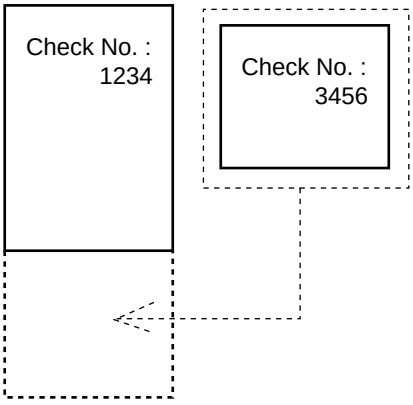
Check#		3456
Item	Dept 1	$30.00
	Quantity	1


```
CHECK No. 3456

 1 DEPT001          ·30.00
   SRVC TL        - 30.00
```

Registration for check number 1234

OPERATION **RECEIPT**




```
                        CT    1
CHECK No. 1234

   ST                  ·30.00
   ADD CHK               3456
   ST                  ·30.00
   SRVC TL          - 60.00
```

- If [ADD CHECK] is not allocated on the keyboard, key allocation is necessary.

Flat-PLU

You can use the flat-PLUs to register items.
The procedure to register flat-PLU or to program to flat-PLU is similar to department key.
Please refer to page 31 through 34.
On these pages, replace

1. Department key (1 , 2 ..) to flat-PLU key(001 , 002 ..)
2. Department shift key (DEPT# DEPT SHIFT) to menu shift key (MENU SHIFT)

- If flat-PLU key is not allocated on the keyboard, key allocation is necessary.

Text recall

This procedure is used to recall text by inputting the address where the text is stored. The recalled text is printed on the receipt and journal.

Example

Item 1	Unit price	$46.00
	Dept.	1
Item 2	Unit price	$10.00
	Dept.	2
Payment	Cash	$56.00
Text 1	MEDIUM SIZE	
Text 2	SMALL SIZE	

OPERATION

4 6 00 1
1 TEXT RECALL
1 0 00 2
2 TEXT RECALL
SUB TOTAL
CA/AMT TEND

RECEIPT

```
   CT                    3
 1 DEPT001           ·46.00
MEDIUM SIZE
 1 DEPT002           ·10.00
SMALL SIZE
   TL              ·56.00
   CASH                ·56.00
```

- If TEXT RECALL is not allocated on the keyboard, key allocation is necessary.

Inputting the number of customers

Example

Item 1	Unit price	$15.00
	Dept.	1
Item 2	Unit price	$5.00
	Dept.	2
Customer	Number	2
Payment	Cash	$20.00

OPERATION

2 CST
1 5 00 1
5 00 2
SUB TOTAL
CA/AMT TEND

RECEIPT

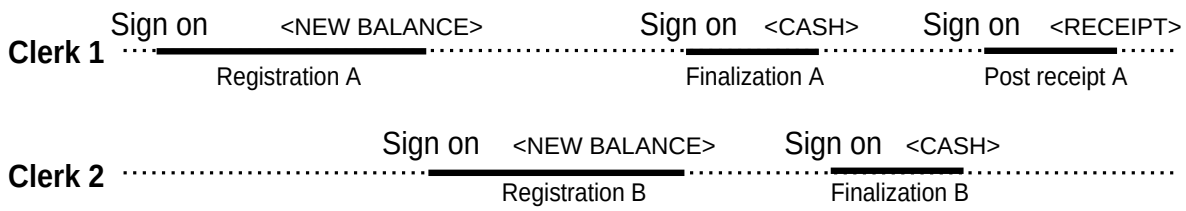
```
   CT                    2
 1 DEPT001           ·15.00
 1 DEPT002            ·5.00
   TL              ·20.00
   CASH                ·20.00
```

- If CST is not allocated on the keyboard, key allocation is necessary.

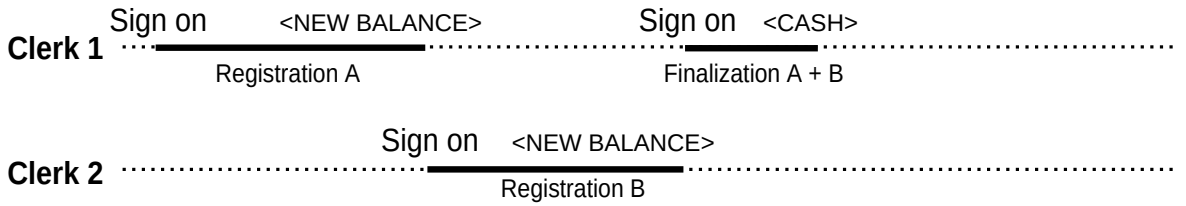
Clerk interrupt function

There are two types of clerk interrupt function, illustrated by PROCEDURE 1 and PROCEDURE 2 below.
• In PROCEDURE 1, each clerk possesses a unique clerk interrupt buffer, and so the clerk interrupt function gives each individual clerk the ability to perform an independent registration operation. In this case, each clerk is individually linked to a unique clerk interrupt buffer.
• In PROCEDURE 2, multiple clerks use the same clerk interrupt buffer, and so a single clerk interrupt operation (clerk change during registration) can be performed any registration is in progress. In this case, multiple clerks are linked to a single clerk interrupt buffer.
Note the following important points concerning the clerk interrupt function.
• The register must be programmed to allow use of the clerk interrupt function.
• You cannot use the clerk interrupt function on a register set up to function as part of a check tracking system.
In the REG and RF modes, clerks can be change while a transaction is in progress, making it possible for multiple clerks to simultaneously perform registrations using a single register.
For example, if clerk 1 is interrupted while registering a transaction, clerk 2 can use the same machine to register a different transaction. Then clerk 1 can continue the original registration from the point where it was interrupted.

PROCEDURE 1



PROCEDURE 2



NOTES

- A guest receipt can be issued following clerk change, and receipts can be issued separately for each clerk.

Condiment / preparation PLUs

You can force entering condiment or preparation PLU after the main PLU registration by programming.

Example (condiment PLU)

Main item	PLU 1	$10.00
Condiment	PLU 11	$0.10
	PLU 12	$0.20
	PLU 13	$0.30
Payment	Cash	$10.60

OPERATION

1 PLU

Registering main PLU.
No condiment registration occurs an error condition.

1 1 PLU

1 2 PLU

1 3 PLU

CA/AMT TEND

RECEIPT

```
1 PLU0001          ·10.00
  PLU0011           ·0.10
  PLU0012           ·0.20
  PLU0013           ·0.30
  TL              ·10.60
  CASH              ·10.60
```

Example (preparation PLU)

Main item	PLU 20	$20.00
Preparation	PLU 21	$0.00
	PLU 22	$0.00
	PLU 23	$0.00
Payment	Cash	$20.00

OPERATION

2 0 PLU

Registering main PLU.

2 1 PLU

2 2 PLU

2 3 PLU

CA/AMT TEND

RECEIPT

```
1 PLU0020          ·20.00
  PLU0021
  PLU0022
  PLU0023
  TL              ·20.00
  CASH              ·20.00
```

Set menu

When you register a set menu, its total amount is added to the PLU totalizer and counter. The price of each set menu item is also added to each respective PLU totalizer and counter.

Example

Set menu	PLU 35	$5.00
Item 1	PLU 1	--
Item 2	PLU 2	--
Item 3	PLU 3	--
Item 4	PLU 4	--
Payment	Cash	$5.00

OPERATION

3 5 PLU

CA/AMT TEND

RECEIPT

```
1 PLU0035           ·5.00
  PLU0001
  PLU0002
  PLU0003
  PLU0004
  TL               ·5.00
  CASH               ·5.00
```

Arrangement key registrations

Key operations can be assigned to an <ARRANGE> (arrangement key). Then, simply pressing <ARRANGE> performs all of the key functions assigned to it.
Key operations can also be assigned to an address code. Then, when you input the address code using <ARRANGE>, all of the key functions assigned to the address code are performed.

Example 1

Arrangement 1		
Item 1	PLU 1	($8.00)
	Quantity	1
Item 2	PLU 2	($5.00)
	Quantity	1
Payment	Cash	$13.00

OPERATION **RECEIPT**

ARR

```
1 PLU0001          ·8.00
1 PLU0002          ·5.00
  TL             -13.00
  CASH            ·13.00
```

Example 2

Arrangement 5		
Item 1	Dept 1	$1.00
	Quantity	1
Item 2	Dept 2	$2.00
	Quantity	1
Payment	Cash	$3.00

OPERATION **RECEIPT**

5 ARR

```
1 DEPT001          ·1.00
1 DEPT002          ·2.00
  TL               -3.00
  CASH             ·3.00
```

- If ARR is not allocated on the keyboard, key allocation is necessary.

Tips

Item 1	Unit price	$3.00
	Dept.	1
Item 2	Unit price	$5.00
	Dept.	2
Tip	Amount	$0.80
Payment	Cash	$10.00

OPERATION **RECEIPT**

3 00 1
5 00 2
SUB TOTAL
8 0 TIP
1 0 00 CA/AMT TEND

```
1 DEPT001          ·3.00
1 DEPT002          ·5.00
  TIP              ·0.80
  TL               -8.80
  CASH            ·10.00
  CG               ·1.20
```

- If TIP is not allocated on the keyboard, key allocation is necessary.

Item correction by using VOID key

The following example shows how to use the [VOID] key to void previous registered items.

Item 1	Dept. 1	$2.35
	Quantity	1
Item 2	Dept. 2	$2.00
	Quantity	1
Item 3	PLU 1	($1.20)$_{preset}$
	Quantity	1
Void Item 1	Dept. 1	$2.35
	Quantity	1
Void Item 3	PLU 1	($1.20)$_{preset}$
	Quantity	1
Payment	Cash	$2.00

OPERATION

2 3 5 [1]
2 00 [2]
1 [PLU]
[VOID]
2 3 5 [1]

Press [VOID] before the item you want to return.

[VOID]
1 [PLU]
[SUB TOTAL]
[CA/AMT TEND]

RECEIPT

```
1 DEPT001          ·2.35
1 DEPT002          ·2.00
1 PLU0001          ·1.20
  VOID          ........
1 DEPT001          -2.35
  VOID          ........
1 PLU0001          -1.20
  TL             -2.00
  CASH             ·2.00
```

Corrected items are not printed on receipt (in case of programming "Buffered receipt printing").

- If [VOID] is not allocated on the keyboard, key allocation is necessary.

Addition

Item 1	Dept. 1	$1.00
	Quantity	1
	Addition	$0.10
Item 2	Dept. 1	$2.00
	Quantity	3
	Addition	3 × ($0.20)
Payment	Cash	$7.70

OPERATION

1 00 [1]
1 0 [+]
3 [×/DATE TIME]
2 00 [1]
3 [×/DATE TIME]
[+]
[CA/AMT TEND]

RECEIPT

```
1 DEPT001          ·1.00
  +                ·0.10
3 DEPT001          ·6.00
  +                ·0.60
  TL             ·7.70
  CASH             ·7.70
```

- If [+] is not allocated on the keyboard, key allocation is necessary.

Programming department / PLU descriptors and preset messages in the list

In this chapter, the procedures to choose department / PLU descriptors and preset messages from the preset list are described. Read help receipt, so that you can set the descriptors and messages easily.

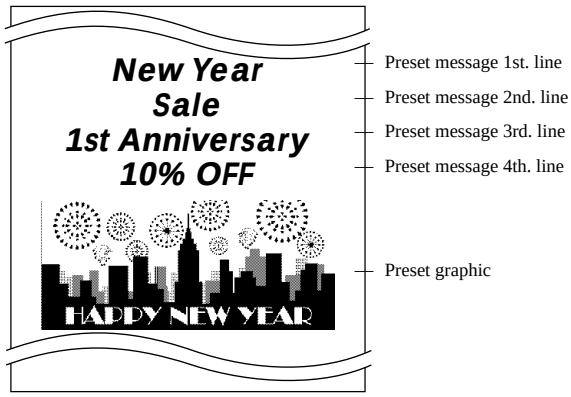
How to choose and set the department / PLU descriptors in the list

1. Turn to the PGM mode.
2. Enter **0** **7** and press the HELP key.
3. Select the item name and follow these steps in the list.

How to choose and set the preset receipt message and graphic logo in the list

1. Turn to the PGM mode.
2. Enter **0** **8** and press the HELP key. (Programming procedure and Preset message list is issued.)
3. Follow these steps in the list.

Preset message and graphic print sample



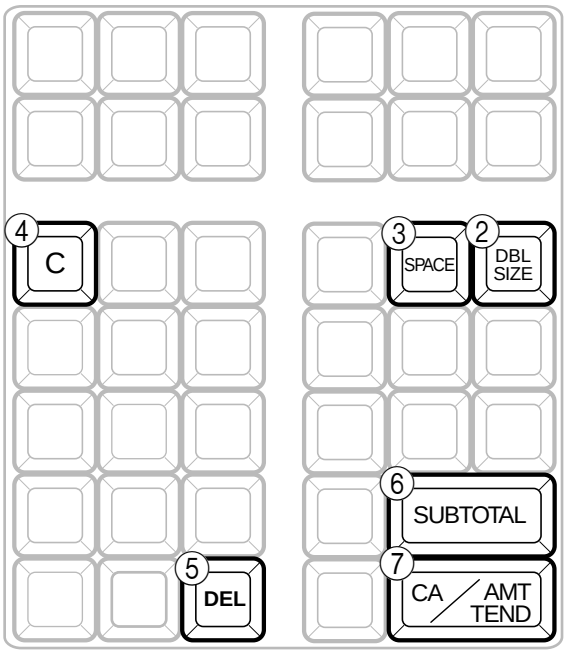
Character manual input

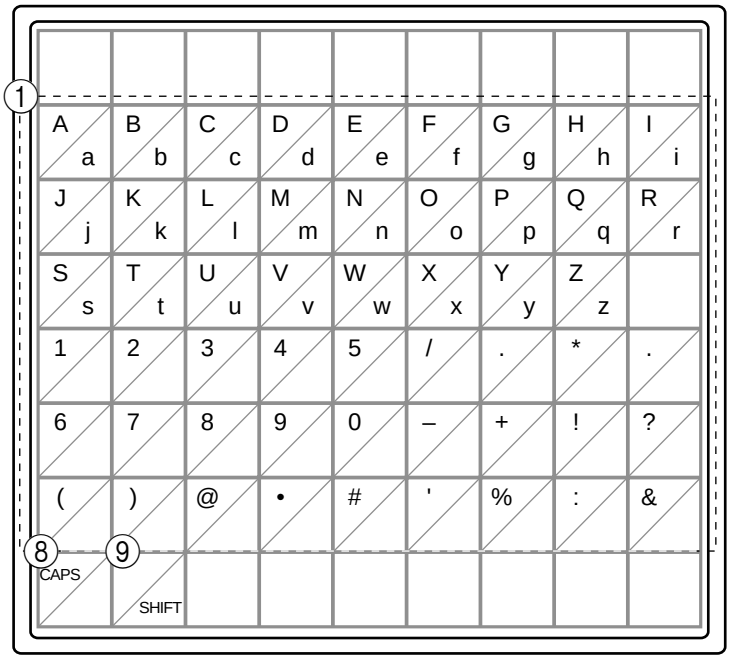
This chapter shows the procedures to program department / PLU descriptors, store messages, key descriptos, report title, total descriptor (such as gross total, net total...) and clerk name.
The characters you entered by the character keyboard or multi-tapping keyboard, can be programmed.
The “Entering characters” section shows how to enter characters, and the “Programming descriptors and messages by entering characters” shows how to program the entered characters to each memory.

Entering characters

In this section, the method to enter descriptors or messages (characters) to the cash register during programming is described.
Characters are specified by character keyboard or by multi tapping method. In the first half of this section, the usage of character keyboard is described. In the latter half, inputting method by multi tapping is described.

