



420M and 52xxM SERIES

Dealer Manual


All specifications are subject to change without notice - 01/09/08

Precaution Statements

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

1-1 Safety Precautions

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

Components that are critical for safety are indicated in the circuit diagram by shading, () or ()

Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications.
A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

CAUTION

Danger of explosion if battery is incorrectly replaced.

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

Dispose of used batteries according to the manufacturer's instructions

1-2 Servicing Precautions

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

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

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

1-3 Precautions for Electrostatically Sensitive Devices (ESDs)

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

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Getting Started Chapter

About the M Series

The M series provides a range of cash registers suitable for numerous environments utilising the manner features including

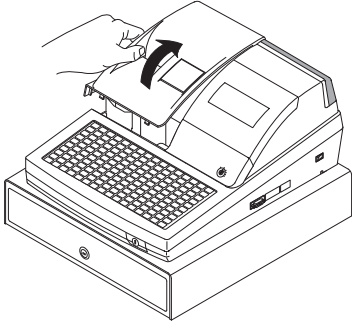
- In built twin station thermal printer
- Kitchen Order Printing
- Scanning capabilities
- Clerk Interrupt
- Check Tracking
- PLU by Group Reporting
- Price Inclusive barcodes
- Price Level sales quantities
- Up to 99 PLU Group totals.
- Up to 99 clerks with separate report totals
- Up to 2 price levels for each PLU, with separate report totals
- Up to 99 Mix and Match Offers
- Up to 5 PLU modifier keys.
- 18 character programmable descriptors for PLUs and functions.
- Price Look Ups (PLUs) for open or preset item registration.

Unpacking

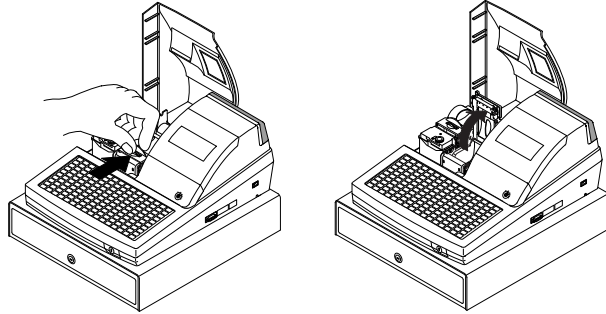
1. Unpack and unwrap the cash register.
2. Located in the packing are the following items:
 - The Rolls of paper and paper spindle,
 - 2 sets of control keys,
 - Operation and Program Manual,
3. Remove the cardboard protectors from the cash drawer.
4. Plug the register into a grounded outlet (three prong),
5. Insert a control key and turn the key to the **REG** control lock position.

420M Installing the Paper

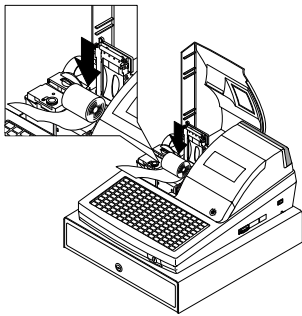
1. Remove the printer cover.



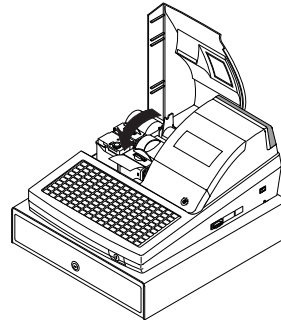
2. Push the blue cap lever and then lift up to open the paper cover.



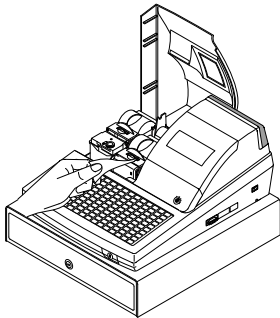
3. Ensure that the paper is being fed from the bottom of the roll.



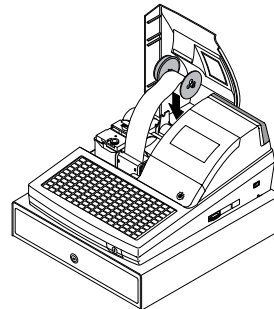
4. Put the the leading edge of the paper over the printer Close the paper cover slowly until it locks firmly



5. Passing the leading edge of the paper through the cutter slot. Tear off the excess paper. Replace the printer cover.

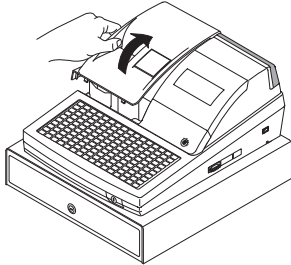


6. If you wish to use the printer to print a sales journal, insert the paper into the paper take-up spool. Wind the paper two or three turns around the spool shaft and install the spool in the mount.

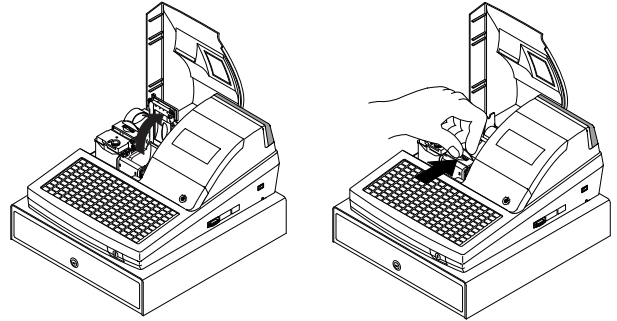


52xxM Series Installing the Paper

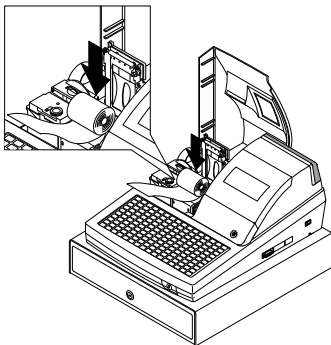
1. Remove the printer cover.