Using character keyboard





① **Alphabet keys**
Used input to characters.

② **Double size letter key**
Specifies that the next characters you input to double size characters. After completion of inputting double size character, press this key for normal size character.

③ **Space key**
Set a space by depression.

④ **Clear key**
Clears all input characters in the programming.

⑤ **Delete key**
Clears the last input character, much like a back space key.

⑥ **Program end key**
Terminates the character programming.

⑦ **Character enter key**
Registers the programmed characters.

⑧ **CAPS key**
Pressing this key shifts the character from the lowercase letter to upper case letter.

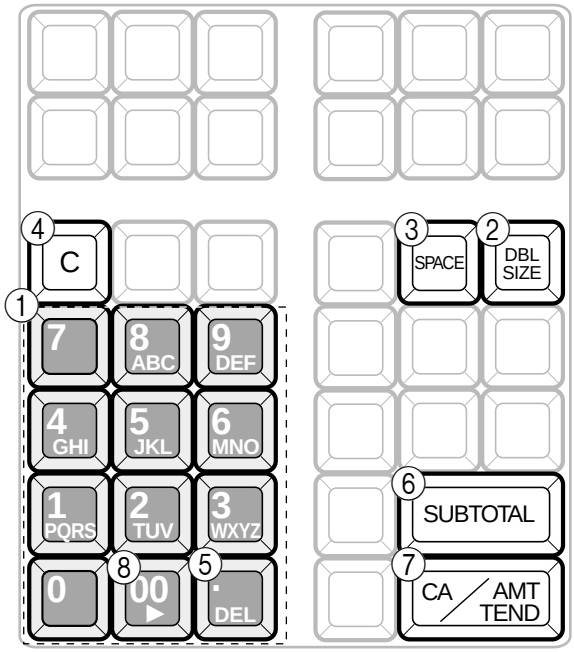
⑨ **Shift key**
Pressing this key shifts the character from the uppercase letter to lower case letter.

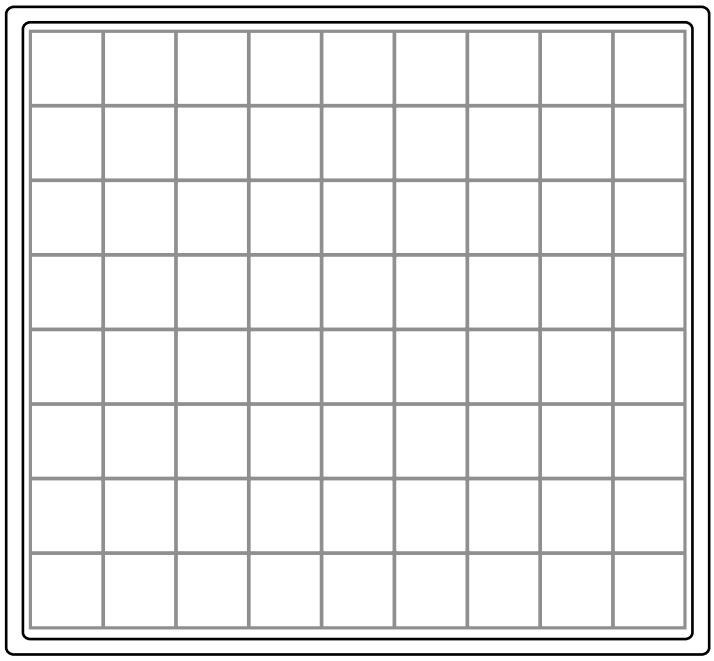
Example:
Input “ A p p l e J u i c e ”,
enter <DBL><A> <DBL><Shift><p> <p> <l> <e> <Space> <CAPS><J> <Shift><u> <i> <c> <e> .

Entering characters by multi tapping

When you enter characters by this method, you need to press each key repeatedly until the desired character appears.

Multi tapping keyboard





① **Alphabet keys**
Used input to characters.

Key	Text
7	7 @ − / : ! ? ¨ ( ) * # + , ^ ; < = > $ ¥ % & [ ] ' { ¦ } · " . \ _ ' £ x ¿ ¡ € § (space)
8	A B C a b c 8 Ä Å Æ Á Â À Ã Ç â ä à å æ á ã Ç
9	D E F d e f 9 Ð É Ê Ë È ð é ê ë è ƒ
4	G H I g h i 4 Í Î Ï Ì ï î ì í ı
5	J K L j k l 5
6	M N O m n o 6 Ñ Ö ø Ó Ô Ò Õ ñ ô ö ò φ ó õ
1	P Q R S p q r s 1 Þ þ ß
2	T U V t u v 2 Ü Ú Û Ù ü û ù ú µ
3	W X Y Z w x y z 3 Ý ý ÿ
0	0
00	(Right cursor)
.	(Delete)

② **Double size letter key**
Specifies that the next characters you input to double size characters. After completion of inputting double size character, press this key for normal size character.

③ **Space key**
Set a space by depression.

④ **Clear key**
Clears all input characters in the programming.

⑤ **Delete key**
Clears the last input character, much like a back space key.

⑥ **Program end key**
Terminates the character programming.

⑦ **Character enter key**
Registers the programmed characters.

⑧ **Right cursor key**
Move the cursor to the right by one to enter a character on the same tapping key.

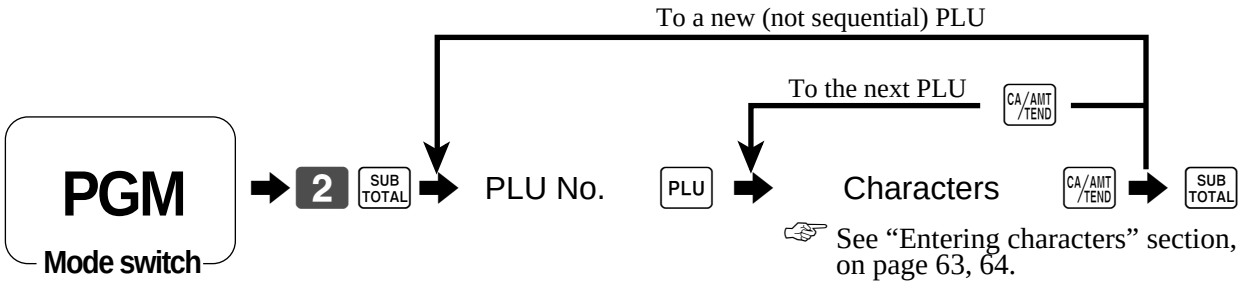
Example:
Input “ C L A S S a ”,
enter “ <DBL> 8 8 8 5 5 5 <DBL> 8 1 1 1 1 00 1 1 1 1 <Space> 8 8 8 8 ” .

Programming descriptors and messages by entering characters

The following descriptors and messages can be programmed;

- Report descriptor (such as gross total, net total, cash in drawer…)
- Grand total
- Special character (such as mode symbol, taxable symbol…)
- Read/reset report title
- Clerk name
- PLU item descriptor
- Messages (Logo, commercial and bottom message)
- Function key descriptor
- Department key descriptor

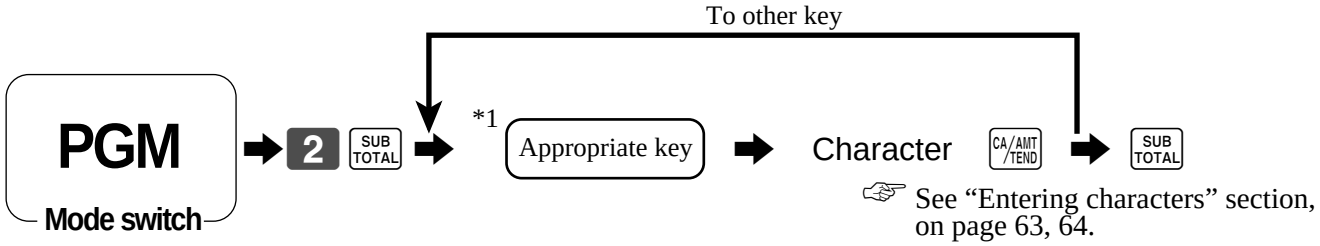
Programming PLU descriptor



☞ See "Entering characters" section, on page 63, 64.

PLU No.	Contents	Initial character	Yours
0001	PLU0001	PLU0001	
0002	PLU0002	PLU0002	
0003	PLU0003	PLU0003	
0004	PLU0004	PLU0004	
0005	PLU0005	PLU0005	
0006	PLU0006	PLU0006	
0007	PLU0007	PLU0007	
0008	PLU0008	PLU0008	
0009	PLU0009	PLU0009	
0010	PLU0010	PLU0010	
0011	PLU0011	PLU0011	
0012	PLU0012	PLU0012	
0013	PLU0013	PLU0013	
0014	PLU0014	PLU0014	
0015	PLU0015	PLU0015	
0016	PLU0016	PLU0016	
0017	PLU0017	PLU0017	
0018	PLU0018	PLU0018	
0019	PLU0019	PLU0019	
0020	PLU0020	PLU0020	
0021	PLU0021	PLU0021	
0022	PLU0022	PLU0022	
0023	PLU0023	PLU0023	
0024	PLU0024	PLU0024	
0025	PLU0025	PLU0025	
0026	PLU0026	PLU0026	
0027	PLU0027	PLU0027	
0028	PLU0028	PLU0028	
0029	PLU0029	PLU0029	
0030	PLU0030	PLU0030	

Programming department / flat-PLU / function key descriptor



☞ See "Entering characters" section, on page 63, 64.

*1 Appropriate key: In case of shifting department, press <DEPT SHIFT> key first.
In case of shifting flat-PLU, press <MENU> key first.

Function key

Contents	Initial character	Yours
Cash/amount tendered	CASH	
Check	CHECK	
New balance	NB	
New check	NEW CHK	
Old check	OLD CHK	
Received on account	RC	
Paid out	PD	
Discount	%-	
Premium	%+	
Receipt on/off	RCT ON/OFF	
Guest / Post receipt	RCT	
Refund	RF	
Error correct/Cancel	CORR	
Sign off	SIGN-OFF	
Menu shift	MENU	
Multiplication/Date time	X	
VAT	VAT	
Non-add / No sale	#/NS	

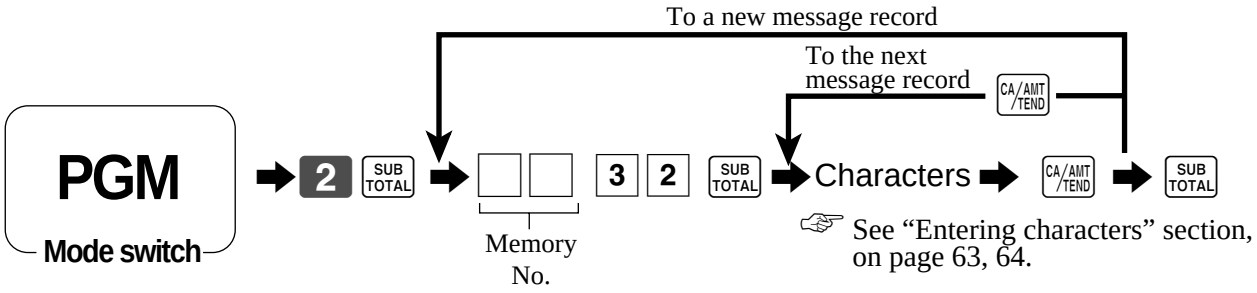
Department key

Contents	Initial character	Yours
Department 001	DEPT001	
Department 002	DEPT002	
Department 003	DEPT003	
Department 004	DEPT004	
Department 005	DEPT005	
Department 006	DEPT006	
Department 007	DEPT007	

Flat-PLU key

Contents	Initial character	Yours
PLU0001	PLU0001	
PLU0002	PLU0002	
PLU0003	PLU0003	
PLU0004	PLU0004	
PLU0005	PLU0005	
PLU0006	PLU0006	
PLU0007	PLU0007	

Programming message



Receipt message

Refer to "(message control)" on page 75.

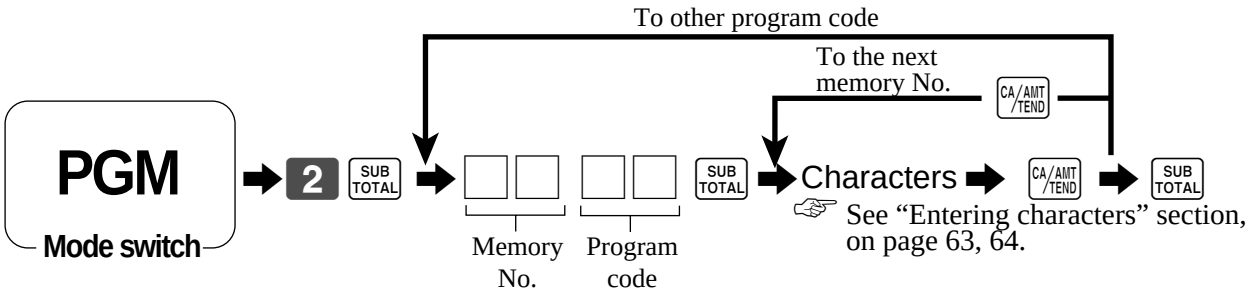
Memory No.	Contents	Initial character	Yours
01	1st line of logo message	YOUR RECEIPT	
02	2nd line of logo message	THANK YOU	
03	3rd line of logo message	CALL AGAIN	
04	4th line of logo message		
05	1st line of commercial message		
06	2nd line of commercial message		
07	3rd line of commercial message		
08	4th line of commercial message		
09	1st line of bottom message		
10	2nd line of bottom message		
11	3rd line of bottom message		
12	4th line of bottom message		
:	:		
25	(not used)	DUPLICATE RECEIPT	
:	:		
40	Australian GST message 1st. line	TAX INVOICE	
41	Australian GST message 2nd. line	* INDICATES	
42	Australian GST message 3rd. line	TAXABLE SUPPLY	

Programming Clerk name

Clerk name

Clerk No.	Contents	Initial character	Yours
01	Clerk 01	C01	
02	Clerk 02	C02	
03	Clerk 03	C03	
04	Clerk 04	C04	

Programming other descriptors



Report descriptor

Memory No.	Program code	Contents	Initial character	Yours
01	01	Gross total	GROSS	
02		Net total	NET	
03		Cash in drawer	CAID	
04		Charge in drawer	CHID	
05		Check in drawer	CKID	
06		Credit 1 in drawer	CRID(1)	
07		Credit 2 in drawer	CRID(2)	
08		Credit 3 in drawer	CRID(3)	
09		Credit 4 in drawer	CRID(4)	
10		Cash in drawer for sub currency	CAID2	
11		Charge in drawer for sub currency	CHID2	
12		Check in drawer for sub currency	CKID2	
17		Refund mode total	RF	
18		Customer count	CUST	
19		Average sales per customer	AVER	
20		Clerk commision 1 total	C-1	
21		Clerk commision 2 total	C-2	
22		Foreign currency cash in drawer	CECA1	
23		Foreign currency check in drawer	CECK1	
26		Reduction	DC	
27		Coupon	COUPON	
28		Item return	REF	
29		Rounding for sub currency	ROUND	
30		Rounding	ROUND	
31		Cancellation	CANCEL	
33		Taxable amount 1	TA1	
34		Tax 1	TX1	
35		Taxable amount 2	TA2	
36		Tax 2	TX2	
37		Taxable amount 3	TA3	
38		Tax 3	TX3	
39		Taxable amount 4	TA4	
40		Tax 4	TX4	
41		Non taxable amount	NON TAX	

Text recall character

Memory No.	Program code	Contents	Initial character	Yours
01	39	Text recall character 01		
02		Text recall charecter 02		
03		Text recall character 03		
04		Text recall character 04		
05		Text recall character 05		

Grand total, special character

Memory No.	Program code	Contents	Initial character	Yours
01	23	main currency symbol (2), @ (2), No. (2), split pricing (2), not used (4), sub currency symbol (2)		· @No/ ** €
02		No. of item sold (2), No. of customer (2), not used (6),multiplication display (2)		NoCT@ LB *QT
03		multiplication (6) not used (6)		X BUSY
04		taxable symbol 1 (3 each) for tax 1, tax 2, tax 3, tax 4		T1 T2 T3 T4 T5
06		taxable symbol 3 (3 each) for tax 1/2, tax 1/3, not used, not used, tax 2/3		T12T13T14 T23
08		foreign currency (2 each), not used (8)		* * * * *
09		mode symbol 1 (4 each) REG1/2, RF, not used		REG RF R–
10		mode symbol 2 (4 each) PGM, Daily X, Daily Z, Periodic		PnX Z XZ
11		mode symbol 3 (4 each) not used, PGM read		TRG PGMX
12		decimal: amount/q'ty, separator (main/sub) (1 each), not used (3), square (7)		.·.,.·.,. X
13		A.M., P.M. (3 each), ST displayed on the dot display (2)		AM PM ST
16		display subtotal symbol (ST key) (16)		ST
17		subtotal discount / premium symbol (16)		ST
18		post receipt total symbol (16)		TL
19		change symbol (16)		CG
01	20	Grand total (16)		GT

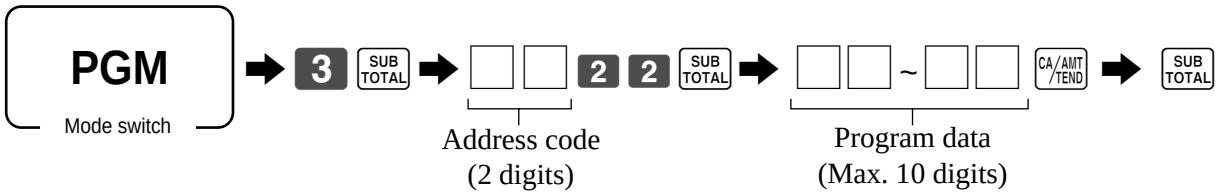
Report title

Memory No.	Program code	Contents	Initial character	Yours
01	24	Fixed total report title	FIX	
02		Transaction key report title	TRANS	
03		PLU sales report title	PLU	
04		Department sales report title	DEPT	
05		Group sales report title	GROUP	
06		Clerk sales report title	CASHIER	
08		Hourly sales report title	HOURLY	
09		Monthly sales report title	MONTHLY	
16		Financial report title	FLASH	

Machine feature program

General control program

Programming procedure



Program data (by address code)

Address code 02 (machine number)

Description	Choice	Program code	Initial value
Machine number	Significant numbers	D_4 D_3 D_2 D_1	0 0 0 0 (D_4 D_3 D_2 D_1)

Address code 03 (consecutive number)

Description	Choice	Program code	Initial value
Reset consecutive number after daily reset report is issued.	Yes = 0 No = 1	D_8	0 (D_8)
Always “00000000”		0 ~ 0 (D_7 ~ D_1)	0 ~ 0 (D_7 ~ D_1)

Address code 04 (tax system, rounding)

Description	Choice	Program code	Initial value
Apply rounding for registration. No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3, Norwegian = 4, Singaporean = 5 Finnish = 6, Australian = 7, South African = 8, Other roundings = 9 (Refer to D_1)	Significant number (0 ~ 9)	D_{10}	0 (D_{10})
Tax system Single tax system (1 ~ 4) = 0, Singaporean tax system = 3	Significant number	D_9	0 (D_9)
Always “0000000”		0 ~ 0 (D_8 ~ D_2)	0 ~ 0 (D_8 ~ D_2)
Other roundings: New Zealander (A) = 0, New Zealander (B) = 1 (D_{10} must be set to “9”.)	Significant number (0 ~ 1)	D_1	0 (D_1)

Rounding

IF 1 rounding	
Last 1 digit of ST	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

IF 2 rounding	
Last 1 digit of ST	**Result**
0 ~ 4	0
5 ~ 9	10

Danish rounding	
Last 2 digit of ST/CA CG	**Result**
00 ~ 12	00
13 ~ 37	25
38 ~ 62	50
63 ~ 87	75
88 ~ 99	100

Norwegian rounding	
Last 1 digit of ST	**Result**
00 ~ 24	0
25 ~ 74	50
75 ~ 99	100

Singaporean rounding	
Last 1 digit of item, %+, %- REG	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

Finnish rounding	
Last 2 digit of ST/CA CG	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

Australian rounding	
Last 1 digit of ST/CA CG	**Result**
0 ~ 2	0
3 ~ 7	5
8 ~ 9	10

South African rounding	
Last 1 digit of ST	**Result**
0 ~ 4	0
5 ~ 9	5

New Zealander (A/B) rounding	
Last 1 digit of ST/CA CG	**Result**
0 ~ 4/5	0
5/6 ~ 9	10

Address code 05 (print control for receipt)

Description		Choice	Program code	Initial value
Print total line during finalization.	a	Yes = 0 No = 1	□ (a+b) D_{10}	0 (a+b) D_{10}
Time system: ① 24 hour system, ② 12 hour system	b	① = 0 ② = 2		
Buffered receipt print *1		No = 0 Yes = 2	□ D_9	0 D_9
Skip item lines on journal. (journal skip)		No = 0 Yes = 1	□ D_8	0 D_8
Always “000”			0 0 0 D_7 D_6 D_6	0 0 0 D_7 D_6 D_5
Print number of item sold. (item counter)	a	No = 0 Yes = 1	□ (a+b) D_4	2 (a+b) D_4
Print tax symbols.	b	Yes = 0 No = 2		
Always “00”			0 0 D_3 D_2	0 0 D_3 D_2
Print number of customers on header.		Yes = 0 No = 2	□ D_1	0 D_1

*1: Select “Yes” if you want to print receipts with watermarks.
D_4 becomes “0”, after activating Australian GST.

Address code 06 (calculation & operation control)

Description		Choice	Program code	Initial value
Follow the taxable status and commission status of previous item when +/- operation is performed.	a	Yes = 0 No = 1	□ (a+b) D_{10}	0 (a+b) D_{10}
Force a money declaration before read/reset operation.	b	No = 0 Yes = 4		
Force to press [SUB TOTAL] before finalization	a	No = 0 Yes = 1	□ (a+b+c) D_9	0 (a+b+c) D_9
Allow credit balance while finalization.	b	Yes = 0 No = 2		
Allow multiple refund operation.	c	Yes = 0 No = 4		
Affect the result of +/-, %+/%- to the item. (Net totalling)		No = 0 Yes = 1	□ D_8	0 D_8
Include commission in net total.		Yes = 0 No = 2	□ D_7	0 D_7
Clear the key buffer when a receipt is issued. (REG mode only)	a	No = 0 Yes = 1	□ (a+b+c) D_6	0 (a+b+c) D_6
Sounds key catch tone.	b	Yes = 0 No = 2		
Allow to issue post receipt, even if the original one is issued.	c	No = 0 Yes = 4		
Always “00”			0 0 D_5 D_4	0 0 D_5 D_4
Treatment of flat-PLU key numeric inputs: ① Treat as amount override ② Treat as quantity extensions		① = 0 ② = 2	□ D_3	□ D_3
Always “00”.			0 0 D_2 D_1	0 0 D_2 D_1

Address code 08 (print control for fixed total report)

Description		Choice	Program code	Initial value
Print gross sales total on fixed total report (GROSS)	a	Yes = 0 No = 1	□ (a+b+c) D_{10}	0 (a+b+c) D_{10}
Print net sales total on fixed total report (NET)	b	Yes = 0 No = 2		
Print cash in drawer total on fixed total report (CAID)	c	Yes = 0 No = 4		
Print charge in drawer total on fixed total report (CHID)		Yes = 0 No = 2	□ D_9	0 D_9
Print check in drawer total on fixed total report (CKID)	a	Yes = 0 No = 1	□ (a+b) D_8	0 (a+b) D_8
Print credit in drawer total on fixed total report (CRID(1) ~ (4))	b	Yes = 0 No = 4		
Always “0”			0 D_7	0 D_7
Print RF mode total on fixed total report (RF)		Yes = 0 No = 4	□ D_6	0 D_6
Print the net number of customers on fixed total report (CUST)	a	Yes = 0 No = 1	□ (a+b) D_5	2 (a+b) D_5
Print the average sales per customer on fixed total report (AVER)	b	Yes = 0 No = 2		
Always “0”			0 D_4	0 D_4
Print commission 1 total on fixed total report (C-1)	a	Yes = 0 No = 1	□ (a+b+c) D_3	7 (a+b+c) D_3
Print commission 2 total on fixed total report (C-2)	b	Yes = 0 No = 2		
Print foreign currency cash in drawer and check in drawer totals on fixed total report (CECA1 ~ 2, CECK1 ~ 2)	c	Yes = 0 No = 4		
Print <MINUS>, <COUPON>, <%–> and mix & match operation net total on fixed total report (DC)	a	Yes = 0 No = 1	□ (a+b+c) D_2	3 (a+b+c) D_2
Print <REFUND> and <VOID> operation net total on fixed total report (REF)	b	Yes = 0 No = 2		
Print nontaxable totals on fixed total report (NON TAX)	a	Yes = 0 No = 1	□ (a+b+c) D_1	3 (a+b+c) D_1
Print rounding totals on fixed total report (ROUND)	b	Yes = 0 No = 2		
Print cancellation total on fixed total report (CANCEL)	c	Yes = 0 No = 4		

Preset value becomes “0527327771”, after activating Australian GST.

Address code 10 (print control for taxable amount)

Description		Choice	Program code	Initial value
Print taxable amount 1 on receipt/journal.	a	Yes = 0 No = 1	□ (a+b+c) D_{10}	0 (a+b+c) D_{10}
Print taxable amount 2 on receipt/journal.	b	Yes = 0 No = 2		
Print taxable amount 3 on receipt/journal.	c	Yes = 0 No = 4		
Print taxable amount 4 on receipt/journal.		Yes = 0 No = 1	□ D_9	0 D_9
Always “00000000”			0 ~ 0 D_8 ~ D_1	0 ~ 0 D_8 ~ D_1

Address code 14 (currency exchange control)

Description		Choice	Program code	Initial value
Monetary mode of CECA1 and CECK1 in fixed total report:		Significant number (0 ~ 9)	□ D_8	0 D_8
Decimal for CECA1 and CECK1 in fixed total report: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_7	0 (a+b) D_7
Separator for CECA1 and CECK1 in fixed total report: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4		
Monetary mode of CECA2 and CECK2 in fixed total report:		Significant number (0 ~ 9)	□ D_6	0 D_6
Decimal for CECA2 and CECK2 in fixed total report: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_5	0 (a+b) D_5
Separator for CECA2 and CECK2 in fixed total report: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4		
Always “0000”			0 0 0 0 D_4 D_3 D_2 D_1	0 0 0 0 D_4 D_3 D_2 D_1

Address code 15 (print control for reports)

Description		Choice	Program code	Initial value
Zero skip department report.	a	Yes = 0 No = 1	□ (a+b) D_{10}	0 (a+b) D_{10}
Zero skip clerk report.	b	Yes = 0 No = 2		
Zero skip transaction report.	a	Yes = 0 No = 1	□ (a+b+c) D_9	0 (a+b+c) D_9
Zero skip PLU report.	b	Yes = 0 No = 2		
Zero skip hourly report.	c	Yes = 0 No = 4		
Zero skip group report.		Yes = 0 No = 1	□ D_8	0 D_8
Always “0”			0 D_7	0 D_7
Prohibit issuing “OPEN CHECK Z” report.		No = 0 Yes = 1	□ D_6	0 D_6
Print PLU number on the PLU report.		No = 0 Yes = 4	□ D_5	0 D_5
Print sales ratio.	a	No = 0 Yes = 1	□ (a+b) D_4	0 (a+b) D_4
Issue double Z report.	b	No = 0 Yes = 2		
Always “000”			0 0 0 D_3 D_2 D_1	0 0 0 D_3 D_2 D_1

Address code 16 (print control for grand total)

Description	Choice	Program code	Initial value
Print consecutive number range of the day on daily fixed total report.	No = 0 Yes = 1	□ D_7	0 D_7
Always “00000”		□ ~ □ D_6 ~ D_2	0 ~ 0 D_6 ~ D_2
Print grand total on daily sales reset report.	Yes = 0 No = 1	□ D_1	0 D_1

Address code 17 (print control)

Description		Choice	Program code	Initial value
Print date on journal.	a	Yes = 0 No = 2	□ (a+b) D_4	0 (a+b) D_4
Print consecutive number on receipt/journal.	b	Yes = 0 No = 4		
Print time on receipt.	a	Yes = 0 No = 1	□ (a+b) D_3	0 (a+b) D_3
Print time on journal.	b	Yes = 0 No = 2		
Always “00”			0 0 D_2 D_1	0 0 D_2 D_1

Address code 18 (print control for guest receipt)

Description		Choice	Program code	Initial value
Classify registered item by group on guest receipt.		No = 0 Yes = 4	□ D_6	0 D_6
Always “0”			0 D_5	0 D_5
Print date on guest receipt.	a	Yes = 0 No = 1	□ (a+b) D_4	0 (a+b) D_4
Print time on guest receipt.	b	Yes = 0 No = 2		
Merge the same registration on guest receipt. (Item consolidation)		No = 0 Yes = 4	□ D_3	0 D_3
Always “00”			0 0 D_2 D_1	0 0 D_2 D_1

Address code 19 (receipt control)

Description	Choice	Program code	Initial value
Print receipt in double-height characters.	No = 0 Yes = 1	□ D_7	0 D_7
Always “000000”		0 ~ 0 D_6 ~ D_1	0 ~ 0 D_6 ~ D_1

Address code 21 (message control)

Description		Choice	Program code	Initial value
Print graphic type logo. (If select “No”, character type logo is printed.)	a	No = 0 Yes = 2	□ (a+b) D_{10}	0 (a+b) D_{10}
Print watermark on receipt.	b	Yes = 0 No = 4		
Print commercial message on guest receipt.	a	No = 0 Yes = 1	□ (a+b) D_9	0 (a+b) D_9
Print bottom message on guest receipt.	b	No = 0 Yes = 2		
Always “00”			0 0 D_8 D_7	0 0 D_8 D_7
Print commercial message on receipts in REG/RF mode.	a	No = 0 Yes = 1	□ (a+b) D_6	0 (a+b) D_6
Print bottom message on receipts in REG/RF mode.	b	No = 0 Yes = 2		
Always “0000”			0 0 0 0 D_5 D_4 D_3 D_2	0 0 0 0 D_5 D_4 D_3 D_2
Print Australian GST MOF message.		No = 0 Yes = 4	□ D_1	0 D_1

Address code 25 (entry restriction)

Description		Choice	Program code	Initial value
Restrict (to 0 or 5) on the last one digit for amount tender.	a	No = 0 Yes = 1	□ (a+b) D_1	0 (a+b) D_1
Restriction (to 0 or 5) on the last one digit for <CASH>, <RC>, <PD>, money declaration amount.	b	No = 0 Yes = 4		

D_1 becomes “4”, after activating Australian GST.