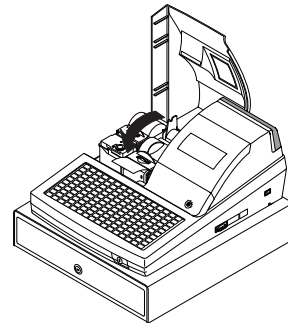
2. Push the blue cap lever and then lift up to open the paper cover.



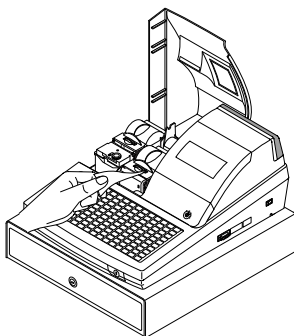
3. Ensure that the paper is being fed from the bottom of the roll.



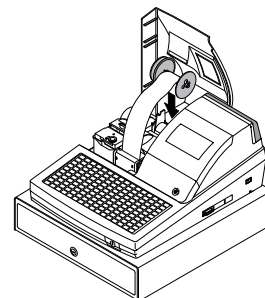
4. Put the the leading edge of the paper over the printer. Close the paper cover slowly until it locks firmly



5. Passing the leading edge of the paper through the cutter slot. Tear off the excess paper. Replace the printer cover.



6. If you wish to use the printer to print a sales journal, insert the paper into the paper take-up spool. Wind the paper two or three turns around the spool shaft and install the spool in the mount.



Basic Features and Functions

420M Standard Hardware	52xxM Series Standard Hardware
<ul style="list-style-type: none">• The display is a 2 line, 16-character liquid crystal display and ten position rear displays with a rear pop up display standard.• Ten-position rear pop up display standard.• Sturdy Metal Cash Drawer with removable 4 Bill 8 Coin drawer insert.• 7-position control lock.• Standard customer pole display.• Communications ports: 2 RS232C.• 2 station 44mm Thermal printer• 48 position raised keyboard.	<ul style="list-style-type: none">• The display is a 2 line, 16-character liquid crystal display and ten position rear displays with a rear pop up display standard.• Ten-position rear pop up display standard.• Sturdy Metal Cash Drawer with removable 4 Bill 8 Coin drawer insert.• 7-position control lock.• Standard customer pole display• Communications ports: 2 RS232C.• 2 station Thermal 57mm printer with drop-and-print mechanism.• 160 Flat (ER-5200), 90 raised (ER-5240), 60 Raised (ER-5215) position keyboard.
420M Option Peripherals	52xxM Option Peripherals
<ul style="list-style-type: none">• Kitchen printer• Bill Printer• Bar code scanner• PC Link	<ul style="list-style-type: none">• Kitchen printer• Bill Printer• Bar code scanner• PC Link

Basic Features and Functions

420M Features	52xxM Features
<ul style="list-style-type: none">• Clerk Interrupt• Check Tracking• PLU by Group Reporting• Price Inclusive barcodes• Up to 99 PLU Group totals.• Price Level sales quantities • Up to 99 clerks with separate report totals• Up to 2 price levels for each PLU, with separate report totals• Up to 99 Mix and Match Offers• Up to 5 PLU modifier keys.• 18 character programmable descriptors for PLUs and functions.• 7,000 (expandable) Price Look Ups (PLUs) for open or preset item registration.• For direct registrations, 12 PLU keyboard.	<ul style="list-style-type: none">• Clerk Interrupt• Check Tracking• PLU by Group Reporting• Price Inclusive barcodes• Up to 99 PLU Group totals.• Price Level sales quantities • Up to 99 clerks with separate report totals• Up to 2 price levels for each PLU, with separate report totals• Up to 99 Mix and Match Offers• Up to 5 PLU modifier keys.• 18 character programmable descriptors for PLUs and functions.• 10,000 (expandable) Price Look Ups (PLUs) for open or preset item registration.• For direct registrations, up to :- 117 PLU (ER-5200) keyboard; 40 PLU (ER-5240) keyboard, 15 PLU (ER-5215) keyboard.

Operator Display

The *M SERIES* comes with a liquid crystal screen, allowing you to view up to 2 lines of information with up to 16 characters per line. The display is backlit to provide excellent visibility, regardless of lighting conditions.

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

REG

REG MODE
CLOSED

VOID

VOID MODE
CLOSED

Operator Display Example

- ◆ Press **10.00 – PLU1** to register of the PLU1

PLU1	
1	10.00

- ◆ Press **50.00 – PLU1** to tender a sale

CASH	50.00
CHANGE	40.00

Displayed Error Conditions

** WARNING **
SEQUENCE ERROR

Rear Display

The rear display is a 10 digit florescent display that allows your customer to monitor the transaction and view the sale total. The rear display can be lifted and turned for easy customer viewing.

Rear Display Information

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

Rear Display Message

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

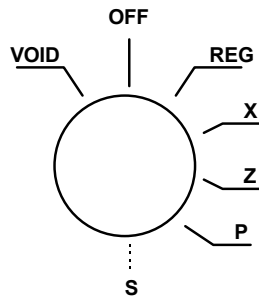
Operator Error Messages

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

E32	REQ. AMOUNT
E33	REQ. PAYMENT
E34	INVALID FUNC.
E35	REQ. TABLE #
E36	REQ. PBAL
E37	REQ. CHECK #
E38	ONLY ONE TABLE
E39	REQ. VALID
PER	RECPT PAPER END
PFP	SYSTEM ERROR (call the service engineer)
E42	MEMORY ALLOCATION ERROR
E43	PLU DELETE ERROR
PEJ	JOURNAL PAPER END
E45	RECEIPT/JOURNAL PAPER END

Control Lock

The control lock has 7 positions, accessed with 5 keys. Each ECR is shipped with two full sets of keys.