Address code 26 (check tracking)

Description		Choice	Program code	Initial value
Check number compulsory	a	No = 0 Yes = 1	□ (a+b+c) D_7	0 (a+b+c) D_7
Number of customer compulsory	b	No = 0 Yes = 2		
Guest receipt compulsory (at finalization)	c	No = 0 Yes = 4		
Always “0”			0 D_6	0 D_6
Tax calculation by new balance (Calculation result is not saved into totalizer.)		No = 0 Yes = 1	□ D_5	0 D_5
Always “0000”			0 0 0 0 D_4 D_3 D_2 D_1	0 0 0 0 D_4 D_3 D_2 D_1

Address code 27 (clerk control)

Description	Choice	Program code	Initial value
Enable clerk interrupt.	No = 0 Yes = 1	□ D_{10}	0 D_{10}
Enable clerk function.	No = 0 Yes = 4	□ D_9	0 D_9
Always “00000000”		0 ~ 0 D_8 ~ D_1	0 ~ 0 D_8 ~ D_1

Address code 28 (Euro 1)

Description	Choice	Program code	Initial value
Define Euro as the main currency.	Yes = 0 No = 1	□ D_{10}	0 D_{10}
Select rounding option: Round off = 0, Cut off = 1, Round up = 2	Significant number (0 ~ 2)	□ D_9	0 D_9
Exchange rate (within 6-digits)	Significant numbers	□□□□□□ D_8 D_7 D_6 D_5 D_4 D_3	000000 D_8 D_7 D_6 D_5 D_4 D_3
Decimal point position of exchange rate: Integer only = 0 1st decimal place = 1, 2nd decimal place = 2, 3rd decimal place = 3, 4th decimal place = 4, 5th decimal place = 5, 6th decimal place = 6 Example: (D8 ~ D2) 1 Euro = 1.977 DM; Set "0019773" 1 Euro = 1957.77319 Lit; Set "1957772"	Significant number (0 ~ 6)	□ D_2	0 D_2
Always "0"		0 D_1	0 D_1

Address code 29 (Euro 2)

Description		Choice	Program code	Initial value
Monetary mode of sub currency: 0 = 0, 0.0 = 1, 0.00 = 2, 0.000 = 3		Significant number (0 ~ 3)	□ D_{10}	2 D_{10}
Apply rounding for sub currency. * No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3, Norwegian = 4, Finnish = 6 Australia = 7, South Africa = 8		Significant number (0 ~ 8)	□ D_9	0 D_9
Always "0"			0 D_8	0 D_8
Print tendered amount in sub currency converted to main currency.	a	No = 0 Yes = 1	□ (a+b+c) D_7	0 (a+b+c) D_7
Selection of the currency of subtotal printout: ① Main currency only, ② Main and sub currency	b	① = 0 ② = 2		
Print total in sub currency by double sized letter.	c	No = 0 Yes = 4		
Selection of the currency of change: ① Main currency, ② Sub currency	a	① = 0 ② = 1	□ (a+b+c) D_6	0 (a+b+c) D_6
Print the cash in drawer of sub currency on fixed total reports. (If the cash in drawer of main currency is skipped, this line is also skipped.)	b	No = 0 Yes = 2		
Display symbol of sub currency: ① € (Euro), ② L (Local)	c	① = 0 ② = 4		
The currency to restrict (to 00, 25, 50, 75) on last two digits for amount tendered: ① Main currency, ② Sub currency (It is necessary to set this restriction to <CASH> key.)	a	① = 0 ② = 1	□ (a+b+c) D_5	0 (a+b+c) D_5
Print rounding total of sub currency on fixed totalier report.	b	No = 0 Yes = 2		
Last 1 digit for sub currency monetary amount entries to 0 or 5.	c	No = 0 Yes = 4		
Selection of the change amount printout: ① Main and sub currency, ② Dependent upon D_6 - a of this worksheet	a	① = 0 ② = 1	□ (a+b) D_4	0 (a+b) D_4
Calculation method of change amount in sub currency: ① Convert the change amount in main currency into sub currency. ② Subtract the equivalent value of subtotal amount in sub currency from the equivalent value of the tendered amount in sub currency.	b	① = 0 ② = 2		
Always "000"			000 D_3 D_2 D_1	000 D_3 D_2 D_1

* Refer to the Address code 04 programming.

Address code 30 (thermal printer control)

Description		Choice	Program code	Initial value
Print preset receipt message and graphic	a	No = 0 Yes = 1	□ (a+b) D_5	0 (a+b) D_5
Print preset receipt message and graphic: ① at the bottom of the receipt / ② at the top of the receipt	b	① = 0 ② = 2		
Journal compressed print (print by half height characters)		Yes = 0 No = 1	□ D_4	0 D_4
Always “000”			0 0 0 D_3 D_2 D_1	0 0 0 D_3 D_2 D_1

Address code 34 (backlight control)

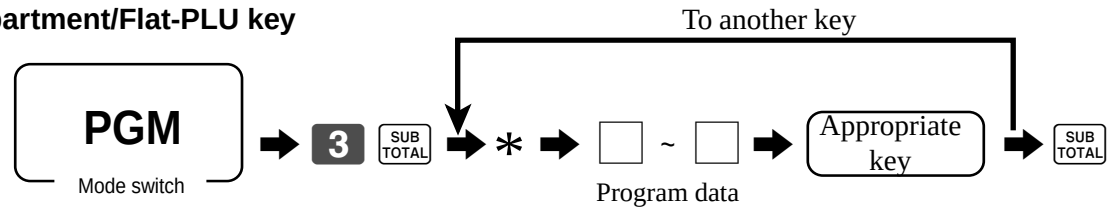
Description	Choice	Program code	Initial value
Backlight	Available = 0 Not available = 1	□ D_4	0 D_4
Always “000”		0 0 0 D_3 D_2 D_1	0 0 0 D_3 D_2 D_1

Key function program

Department key/Flat-PLU key/PLU program (Batch feature programming)

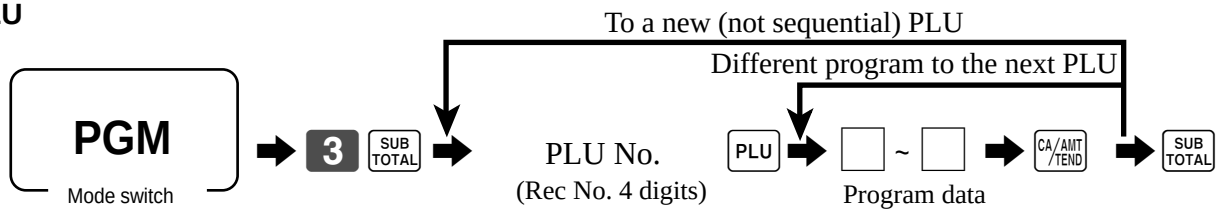
Programming procedure

Department/Flat-PLU key



*: In case of shifting department, press <DEPT SHIFT> key first.
In case of shifting flat-PLU, press <MENU SHIFT> key first.

PLU



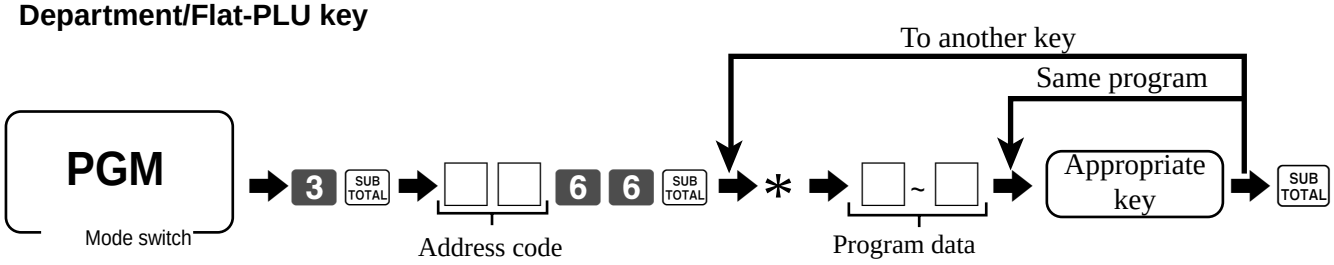
Program data

Description		Choice	Program code	Initial value
Age limitation (“00” means no limitation)		Significant number (00 - 99)	D_{14} D_{13}	0 0
Single item control: Normal receipt = 0, Single item receipt = 3		Significant number	D_{12}	0
Always “0”			D_{11}	0
Normal / condiment / preparation (Only for PLU, Flat-PLU) Normal item = 0, Condiment = 1, Preparation = 2		Significant number	D_{10}	0
Always “0”			D_9	0
Taxable status: See page 81.			D_8 D_7	D_8 D_7
Enable 0 unit price.	a	No = 0 Yes = 1	(a+b+c) D_6	(a+b+c) D_6 0
Enable negative price.	b	No = 0 Yes = 2		
Hash	c	No = 0 Yes = 4		
Always “0”			D_5	0
Low digit limitation (LDL) for manually entered unit price.		Significant number	D_4	0
Open PLU (only for PLU)		No = 0 Yes = 4	D_3	0
Commission 1	a	No = 0 Yes = 1	(a+b) D_2	(a+b) D_2 0
Commission 2	b	No = 0 Yes = 2		
Always “0”			D_1	0

Department key/Flat-PLU key/PLU program (Individual feature programming)

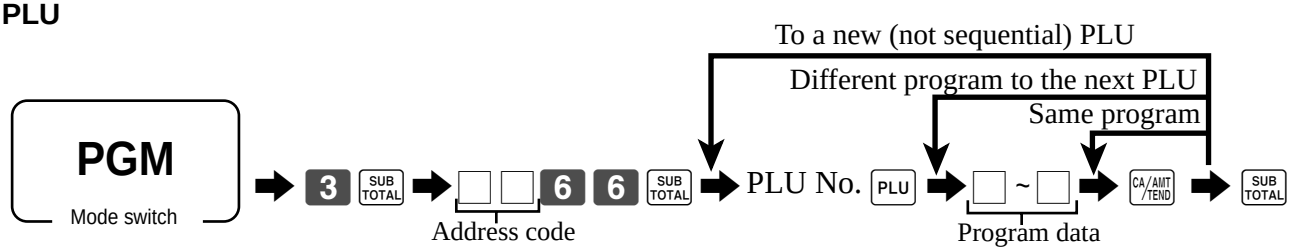
Programming procedure

Department/Flat-PLU key



*: In case of shifting department, press <DEPT SHIFT> key first.
In case of shifting flat-PLU, press <MENU SHIFT> key first.

PLU



Program data (by address code)

Address code 11 (link)

Description	Choice	Program code
Link group record number: (000 ~ 999)	Significant numbers	□ □ □ D_7 D_6 D_5
Always "0"		0 D_4
Link department record number: (000 ~ 999) (only for PLU)	Significant numbers	□ □ □ D_3 D_2 D_1

Address code 13 (set menu)

Description	Choice	Program code
Set menu table record number (only for PLU)	Significant numbers	□ □ □ □ D_4 D_3 D_2 D_1

Address code 15 (high amount limit)

Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	□ □ □ □ □ □ D_6 D_5 D_4 D_3 D_2 D_1

Other address code

Address code	Description		Choice	Program code
18	Single item control: Normal receipt = 0, Single item receipt = 3		Significant number	□
01	Normal/condiment/preparation Normal item = 0, Condiment = 1, Preparation = 2		Significant number	□
03	Taxable status: See page 81.		Significant numbers	□ □ D_2 D_1
05	Enable 0 unit price.	a	No = 0 Yes = 1	□ (a+b+c)
	Enable negative price.	b	No = 0 Yes = 2	
	Hash	c	No = 0 Yes = 4	
07	Low digit limitation (LDL) for manually entered unit price.		Significant number	□
04	Open PLU (Only for PLU)		No = 0 Yes = 4	□
09	Commission 1	a	No = 0 Yes = 1	□ (a+b)
	Commission 2	b	No = 0 Yes = 2	
26	Age limitation ("00" means no limitation)		Significant number (00 ~ 99)	□ □

Taxable status

for Singapore

Always “0”			0 (D_8)
Taxable 1 status	a	No = 0 Yes = 1	□ (a+b+c) (D_7)
Taxable 2 status	b	No = 0 Yes = 2	
Taxable 3 status	c	No = 0 Yes = 4	

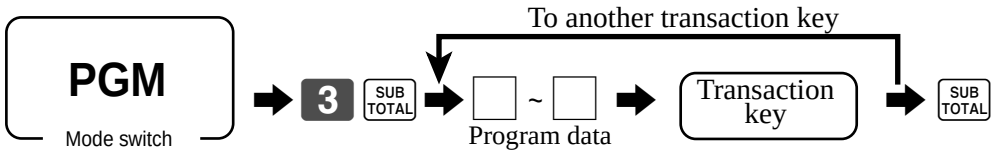
for Other area

Non tax = 00 Taxable 3 = 03	Taxable 1 = 01 Taxable 4 = 04	Taxable 2 = 02 All taxable 99 *	Significant numbers	□ □ (D_8 D_7)

* Only for function keys

Transaction key program

Programming procedure



Program data

<CASH>, <CHARGE>, <CHECK>

Description		Choice	Program code
Restriction (to 00, 25, 50, 75) on last two digits for amount tendered (Only for <CASH> in Danish rounding)		No = 0 Yes = 4	□ (D_{10})
Always “00”			0 0 (D_9 D_8)
Prohibit entry of a partial payment	a	No = 0 Yes = 1	□ (a+b+c) (D_7)
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	
Force entry of the amount tendered.	c	No = 0 Yes = 4	
Print VAT breakdown. *1		No = 0 Yes = 1	□ (D_6)
French food coupon	a	No = 0 Yes = 1	□ (a+b) (D_5)
Perform Finnish rounding.	b	No = 0 Yes = 4	
High amount limit specification for subtotal and tendering amounts.		Maximum value (0 ~ 9) Number of zeros (0 ~ 9)	□ □ (D_4 D_3)
High amount limit specification for change amount due.		Maximum value (0 ~ 9) Number of zeros (0 ~ 9)	□ □ (D_2 D_1)

*1 This is valid option for Auto Cash, Single item or Currency exchange (include partial tender) as well.