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

OFF The register is inoperable.

REG Use for normal registrations.

X Use to read register reports.

Z Use to read register reports and reset totals

P Use to program the register.

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

Before performing any operations in Register Mode a clerk must be signed on. See “**Error! Reference source not found.**” for a description of clerk operations.

Control Keys

The *M series* includes two sets of keys that may be used to access the following control lock positions.

Key	Positions Accessible
REG	OFF, REG
VOID	VOID, OFF, REG, X
Z	VOID, OFF, REG, X, Z
P	VOID, OFF, REG, X, Z, P
C	ALL POSITIONS

Note: Keys may be removed from the control lock in the OFF or REG positions.

Keyboard Layouts

ER-420M keyboard

The ER-420M keyboard includes 48 key positions with the default legends and key assignments as shown below.

RECEIPT FEED	DETAIL FEED	CLEAR	X/TIME	7	8	9	4	8	12	PAID OUT	RECD ACCT
RCPT ON/OFF	CANCEL SALE	MDSE RETURN	CLERK	4	5	6	3	7	11	CURR CONV	CHARGE
CHECK NO.	%1	# NO SALE	PRICE INQUIRE	1	2	3	2	6	10	SUB TOTAL	CHEQUE
SERVICE CHECK	PRICE LEVEL1	PRICE LEVEL2	PLU NO.	0	00	.	1	5	9	CASH/TEND	

ER-5200 Keyboard

The ER-5200 keyboard includes 160 key positions with the default legends and key assignments as shown below. The keyboard legend sheet can be replaced by lifting the protective plastic cover.

Programmable key locations are shown with a bold border.

RECT FEED	DETL FEED	RCPT ON/OFF										CLERK 1 1	CLERK 6 2	CLERK 12 3	CLERK 18 4
												MODIFR LEVEL 1	MODIFR LEVEL 2	PRICE LEVEL 1	PRICE LEVEL 2
												CHECK 3 No.	TABLE 8 No.	SERVICE CHECK	PRINT CHECK
												PROM- OTION	WASTE TIMES	SALE ANALIS	ADD CHECK
												MDSE RETURN	CANCEL 1SALE	# NO SALE	CURR CONV1
												CLEAR	PLU 11	QTY/TIME 17	CHARGE 23 1
												7	8	9	CHARGE 24 2
												4	5	6	CHEQUE 25
												1	2	3	SUB TOTAL
												0	00	.	CASH 27

ER-5240 Keyboard

The ER-5240 keyboard is shown below with the default legends and key assignments.

This configuration has 40 keyboard NLU locations. Programmable key locations are shown with a bold border.

RECT FEED	DETL FEED	RCPT ON/OFF	# NO SALE	SALE ANALIS	CLERK 1	CLERK 2	CLERK 3	CLERK 4	CHECK No.	SERVICE CHECK	PRINT CHECK	ADD CHECK	CURR CONV1	CURR CONV2
PRICE LEVEL 1	P L U	CLEAR	QTY/TIME		5	10	15	20	25	30	35	40	RECD ACCNT	PAID OUT
PRICE LEVEL 2		7	8	9	4	9	14	19	24	29	34	39	CHARGE 1	CHARGE 2
PROM-OTION	WASTE ITEMS	4	5	6	3	8	13	18	23	28	33	38	CHEQUE	
MDSE RETURN	CANCEL SALE	1	2	3	2	7	12	17	22	27	32	37	SUB TOTAL	
%1	%2	0	00	.	1	6	11	16	21	26	31	36	CASH	

ER-5215 Keyboard

The ER-5215 keyboard is shown below with the default legends and key assignments.

This configuration has 15 keyboard NLU locations. Programmable key locations are shown with a bold border.

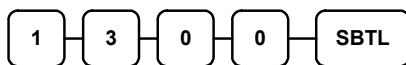
RECT FEED	DETL FEED	RCPT ON/OFF	CLERK 1	CLERK 2	CLERK 3	CLERK 4	CHECK No.	SERVICE CHECK	PRINT CHECK
PRICE LEVEL 1	PLU	CLEAR	# NO SALE	QTY/TIME	5	10	15	RECD ACCNT	PAID OUT
PRICE LEVEL 2		7	8	9	4	9	14	CURR CONV1	CHARGE 2
PROM-OTION	WASTE ITEMS	4	5	6	3	8	13	CHEQUE	CHARGE 1
MDSE RETURN	CANCEL ITEMS	1	2	3	2	7	12	SUBTOTAL	
%1	%2	0	00	.	1	6	11	CASH	

Date and Time Programming

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

Programming the Date and Time

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



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



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



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



Quick Feature Setup Chapter

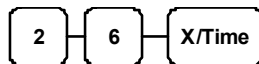
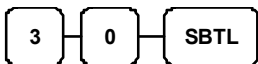
CLERK INTERRUPT

- The ability to interrupt a sale in progress and commence another sale for a different employee referred to as clerk interrupt
- The M Series series will operate either guest management or clerk interrupt but not the two features simultaneously. However the clerk interrupt feature can be used in conjunction with all other machine features such as kitchen printing, scanning etc.
- The clerk interrupt feature can be used via the ten clerk buttons, or via the Clerk # sign on button
- It is possible to issue a copy receipt for each clerk in the register, by pressing the clerk key followed by cash for a re-print receipt