<RECEIVED ON ACCOUNT>, <PAID OUT>

Description		Choice	Program code
High amount limit specification for entering amounts		Maximum value (0 ~ 9)	D_4 D_3
		Number of zeros (0 ~ 9)	
Always “00”			0 0 D_2 D_1

<ADDITION (PLUS)>, <REDUCTION (MINUS)>, <COUPON>

Description		Choice	Program code
Taxable status: See page 81.			D_8 D_7
Allow credit balance. (–, CPN only)	a	No = 0 Yes = 1	(a+b) D_6
Allow out of sales (+ only)	b	No = 0 Yes = 2	
Always “00”			0 0 D_5 D_4
High digit limitation (HDL) for manually entered unit price (“9” means NOT allow manual entry.)		Significant number	D_3
Commission 1	a	No = 0 Yes = 1	(a+b) D_2
Commission 2	b	No = 0 Yes = 2	
Always “0”			0 D_1

<PREMIUM (%+)>, <DISCOUNT (%-)>

Description		Choice	Program code
Taxable status: See page 81.			D_8 D_7
Prohibit manual rate override.		No = 0 Yes = 2	D_6
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	D_5
Always “00”			0 0 D_4 D_3
Commission 1	a	No = 0 Yes = 1	(a+b) D_2
Commission 2	b	No = 0 Yes = 2	
Always “0”			0 D_1

<NON-ADD (#)>, <NON-ADD (#)/NO SALE>

Description	Choice	Program code
Allow mode change or clerk change after non-add registration as first transaction. (only for non-add function)	Yes = 0 No = 1	D_7
Always “0000”		0 0 0 0 D_6 D_5 D_4 D_3
Always “00”		0 0 D_2 D_1

<CURRENCY EXCHANGE>

Description		Choice	Program code
Define amount symbol. (0, 1 ~ 2) ("0" means local currency symbol.)		Significant number	□ D_7
Define foreign currency totalizer. (0, 1 ~ 2) ("0" treats as "1".)		Significant number	□ D_6
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	□ D_5
Always "0"			0 D_4
Monetary mode (0 ~ 9): 0.00 = 2, 0.0 = 1, 0 = 0, 0.000 = 3		Significant number	□ D_3
Monetary symbol for decimal	a	Decimal = 0 Comma = 1	□ (a+b) D_2
Monetary symbol for separator	b	Comma = 0 Decimal = 4	
Always "0"			0 D_1

<MULTIPLICATION>,

Description	Choice	Program code
Multiplication procedure: (<X> only) ① Quantity × Amount, ② Amount × Quantity	① = 0 ② = 1	□ D_6
Rounding: Round off = 0, cut off = 1, round up = 2	Significant number	□ D_5
Always "0000"		0 0 0 0 D_4 D_3 D_2 D_1

<AGE VERIFICATION>

Description	Choice	Program code
Print when this key is registered.	Yes = 0 No = 1	□ D_{10}
Always "000"		0 0 0 D_9 D_8 D_7
Always "000000"		0 0 0 0 0 0 D_6 D_5 D_4 D_3 D_2 D_1

<SUBTOTAL>, <MERCHANDISE SUBTOTAL>

Description	Choice	Program code
Print when key is pressed.	No = 0 Yes = 4	□ D_6
Always "00000"		0 0 0 0 0 D_5 D_4 D_3 D_2 D_1

<TAX SHIFT>

Description	Choice	Program code
Taxable status (00, 01 ~ 04) ("00" means taxable 1.)	Significant numbers	□ □ D_8 D_7
Always "000000"		0 0 0 0 0 0 D_6 D_5 D_4 D_3 D_2 D_1

<CREDIT>

Description		Choice	Program code
Prohibit entry of a partial payment	a	No = 0 Yes = 1	□ (a+b+c) D_7
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	
Force entry of the amount tendered.	c	No = 0 Yes = 4	
Print VAT breakdown.		No = 0 Yes = 1	□ D_6
French food coupon	a	No = 0 Yes = 1	□ (a+b) D_5
Perform Finnish rounding.	b	No = 0 Yes = 4	
High amount limit specification for subtotal and tendering amounts.		Maximum value (0 ~ 9)	□□ D_4 D_3
		Number of zeros (0 ~ 9)	
Always “0”			0 D_2
Specify credit in drawer total in the fixed totalizer.		Significant number (0 ~ 4)	□ D_1

<NEW BALANCE>

Description	Choice	Program code
Cancel the transaction if no item is registered.	No = 0 Yes = 4	□ D_{10}
Always “00”		0 0 D_9 D_8
Function after normal (not in check tracking) registration: Operation error = 0, Auto Cash = 1	Significant number	□ D_7
Print VAT breakdown.	No = 0 Yes = 1	□ D_6
Always “00000”		0 0 0 0 0 D_5 D_4 D_3 D_2 D_1

<ARRANGEMENT>

Description	Choice	Program code
Treat numeric entry as arrange table number	No = 0 Yes = 1	□ D_7
Arrangement table link number	Significant numbers	□□□□□□ D_6 D_5 D_4 D_3 D_2 D_1

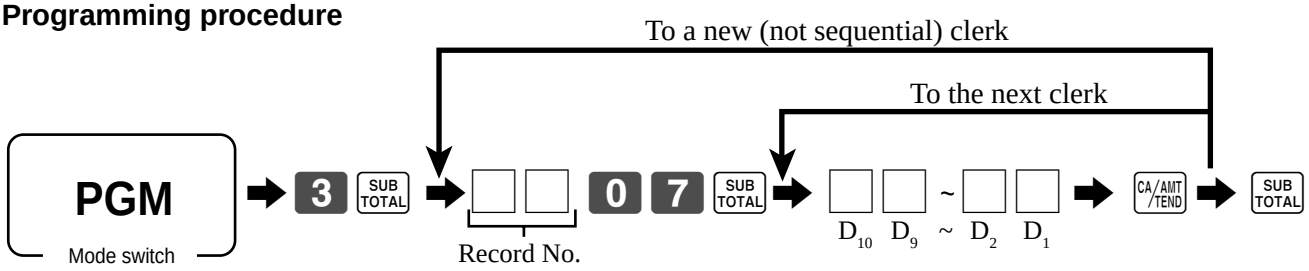
<TEXT RECALL>

Description	Choice	Program code
Order character file record number	Significant numbers	□□ D_6 D_5
Always “0000”		0 0 0 0 D_4 D_3 D_2 D_1

Clerk program

Clerk number, check number programming

Programming procedure

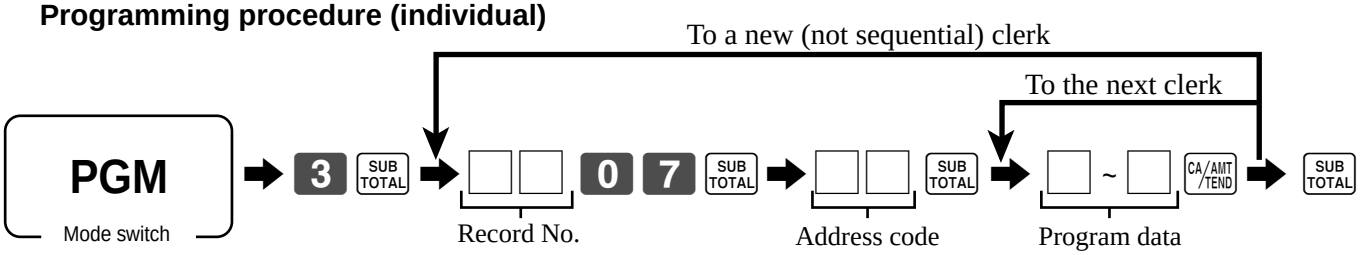


Program Data

Description	Choice	Program code
Check number for clerk interrupt	Significant numbers	D_{10} D_9 D_8 D_7 D_6 D_5
Clerk secret number	Significant numbers	D_4 D_3 D_2 D_1

Clerk other programming

Programming procedure (individual)



Program data

Address code 67 (Clerk control)

Description	Choice	Program code
Training clerk	No = 0 Yes = 1	D_6
Always “00000”		0 ~ 0 D_5~ D_1

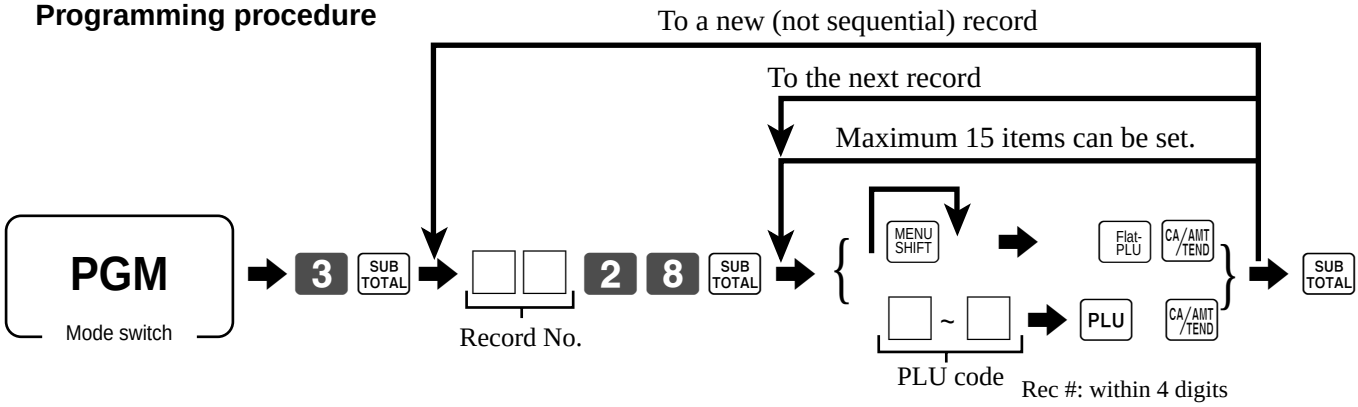
Address code 68 (Commission rate)

Description	Choice	Program code
Commission rate 1 (integer: 00 ~ 99)	Significant numbers	D_8 D_7
Commission rate 1 (decimal: 00 ~ 99)	Significant numbers	D_6 D_5
Commission rate 2 (integer: 00 ~ 99)	Significant numbers	D_4 D_3
Commission rate 2 (decimal: 00 ~ 99)	Significant numbers	D_2 D_1

Set menu programming

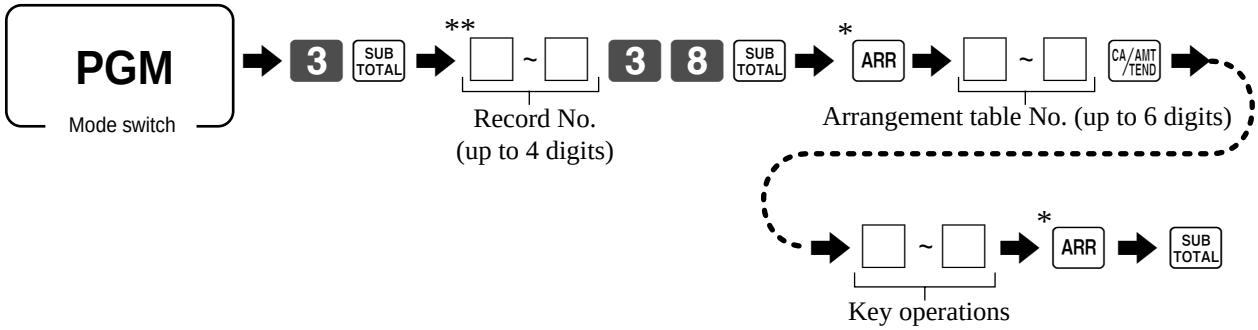
Programming set menu includes two steps;
① Assigning PLUs and flat-PLUs to set menu tables. (These items are treated as “child” PLU.)
② Assigning set menu tables to “parent” PLU
(When a “parent” PLU is registered, all “child” PLUs in the designated set menu table are registered.)

Programming procedure



Arrangement programming

Programming procedure



* The same ARR should be pressed.

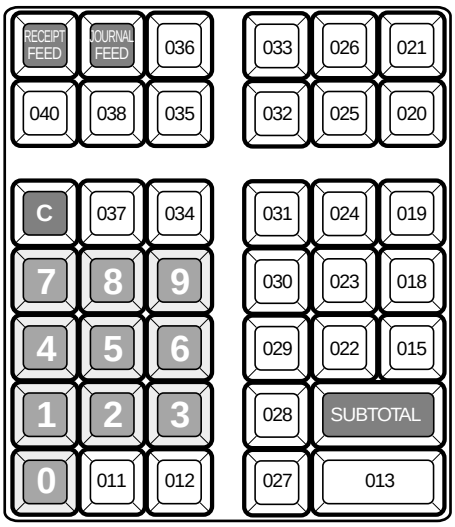
** Vacant record search: If you want to set an arrangement program to a new record, “vacant record search” is possible. (enter 0 0 0 0 instead of entering a record No.)

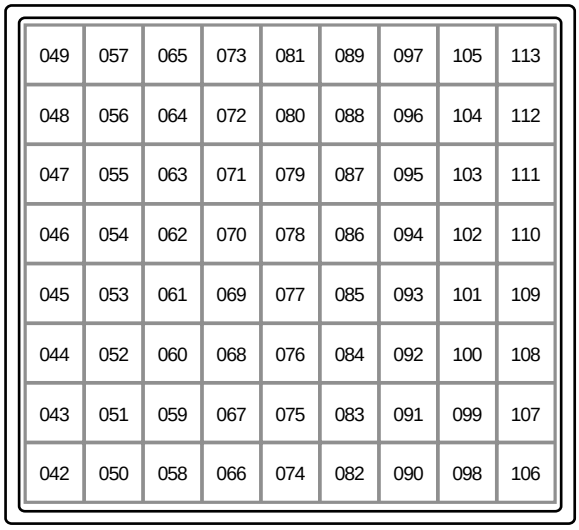
Keyboard layout change

You can change the keyboard layout or allocate some new functions on the keyboard.
Note: Before changing the keyboard layout, you must issue the daily and periodic reset reports.

Configuration of the physical key layout

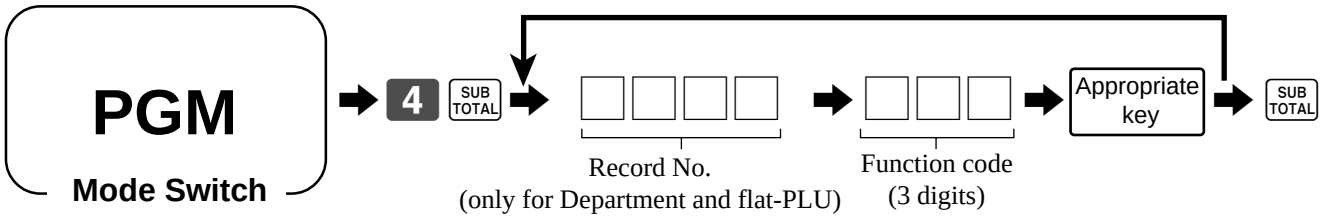
The shadowed keys are fixed function keys. You cannot change the function of these keys.





Note: The CA/AMT =/TEND key in programming procedures mean the #-013 key on the keyboard.

Programming the function of each key



Content	Function code
Cash/amount tendered	001
Charge	002
Check tendered	003
Credit	004
New balance	006
Text recall	010
Tip	015
Received on account	020
Paid out	021
Reduction (Minus)	027
Discount	028
Addition (Plus)	029
Premium	030
Manual tax	032
Refund	033
Error correct/cancel	034
Void	035
Receipt	038

Content	Function code
Non-add	040
Non-add/no sale	041
No sale	042
Customer number	043
Arrangement	044
Currency exchange	045
VAT	046
PLU	048
Price	049
Department	051
Tax shift	057
Flat PLU	063
Menu shift	064
Open	067
Clerk number	072
Subtotal	075
Receipt on/off	076
Merchandise subtotal	080

Content	Function code
Multiplication	082
Quantity/For	083
VAT	089
New check	091
Old check	092
New/old check	093
Add check	094
Age verification	106
Open check	117
Help	141
Sign off	150
Tax Program	151
Dept no./Dept shift	152
Cancel	236
“00” double zero *1	096
“000” triple zero *1	097
“.” decimal point *1	098

*1 Two zero key, three zero key, decimal point key can only be allocated in #-011 and #-012 position.

Printing read/reset reports

• Daily sales read report (“X” mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

• Daily sales reset report (“Z” mode)

You should print reset reports at the end of the business day.

Important!

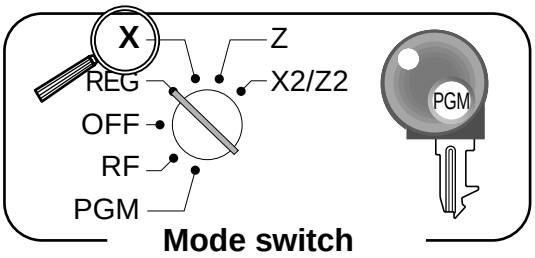
- The reset operation issues a report and also clears all sales data from the cash register's memory.
- Be sure to perform the reset operations at the end of each business day. Otherwise, you will not be able to distinguish between the sales data for different dates.

To print the individual department, PLU read report

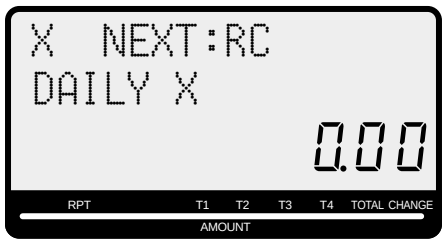
This report shows sales for specific departments or PLUs.