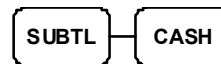
CLERK INTERRUPT BY PUSH BUTTON

Enable Clerk Interrupt

P-MODE

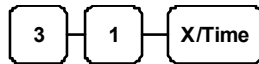
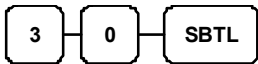


Enable Clerk Interrupt
1 = Yes
0 = No



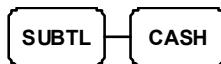
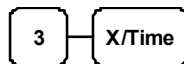
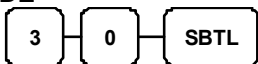
Preventing automatic Receipt on finalisation

P-MODE



Auto Sign Off (Clerk Pop-Up)

P-MODE

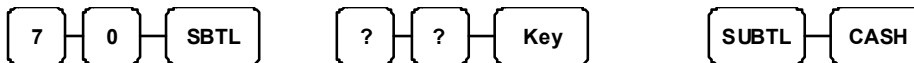


GUEST CHECK MANAGEMENT

- The M series allows for either clerk interrupt or guest check management providing full functionality for table tracking
- The register can run up to 100 lines per check for a maximum of 500 checks ram permitting.
- The bill can be produced using the ECR receipt printer with either an inbuilt graphics logo or user definable graphics logo and text. Alternatively the bill can be printed on an external printer with a 6-line receipt header and footer.
- It is possible to control the kitchen order printing during table management with print control of such items as check #, guest number, table # etc.
 - The register also has the ability to carry out no detailed account management, for non-hospitality environments

Allocating Guest Check Management Functions

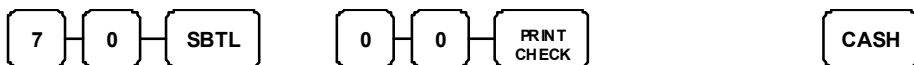
S-MODE



420 M Series		M Series	
84	Check #	153	Check #
122	Print Check	191	Print Check
129	Service	198	Service
97	Guest#	166	Guest#
130	Table #	199	Table #

Allocating Guest Check Receipt Printing

S-MODE



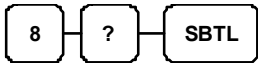
Please refer to the guest check printing for external print set-up.

REMOTE GUEST CHECK PRINTING

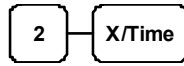
- The bill can be produced using the ECR receipt printer with either an inbuilt graphics logo or user definable graphics logo and text. Alternatively the bill can be printed on an external printer with a 6-line receipt header and footer.

Parity Port Setting

S-MODE

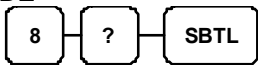


80 = Serial Port 1
81 = Serial Port 2

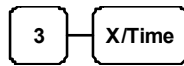


Data Bits Port Setting

S-MODE

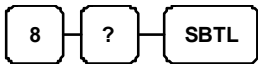


80 = Serial Port 1
81 = Serial Port 2

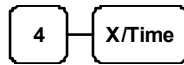


Stop Bits Port Setting

S-MODE

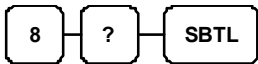


80 = Serial Port 1
81 = Serial Port 2

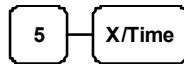


Device Function Port Settings

S-MODE



80 = Serial Port 1
81 = Serial Port 2

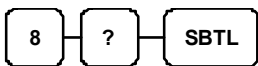


Sets the port for a remote printer

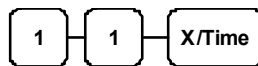


Printer Type Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2



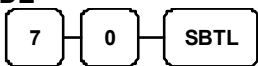
Enter the value of the model number of the printer connected



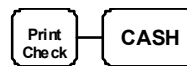
0 = None 3 = SRP270
2 = Ellix 20 4 = SRP350
For other printers see port setup

Allocating Guest Check Receipt Printing

P-MODE



10 = Serial Port 1
20 = Serial Port 2



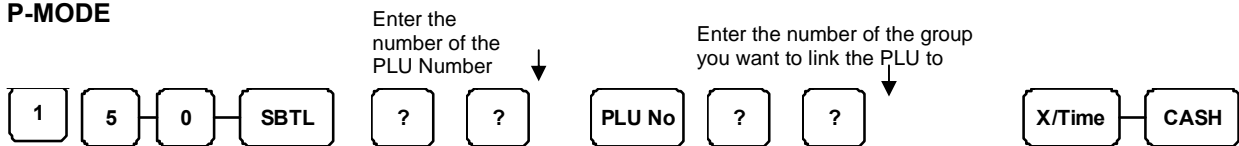
REMOTE KITCHEN ORDER PRINTING

- It is possible to utilise both serial ports for kitchen printing direct from one machine, alternatively the kitchen ticket can be issued from the register's receipt printer.
- The groups are allocated with the printer port number, making it possible to designate different printers for different groups. The register also allows for priority sorting by group ensuring that starters can be printed before main course etc.
- The register allows for a large degree of print control. It is possible to print the retail price of the items, along with the total for the group; table, guest number etc can be controlled.

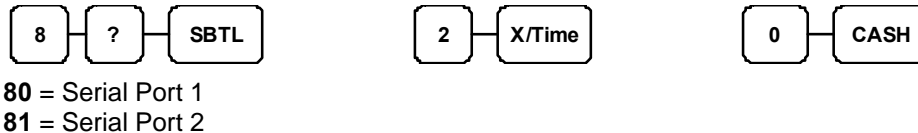
Setting a Group to Print P-MODE



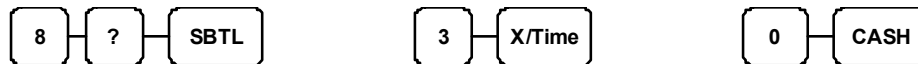
Linking a PLU to a Group P-MODE



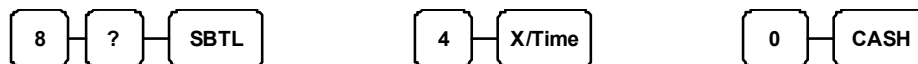
Parity Port Setting S-MODE



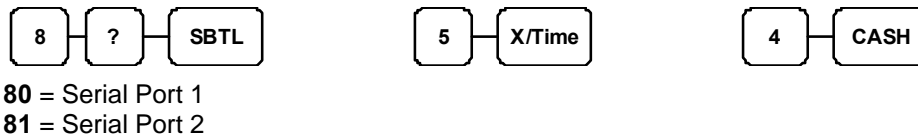
Data Bits Port Setting S-MODE



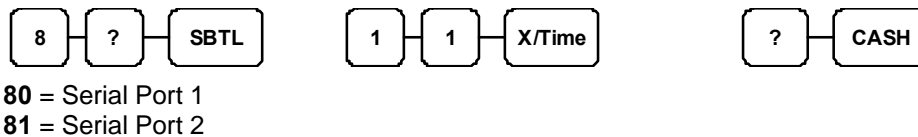
Stop Bits Port Setting S-MODE



Device Function Port Settings S-MODE

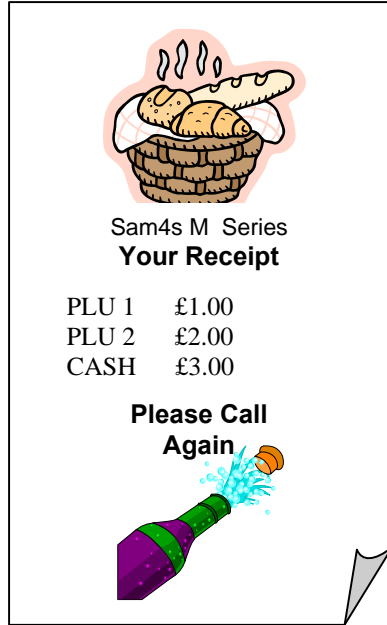


Printer Type Port Setting S-MODE



BITMAP PRINTING

- The bill can be produced using the ECR receipt printer with either an inbuilt graphics logo or user definable graphics logo and 6 lines header and footer logo text.
- The register will allow two graphic images, which can be either the inbuilt or alternatively custom designed and downloaded from the PC utility.



BITMAP PRINTING

Setting the Graphical logos to print on the receipt P-MODE

4 0 SBTL

2 8 X/Time

1=Print
0=No Print

SUBTL CASH

Setting the Graphical logos to print on the guest check P-MODE

4 0 SBTL

2 9 X/Time

1=Print
0=No Print

SUBTL CASH

Setting to use the customized Graphical logo P-MODE

4 0 SBTL

3 0 X/Time

1= Customer
0=In Built logo

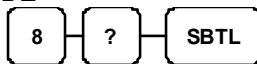
SUBTL CASH

PC CONNECTION SET-UP

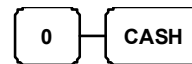
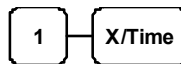
- The M Series PC Utility provides the option to upload and download program files.
- The graphics logo can be designed on a PC and transmitted using the utility to the register.
- It is also possible to upload the register X1, Z1, and X2, Z2 reports to the PC.
- The register will automatically go into PC download mode providing a clerk is signed on to the register.

Baud Setting

S-MODE

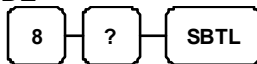


80 = Serial Port 1
81 = Serial Port 2

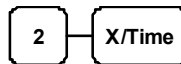


Parity Port Setting

S-MODE

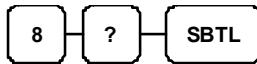


80 = Serial Port 1
81 = Serial Port 2

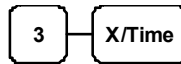


Data Bits Port Setting

S-MODE

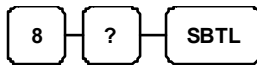


80 = Serial Port 1
81 = Serial Port 2

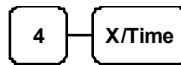


Stop Bits Port Setting

S-MODE

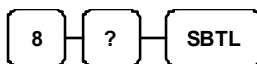


80 = Serial Port 1
81 = Serial Port 2

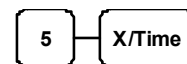


Device Function Port Settings

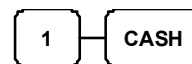
S-MODE



80 = Serial Port 1
81 = Serial Port 2



Sets the port to connect to a PC

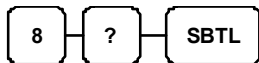


SCANNER SET-UP

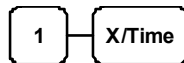
- The M series allows for full stand alone scanning functionality for a max. increased by adding ram chips.
- Features such as price change, price inquire and not found are available within the function list.
- The register also provides mix and match discount for up to 99 discount tables.