OPERATION **DISPLAY**

1. Turn to X mode.



Mode switch

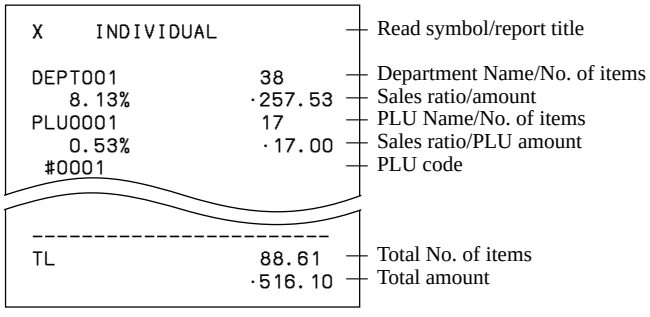


2. Specify a department / PLU / flat PLU.

- Specifying a department
  [1], [2], [DEPT# DEPT SHIFT] [3]...
- Specifying a PLU
  [1] [PLU], [1] [0] [PLU]...
- Specifying a flat-PLU
  [001], [002], [MENU SHIFT] [003]...

3. Press <ST> to exit this report.

REPORT

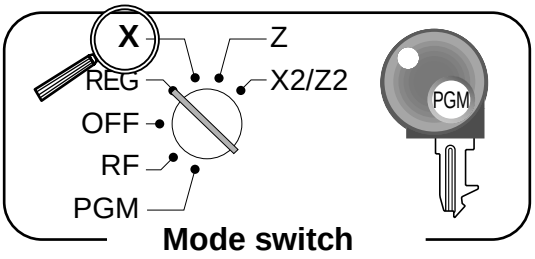


To print daily read reports (except open check)

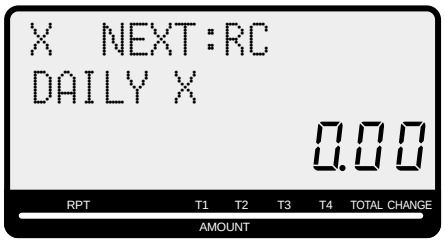
You can select the appropriate report shown in the display.

OPERATION **DISPLAY**

1. Turn to X mode.



Mode switch



2. Select report you want to get by the <RC> key.

3. Press <CASH> to print report. *1

*1 If money declaration is necessary, count how much cash is in the drawer and input this amount (up to 10 digits) and press <#/NS> key.
The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.
Note that if money declaration is required by programming, you cannot skip this procedure.

To print open check read report

OPERATION

1. Turn to X mode.
2. Select open check report by the <RC> key.
3. Press <CASH> key

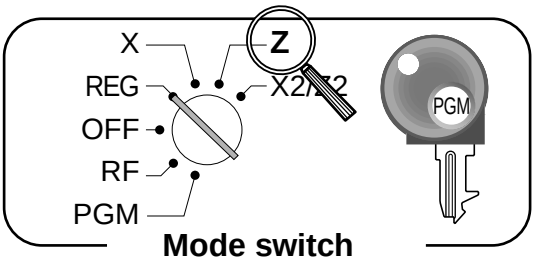
4-a. Press <CASH> key to issue all open check.
4-b. Enter check no. and press <NEW> / <OLD> key to issue indidual check report.
4-c. Enter clerk no. and press <CASH> key to issue check by clerk.

To print daily reset reports (except open check)

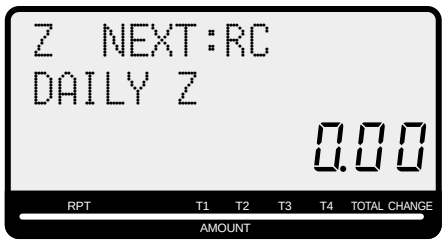
You can select the appropriate report shown in the display.

OPERATION **DISPLAY**

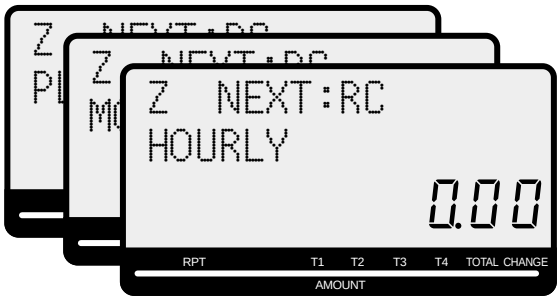
1. Turn to Z mode.



Mode switch



2. Select report you want to get by the <RC> key.



3. Press <CASH> to print report. *1

*1 If money declaration is necessary, count how much cash is in the drawer and input this amount (up to 10 digits) and press <#/NS> key.
The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.
Note that if money declaration is required by programming, you cannot skip this procedure.

To print open check reset report

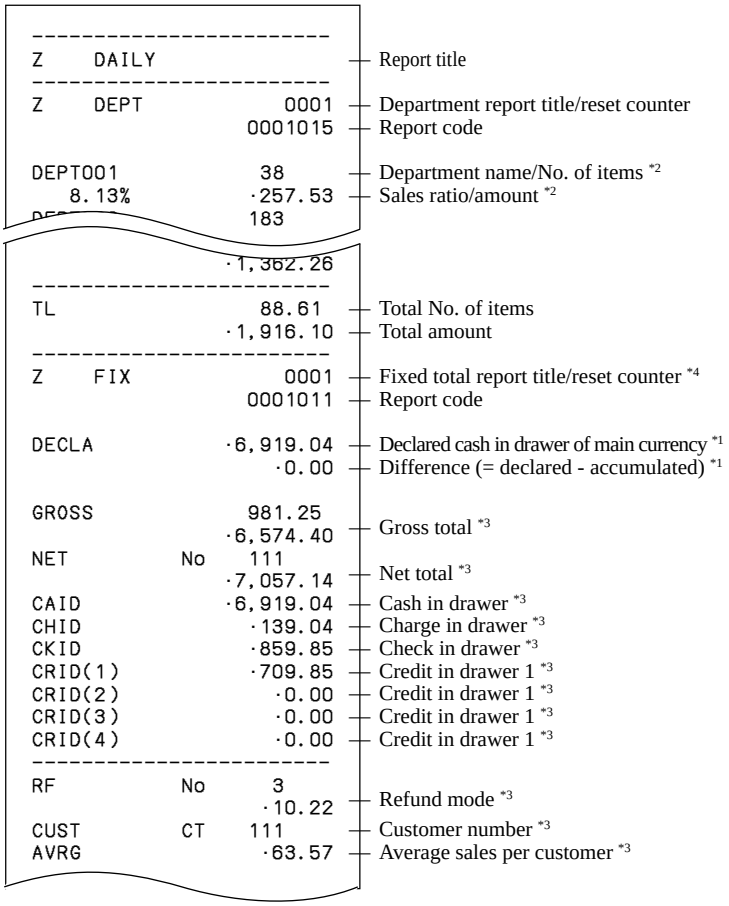
OPERATION

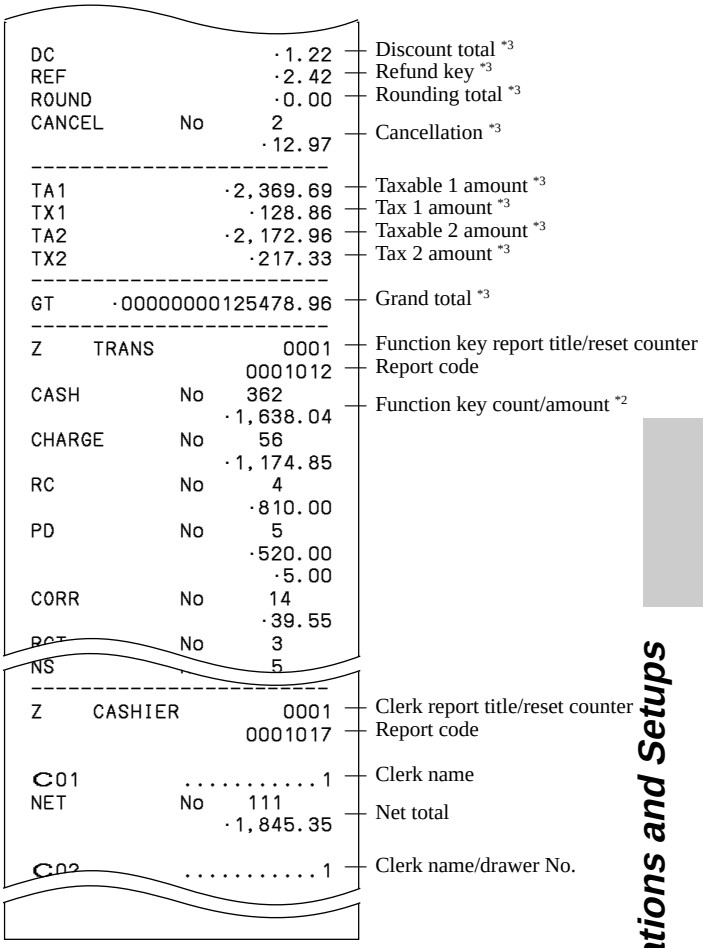
1. Turn to Z mode.
2. Select open check report by the <RC> key.
3. Press <CASH> key

4-a. Enter check no. and press <NEW> / <OLD> key to issue indidual check report.
4-b. Enter clerk no. and press <CASH> key to issue check by clerk.

Read / reset report sample

Daily report

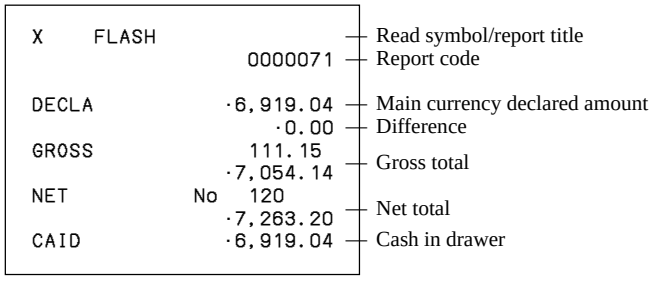




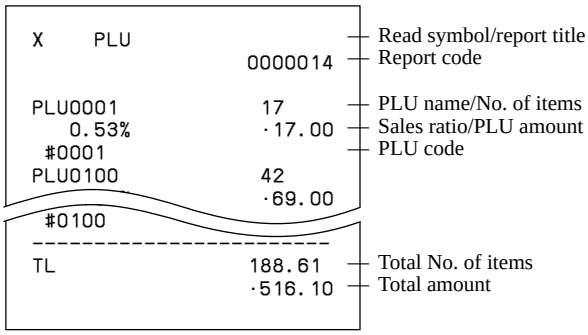
*1 Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

*2 These items can be skipped by programming.

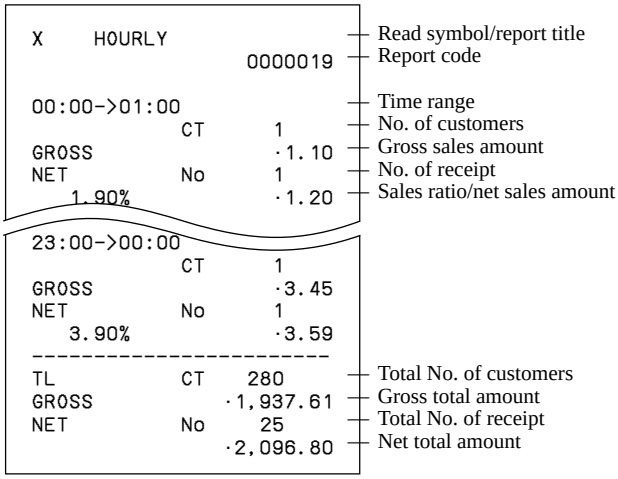
Flash report



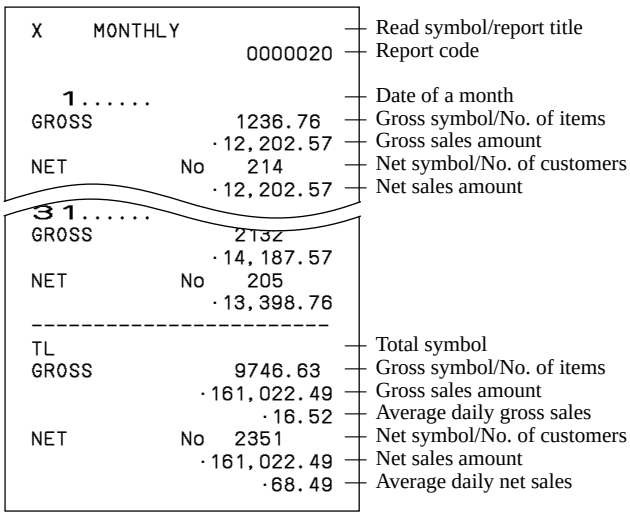
PLU report



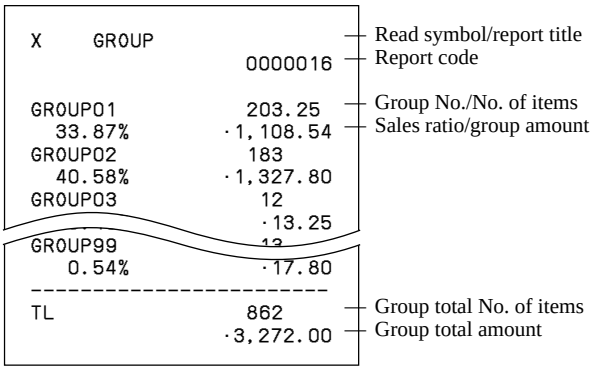
Hourly report



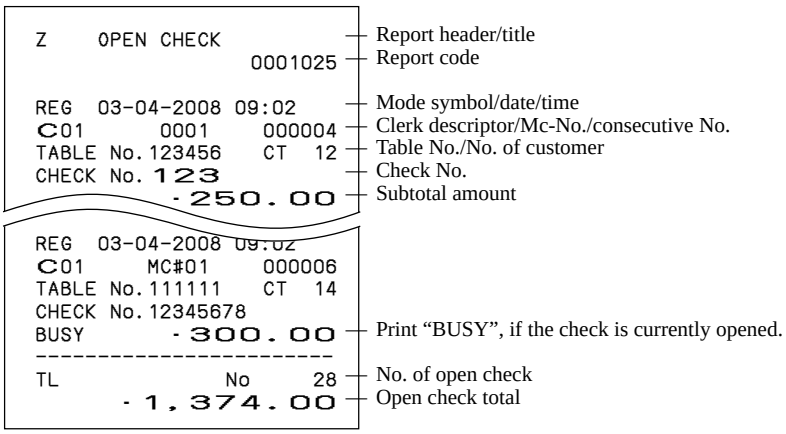
Monthly report



Group report



Open check report



• Periodic sales read report (“X2” mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

• Periodic sales reset report (“Z2” mode)

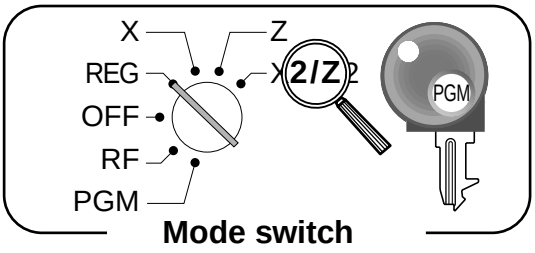
You should print reset reports at the end of the business day.

To print the periodic 1/2 sales read/reset reports

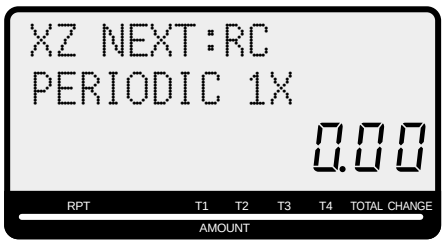
These reports show sales breakdowns of sales by any two kinds of period you want.