Baud Rate Setting

S-MODE

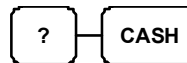


80 = Serial Port 1
81 = Serial Port 2



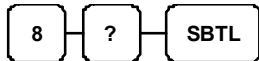
0 = 9600 – (Metrologic Orbit & Labau Scanner)

2 = 2400 (Metrologic Voyager & Edison)

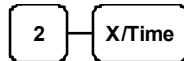


Parity Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

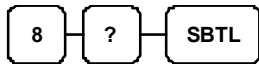


1 = Odd Parity (All Metrologic Models)
0 = No Parity (Required for Labau Scanner)

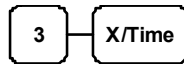


Data bits Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

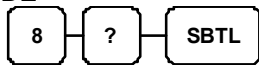


8 Data Bits

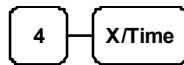


Stop Bits Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

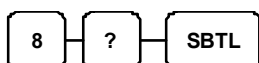


1 Stop Bit

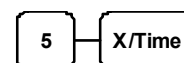


Device Function Port Settings

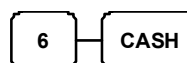
S-MODE



80 = Serial Port 1
81 = Serial Port 2



Sets the port for a Scanner



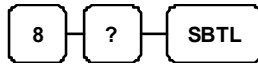
Ensure the Scanner has successfully scanned the supplied Sam4s Setup sheet

POLE DISPLAY SETUP

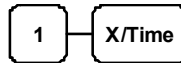
- The M Series range all have a built in customer display, but if you require an additional display, a pole display can be connected via one of the two serial ports. This will require external power.
- The M Series also supports multi-line display, which means it will show you detailed information about the PLU and sale totals

Baud Rate Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

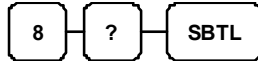


0 = 9600 (Required for Bixelon Pole Display)
2 = 2400 (Required for WD202 Pole Display)

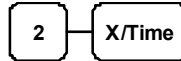


Parity Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

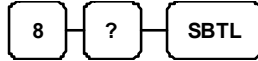


No Parity

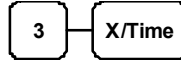


Stop Bit Port Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2

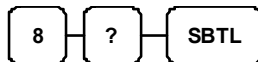


1 Stop Bit

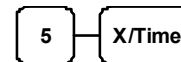


Device Function Port Setting

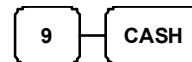
S-MODE



80 = Serial Port 1
81 = Serial Port 2

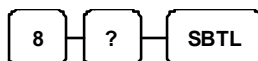


Sets Port as Pole display

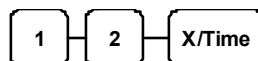


Type Setting

S-MODE



80 = Serial Port 1
81 = Serial Port 2



0 = Epson Display
1 = ICD Display



Service Mode Chapter

Overview

The following procedures are done from the Service Mode menu:

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

Service Codes

The following Jobs Codes are explained in the following chapter

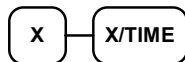
50 SUB	Eprom information
60 SUB	Memory allocation
70 SUB	Function key assignment
80 SUB	Device connection to Port 1
81 SUB	Device connection to Port 2

Ram Clear & Memory Allocation

1. Turn the key to the **S Mode** and
2. Power on the register whilst holding the **CHEQUE** key. Then press the **top left, bottom left, top right, bottom right** keys to start the memory allocation procedure.

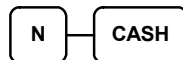
If you want to allocate memory by default value, Press **CASH** key only.

Refer to the chart below . Enter the index number and press the **X/TIME**



X	ITEM	420M Sizes	M Series Sizes
1	PLU	600 (Max.7000)	600 (Max.10000)
2	CLERK	10 (Max. 99)	10 (Max. 99)
3	GROUP	20 (Max. 99)	20 (Max. 99)
4	CHECK#	15 (Max. 500)	15 (Max. 500)
5	CHECK LINE	40 (Max. 100)	40 (Max. 100)
6	CHECK TYPE : Hard(1), Soft(0) -	0 (Soft) with Items, 1 (Hard) no items	0 (Soft) with Items, 1 (Hard) no items
7	PRICE LEVEL	1 (Max. 2)	1 (Max. 2)
8	MIX AND MATCH	20 (Max. 99)	20 (Max. 99)

3. Enter the Number to allocate for the Memory Item and Press **CASH** key.



or follow the On-screen Prompts

LOAD DEFAULT SET
N=X/TIME Y=CASH

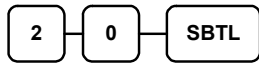
PLU # CASH
600

4. To finish memory allocation, enter **CASH** key with no numeric key input.
Or
To allocate another memory area, Repeat the file number sequence



Clear Totals

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



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

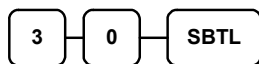


5. Press **CASH** key to finalise



Clear Grand Totals

1. Turn the control lock to the S position.
2. To Reset Grand Totals, enter **30**, press the **SBTL** key.



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

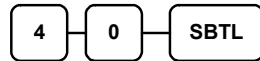


4. Press **CASH** key to finalise



Clear PLU File

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



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



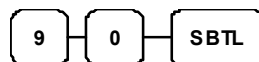
4. Press the **CASH** key to finalise



Engineer Edit Counters

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

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



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

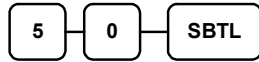


4. Follow the on screen prompts entering the new totals (zeros not allowed) and pressing **CASH**



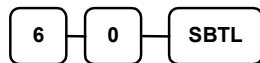
Eprom Information

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



Memory Allocation Information

1. Turn the control lock to the S position.
2. To Scan Eprom Information, enter **60**, press the **SBTL** key.



Load Default Keyboard

1. Turn the control lock to the S position.
2. Turn the power switch to the OFF position .

3. Press and hold the

A rectangular button with rounded corners containing the text 'SBTL'.

While continuing to hold the SUBTOTAL key, turn the power switch to the ON

Initial Clear

1. Turn the control lock to the P position.
2. Turn the power switch to the OFF position .

3. Press and hold the

A rectangular button with rounded corners containing the text 'CASH'.

While continuing to hold the CASH key, turn the power switch ON

Function Key Assignment

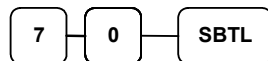
Function keys may be relocated, inactivated or changed with this program. For example, you may wish to place functions, such as **PREVIOUS BALANCE** and **SERVICE** that are not placed on the default keyboard. Or perhaps, you may wish to remove a function, such as **CANCEL**, for security reasons.

Please note the following limitations:

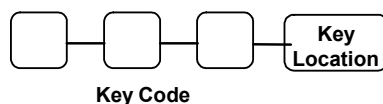
- If you assign a duplicate of a function code, the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.
- You can reassign keys only in locations that are programmable. See "**Error! Reference source not found.**", where the key locations that may be programmed are identified.

To Assign a Function Key to a Location:

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



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



Repeat this step to assign another key.

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



420M FUNCTION KEY CODE

Code	Function	Code	Function	Code	Function	Code	Function	Code	Function
1	NLU 1	75	CHARGE3	101	MACRO 1	127	SUBTOTAL	153	CLERK 5
50	NLU50	76	CHARGE4	102	MACRO 2	128	SCALE – Non UK Feature	154	CLERK 6
51	Numeric 1	77	CHARGE5	103	MACRO 3	129	SERVICE	155	CLERK 7
52	Numeric 2	78	CHARGE6	104	MACRO 4	130	TABLE	166	CLERK 8
53	Numeric 3	79	CHARGE7	105	MACRO 5	131	TARE – Non UK Feature	157	CLERK9
54	Numeric 4	80	CHARGE8	106	MACRO 6	132	ANALISE 3	158	CLERK10
55	Numeric 5	81	CHECK CASHING	107	MACRO 7	133	TAX EXEMPT	159	PRICE INQ
56	Numeric 6	82	ENDORSE	108	MACRO 8	134	TAX 1	160	ADD STOCK
57	Numeric 7	83	CHEQUE	109	MACRO 9	135	TAX 2	161	DEDUCT STOCK
58	Numeric 8	84	CHECK#	110	MACRO 10	136	TAX 3	162	REPLACE STOCK
59	Numeric 9	85	CLEAR	111	MDSE RETURN	137	TAX 4	163	NOT FOUND
60	Numeric 0	86	CLERK	112	MODIFIER 1	138	TIP	164	STOCK INQ.
61	Numeric 00	87	CURR.CNV 1	113	MODIFIER 2	139	VOID	165	CHARGE #
62	DECIMAL	88	CURR.CNV2	114	MODIFIER 3	140	WASTE	166	MACRO #.
63	#/NS	89	CURR.CNV.3	115	MODIFIER 4	141	VALID	169	TABLE ADD
64	%1	90	CURR. CONV. 4	116	MODIFIER 5	142	PAYMENT		
65	%2	91	ANALISE 1	117	P/BAL	143	RCPT ON/OFF		
66	%3	92	ANALISE2	118	PAID OUT 1	144	JOURNAL FEED		
67	%4	93	ERR CORRECT	119	PAID OUT 2	145	KBD SHIFT		
68	%5	94	F/S SHIFT	120	PAID OUT 3	146	INACTIVE		
69	X/TIME	95	F/S SUB	121	RECT FEED	147	NON ADD #		
70	ADD CHECK Tray Subtotal	96	F/S TEND	122	PRINT CHECK	148	PRICE CHANGE		
71	CANCEL	97	GUEST	123	PROMO	149	CLERK 1		
72	CASH	98	PLU	124	RECD ACCT 1	150	CLERK 2		
73	CHARGE 1	99	LEVEL 1	125	RECD ACCT 2	151	CLERK 3		
74	CHARGE2	100	LEVEL 2	126	RECD ACCT 3	152	CLERK 4		

52xxM Series Function Key Codes

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

RS232C Port 1/RS232C Port 2 Options

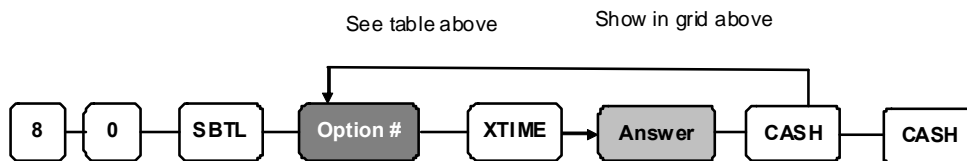
The following procedure is used to define the settings for peripheral devices connected to the unit.

Shown below are the most common examples, and proposed settings and the appropriate wiring diagrams are shown immediately following the port settings.

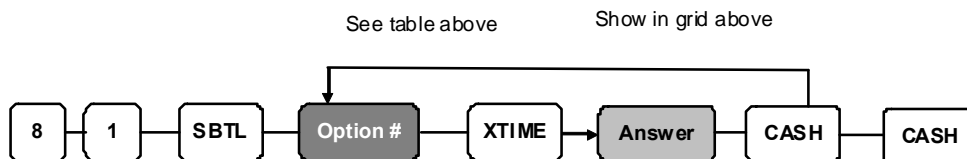
Device	Option#	Option#	Option#	Option#	Option#	Option#	Option#	Comments
	1	2	3	4	5	11	12	
Pole Display	0 - 9600 1 - 2400	0	0	0	9 - Pole	0	0 - Epson 1 - ICD	
Scanner	0 - 9600 1 - 2400	1 - Odd Parity	0	0	6 - Scanner	0	0	Configure the scanner by scanning Sam4s Setup Sheet
PC	0 - 9600	0	0	0	1 - PC	0	0	
Kitchen Printer	0 - 9600	0	0	0	4 - Printer	3 -SRP2xx 4-SRP35x	0	Ensure PLUs are linked to a group set with a status of 2x0 where x = Port for printer
Bill Printer	0 - 9600	0	0	0	4 - Printer	3 -SRP2xx 4 -SRP35x	0	Set the Print Check function status with port i.e 0x where x = Port for printer.