OPERATION **DISPLAY**

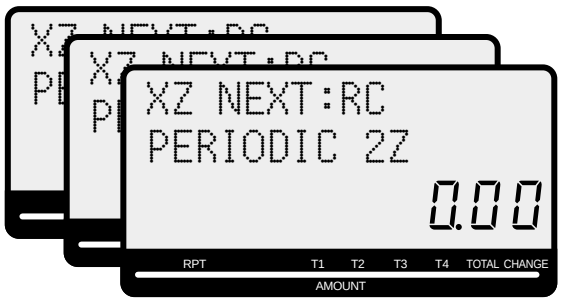
1. Turn to X2/Z2 mode.



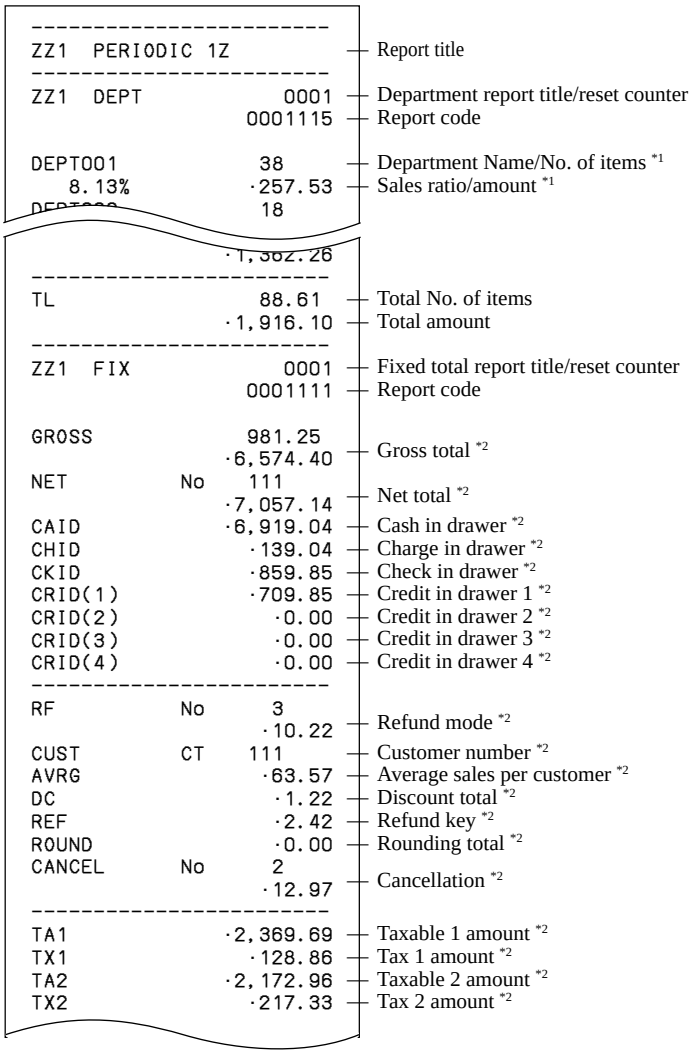
Mode switch

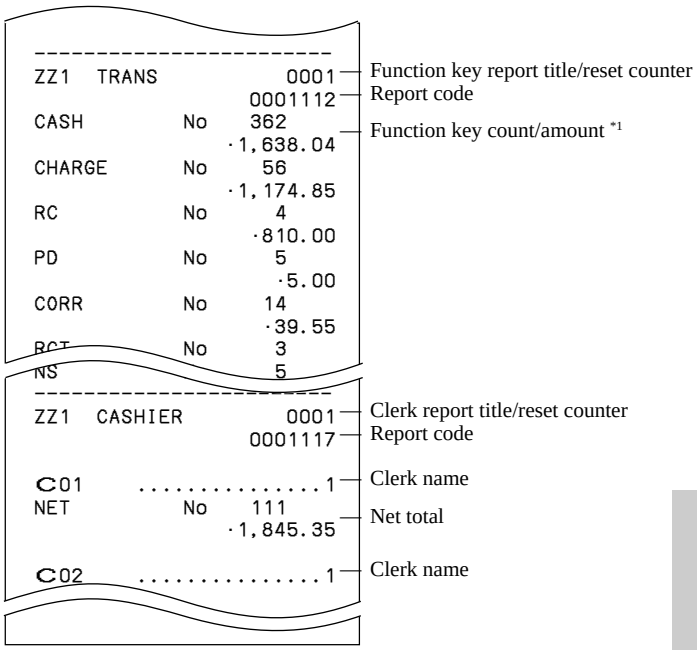


2. Select report you want to get by the <RC> key.



3. Press <CASH> to print report.





*1 Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

*2 These items can be skipped by programming.

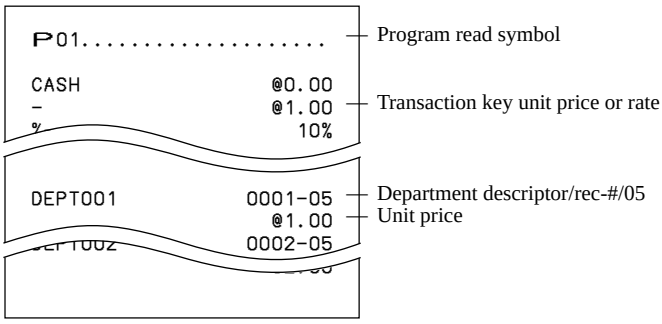
Reading the cash register's program

To print unit price/rate program (except PLU)

OPERATION

1. Turn to PGM mode.
2. Enter <1> and press <ST> key.
3. Press <ST> key.

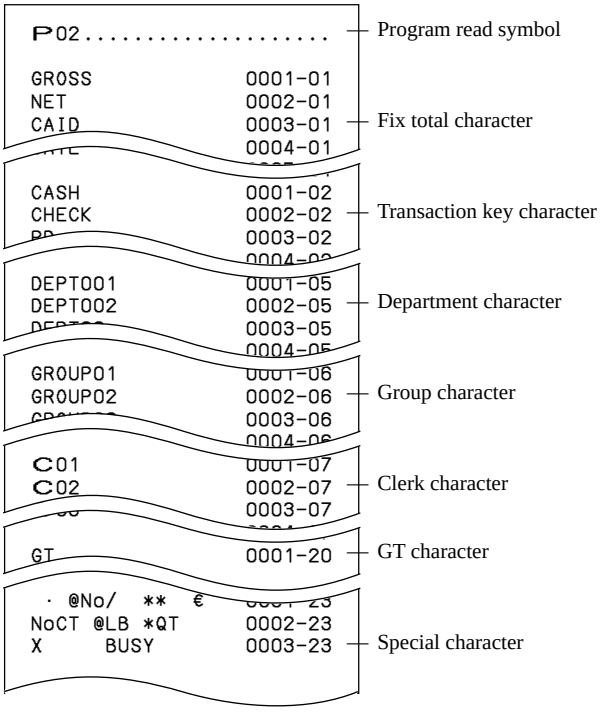
REPORT

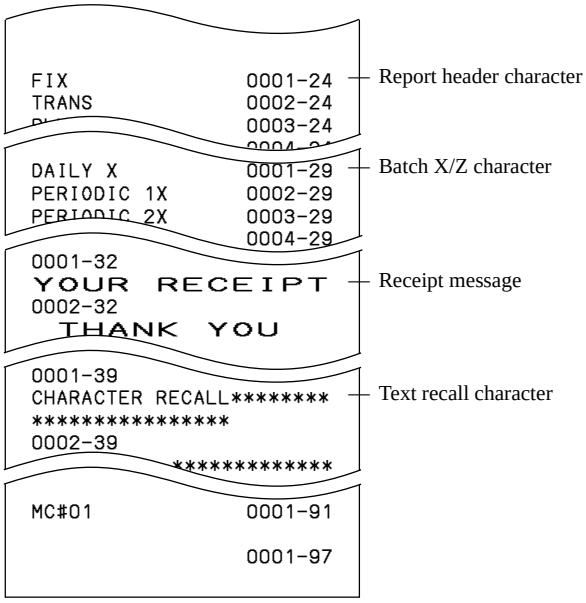


To print key descriptor, name, message program (except PLU)

OPERATION

1. Turn to PGM mode.
2. Enter <2> and press <ST> key.
3. Press <ST> key.

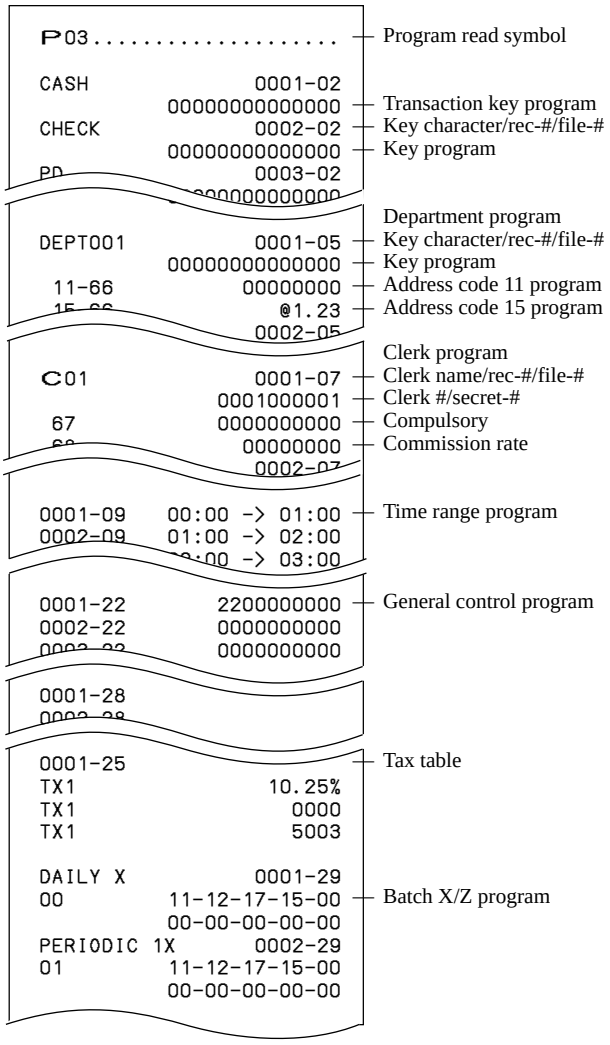


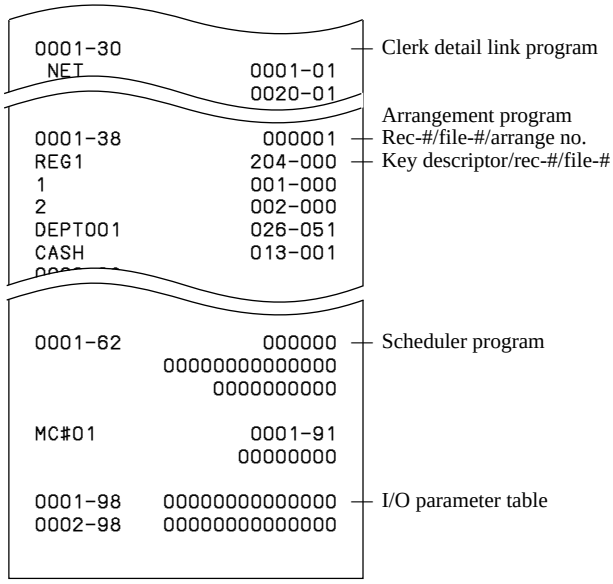


To print the machine program (except PLU)

OPERATION **REPORT**

1. Turn to PGM mode.
2. Enter <3> and press <ST> key.
3. Press <ST> key.



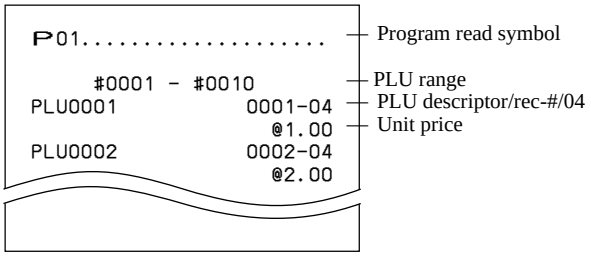


To print the PLU unit price

OPERATION

1. Turn to PGM mode.
2. Enter <6> and press <ST> key.
3. Enter <104> and press <ST> key.
4. Enter <start rec-#> and <CA> key.
5. Enter <end rec-#> and <CA> key.

REPORT

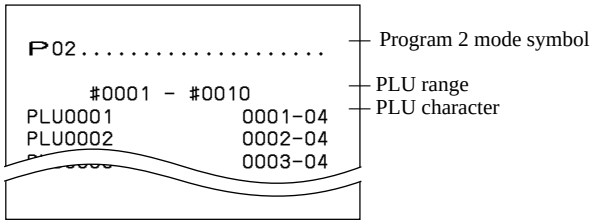


To print the PLU descriptor

OPERATION

1. Turn to PGM mode.
2. Enter <6> and press <ST> key.
3. Enter <204> and press <ST> key.
4. Enter <start rec-#> and <CA> key.
5. Enter <end rec-#> and <CA> key.

REPORT

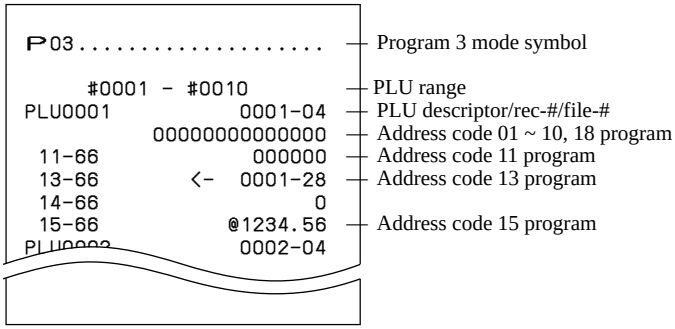


To print the PLU program

OPERATION

1. Turn to PGM mode.
2. Enter <6> and press <ST> key.
3. Enter <304> and press <ST> key.
4. Enter <start rec-#> and <CA> key.
5. Enter <end rec-#> and <CA> key.

REPORT

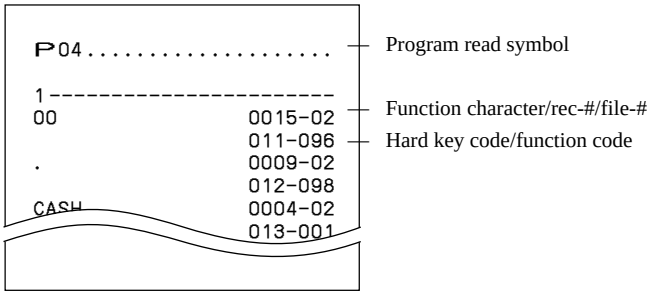


To print the key allocation program

OPERATION

1. Turn to PGM mode.
2. Enter <4> and press <ST> key.
3. Press <ST> key.

REPORT



This section describes what to do when you have problems with operation.

When an error occurs

Errors are indicated by an error codes. When this happens, you can usually find out what the problem is as illustrated below.

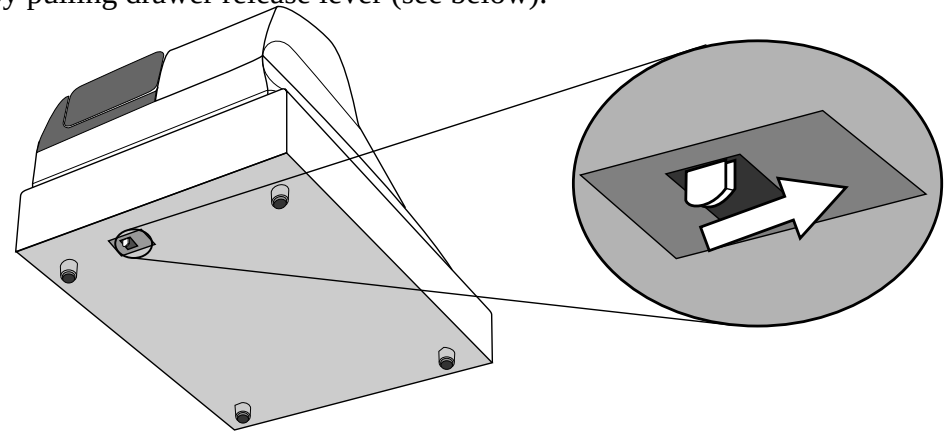
Press [C] and check the appropriate section of this manual for the operation you want to perform.

Error code	Message	Meaning	Action
E001	Wrong mode	Mode switch position changed before finalization.	Return the mode switch to its original setting and finalize the operation.
E003	Wrong operator	The signed on clerk differs from the clerk performed the tracking check registration.	Input correct check number or assign the proper clerk number.
E004	Error INIT/FC	Initialization or unit lock clear operation in progress.	Complete operation.
E008	Please sign on	Registration without entering a clerk number.	Enter a clerk number.
E010	Close the drawer	The drawer is left open longer than the program time (drawer open alarm).	Close the drawer.
E011	Close the drawer	Attempt to register while the cash drawer is open.	Shut the cash drawer.
E016	Change back to REG mode	Two consecutive transactions attempted in the refund mode.	Switch to another mode and then back to the RF mode for the next transaction.
E017	Enter CHK/TBL number	Attempt made to register an item without inputting a check number.	Input a check number.
E018	Enter Table number	Attempt made to register an item without inputting a table number.	Input a table number.
E019	Enter number of customers	Finalize operation attempted without entering the number of customer.	Enter the number of customer.
E021	No DEPT Link	No department linked PLU is registered.	Correct the program.
E026	Enter condiment/ preparation PLU	No condiment/preparation PLU is registered.	Register condiment/preparation PLU.
E029	In the tender operation	Item registration is prohibited, while partial tender.	Finalize the transaction.
E031	Press ST key	Finalization of a transaction attempted without confirming the subtotal.	Press <SUBTOTAL>.
E033	Enter tendered amount	Finalize operation attempted without entering amount tender.	Enter the amount tendered.
E035	Change amount exceeds limit	Change amount exceeds preset limit.	Input amount tendered again.
E036	Remove money from the drawer	Contents of the drawer exceed programmed limit.	Perform paidout operation.
E037	Digit or amount limitation over	High amount lock out/low digit lock out error	Enter correct amount.
E038	Perform money declaration	Read/reset operation without declaring cash in drawer. This error appears only when this function is activated.	Perform money declaration.
E040	Issue guest receipt	Attempt to register a new transaction without issuing a guest receipt.	Issue a guest receipt.
E046	REG buffer full	Registration buffer full.	Finalize the transaction.
E049	CHECK memory full	Check tracking index memory full.	Finalize and close the check number currently used.
E050	DETAIL memory full	Check tracking detail memory full.	Finalize and close the check number currently used.
E051	CHK/TBL No. is occupied	Attempt to made use <New Check> to open a new check using a number that is already used for an existing check in check tracking memory.	Finalize and close the check that is currently under the number that you want to use or use a different check number.
E053	CHK/TBL No. is not opened	Attempt made to use <Old Check> reopen a new check using a number that is not used for an existing check in check tracking memory.	Use the correct check number (if you want to reopen a check that already exists in check tracking memory) or use <New Check> to open a new check.
E075	Negative balance cannot be finalized	Attempt to finalize a transaction when balance is less than or equal to zero.	Register item(s) until the balance becomes positive amount.

Error code	Message	Meaning	Action
E101	PLU maintenance file full. Press <#2> to exit	Scanning PLU direct maintenance/batch maintenance file becomes full.	Terminate the maintenance.
E103	PLU Code is not exist. Input the PLU Code	PLU code is not existed in the file.	Enter proper PLU code.
E105	PLU file full	Scanning PLU file full	Modify the designated item.
E106	Item exists in the PLU FILE	The designated item has already existed in the scanning PLU file.	
E112	Close the journal platen arm	The journal platen arm is opened.	Close the journal platen arm.
E114	Close the receipt platen arm	The receipt platen arm is opened.	Close the receipt platen arm.
E139	Negative balance is not allowed	Attempt to register <–> or <CPN> when the balance becomes negative.	Enter proper minus/coupon amount.
E146	Arrangement file full	Arrangement file is full.	Set the arrangement properly.
E200	Insert RAC	RAC is set.	Set RAC.
E201	Illegal Format	Illegally formatted RAC	Format the RAC.
E202	File not found	The designated file is not found in the RAC.	Enter proper file name.
E205	File already exist.	Can not write, because designated file has already been in the RAC.	Check the operation and retry.

When the cash drawer does not open!

In case of power failure or the machine is in malfunction, the cash drawer does not open automatically. Even in these cases, you can open the cash drawer by pulling drawer release lever (see below).

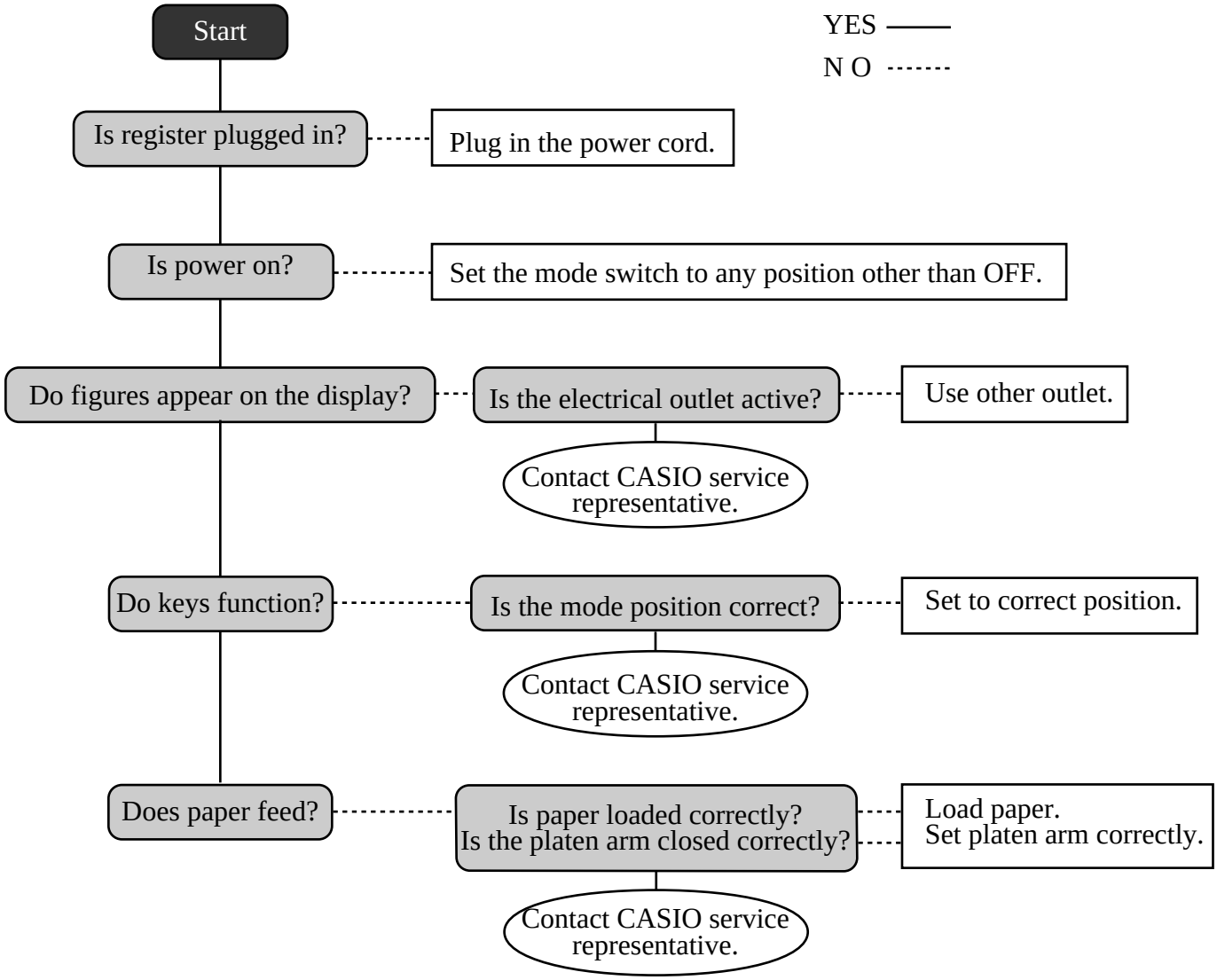


Important!

The drawer will not open, if it is locked with a drawer lock key.

When the register does not operate at all

Perform the following check whenever the cash register enter an error condition as soon as you switch it on. The results of this check are required by service personnel, so be sure to perform this check before you contact a CASIO representative for servicing.



Clearing a machine lock up

If you make a mistake in operation, the cash register may lock up to avoid damage to programs and preset data. Should it happens, you can use the following procedure to clear the lock up without losing any data.

1 Power off the register.
2 Insert the PGM key in the mode switch.
3 Press down [RECEIPT FEED], and turn the mode switch to PGM mode.
4 The display shows 0.00, then release [RECEIPT FEED].
5 Press [SUB TOTAL], then issue a receipt.

In case of power failure

If the power supply to the cash register is cut by a power failure or any other reason, simply wait for power to be restored. The details of any ongoing transaction as well as all sales data in memory are protected by the memory backup batteries. (This is the reason to install the batteries.)

- Power failure during a registration
  The subtotal for items registered up to the power failure is retained in memory. You will be able to continue with the registration when power is restored.
- Power failure during printing a read / reset report
  The data already printed before the power failure is retained in memory. You will be able to issue a report when power is restored.
- Power failure during printing of a receipt / journal
  Printing will resume after power is restored. A line that was being printed when the power failure occurred is printed in full.
- Other
  The power failure symbol is printed and any item that was being printed when the power failure occurred is reprinted in full.

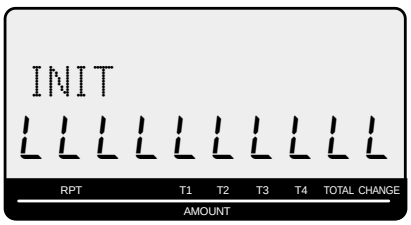
Important!

Once receipt / journal printing or printing of a report starts, it can be stopped only by interruption of power to the cash register.

When the L sign appears on the display

About the low battery indicator…

The following shows the low battery indicator.



If this indicator appears when you switch the cash register on, it can mean one of three things:

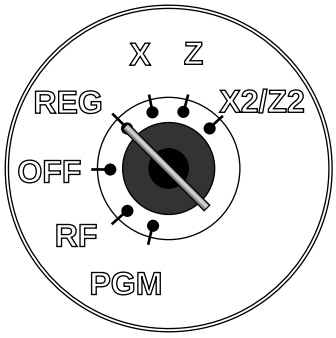
- No memory backup batteries are loaded in the cash register.
- The power of the batteries loaded in the unit is below a certain level.
- The batteries loaded in the unit are dead.

Important!

Whenever the low battery indicator appears on the display, load a set of two new batteries as soon as possible. If there is a power failure or you unplug the cash register when this indicator appears, you will lose all of your sales data and settings.

BE SURE TO KEEP THE POWER CORD OF THE CASH REGISTER PLUGGED IN WHENEVER YOU REPLACE THE BATTERIES.

To replace journal paper



Step 1

Set the mode switch to the REG position and remove the printer cover.

Step 2

Press JOURNAL FEED to feed about 20 cm of paper.

Step 3

Cut the journal paper at the point where nothing is printed.

Step 4

Remove the journal take-up reel from its holder.

Step 5

Remove the paper guide from the take-up reel.

Step 6

Slide the printed journal from the take-up reel.

Step 7

Open the platen arm.

Step 8

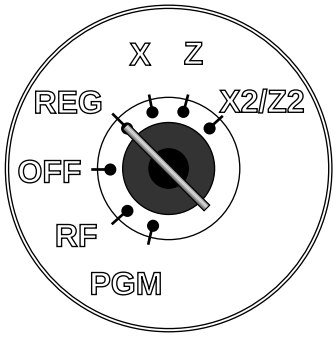
Remove the old paper roll from the cash register.

Step 9

Load new paper.

Go to the step 3 described on page 12 of this manual.

To replace receipt paper



Step 1

Set the mode switch to the REG position and remove the printer cover.

Step 2

Open the platen arm.

Step 3

Remove the old paper roll from the cash register.

Step 4

Load new paper.

Go to the step 3 described on page 11 of this manual.

Options

P-5880T roll paper

WT-90, 91 wetproof cover

The optional wetproof cover protects the keyboard from moisture damage.

Consult your CASIO dealer for details.

Input method
- Entry: 10-key system, buffer memory 8 keys (2-key roll over)
- Department: Full key system

Display
- Main: Amount 10 digits (zero suppression); No. of repeats, total, change, transaction indicator
  Descriptor 16 digits × 2 lines; item descriptor, No. of items, mode, clerk name
- Customer: Amount 8 digits (zero suppression)

Printer
- Receipt: Thermal alpha-numeric system 24 digits, receipt on/off key
  Store name or slogan is printed automatically
- Journal: Thermal alpha-numeric system 24 digits
  Automatic take up roll winding
- Paper roll: 58 (W) × 80 (D) mm
- Paper thickness: 0.06 ~ 0.085 mm
- Paper feed: Separate for receipt and journal
- Print speed: About 14 l/s

Listing capacity
- Amount: 99999999
- Quantity: 9999.999
- Tendered amount: 9999999999
- Percent: 99.99
- Tax rate: 9999.9999
- Numbers: 9999999999999999

Chronological data
- Date print: Automatic date printout on receipt or journal, automatic calendar
- Time print: Automatic time printout on receipt or journal, 24-hour system/12-hour system

Alarm

Key catch tone, error alarm, sentinel alarm

Memory protection battery

The effective service life of memory protection batteries (two new size AA alkaline batteries) is approximately one year from installation into the machine.

Power supply/power consumption

See the rating plate.

Operation temperature

0˚C ~ 40˚C (32˚F ~ 104˚F)

Humidity

10 ~ 90%

Dimensions and weight

213mm (H) × 400mm (W) × 450mm (D) / 10kg …with medium size drawer
(8.4" (H) × 15.7" (W) × 17.7" (D) / 22lbs.)

Category	No. of Totalizers	Contents				Periodic Totalizer
		Amount (10 digits)	No. of items (4 digits)	Count (4 digits)	No. of customers (4 digits)	
Department	200	✔ *1	✔ *3			✔
PLU	2000	✔ *1	✔ *3			
Hourly sales	24	✔ *1			✔ *4	
Monthly	31	✔ *1			✔ *4	
Clerk	30	✔ *1			✔ *4	
Transaction key & fix total	--	✔ *1 or	✔ *4 or	✔ *4 or	✔ *4	✔
Non resettable grand sales total	1	✔ *2				
Reset counter	8			✔ *4		✔
Consecutive No.	1			✔ *4		

*1: -9,999,999.99 ~ 99,999,999.99 *2: -999,999,999.99 ~ 9,999,999,999.99 *3: -999.99 ~ 9999.99 *4: 1 ~ 9999

**** Specifications and design are subject to change without notice.***

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CASIO

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