Turn the control lock to the **S** position

PORT 1

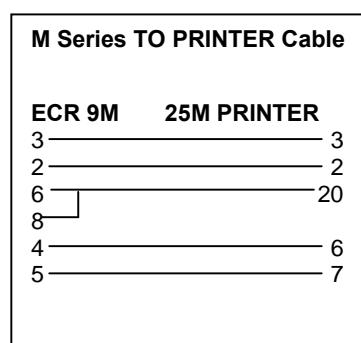
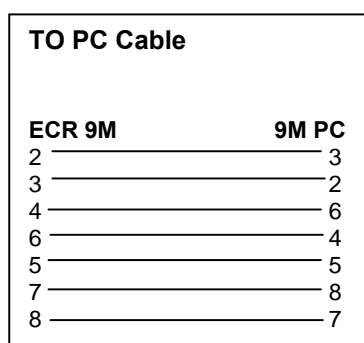
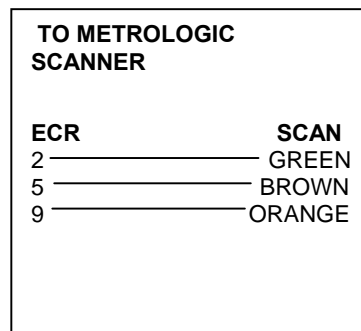
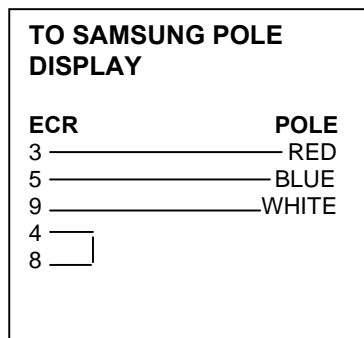


PORT 2



N1	OPTION	N2	VALUE
1	Baud Rate	0	9600 BPS
		1	1200 BPS
		2	2400 BPS
		3	4800 BPS
		4	19200 BPS
2	Parity	0	NONE
		1	ODD
		2	EVEN
3	Data Bits	0	8 BITS
		1	7 BITS
4	Stop Bits	0	1 BIT
		1	2 BIT
5	Device Function	0	NONE
		1	PC
		4	RECEIPT PRINTER
		6	SCANNER
		7	COIN (Non UK)
		9	POLE
6	Initial Feeding Line KP	0 - 20	
7	End Feeding Line KP	0 - 20	
8	Initial Feeding Line Slip	0 - 20	
9	Print Line On Guest Check	0 - 50	
11	Printer Type	0	NONE
		1	SAMSUNG SRP-100
		2	ELLIX 20
		3	SRP-27X
		4	SRP-35X
		5	CITIZEN3550
		6	CITIZEN810
		7	CITIZEN230
		8	EPSON TMT88-2
		9	EPSON U200
		10	EPSON U295
		11	EPSON U300
		12	EPSON U325
		13	EPSON U375
		14	STAR SP-200
		15	STAR SP-298
		16	STAR SP-300
17	STAR TSP-200		
12	Pole Display	0	EPSON
		1	ICD

Wiring Diagrams



Program Mode Chapter

Default Programming

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

Descriptor Programming Methods

- *Descriptors are programmable for PLUs, function keys, groups, clerks and the logo/messages. There are two methods available to program descriptors, the Program Overlay Method and the Descriptor Code Method.*
- *This chapter describes both methods. ER420M overlay method by default You can select method by System option programming.*

ECR Programming

The following Program Codes are explained in the following chapter

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

Keyboard Overlay

Program Overlay Method

ER-5200 Alpha Keyboard Overlay

!	@	#	\$	%	^	&	*	()	-	+				
Q	W	E	R	T	Y	U	I	O	P	<	>				
A	S	D	F	G	H	J	K	L	;	'	?	CLEAR		X/TIME	
Z	X	C	V	B	N	M	,	.	/	:	=	7	8	9	
CAPS	DOUBLE	SPACE	SPACE	SPACE	SPACE	SPACE	CAPS		BACK SPACE	"		4	5	6	
										EURO	£	1	2	3	SBTL
												0	00	.	CASH

ER-5240 Alpha Keyboard Overlay

					!	@	#	\$	%	^	&	*	()	
		CLEAR	X/TIME	Q	W	E	R	T	Y	U	I	O	P		
		7	8	9	A	S	D	F	G	H	J	K	L	;	
		4	5	6	Z	X	C	V	B	N	M	,	CHECK		
		1	2	3	-	+	<	>		?	:	=	SBTL		
		0	00	.	CAPS	DOUBLE	SPACE	DOUBLE	BSPACE	"	.	/	CASH		

Program Overlay Method

ER-420M Alpha Keyboard Overlay

SPACE	C	F	I
DOUBLE	B	E	H
BACK SPACE	A	D	G

7	8	9
4	5	6
1	2	3
0	00	.

M	Q	U	W	Z
L	P	T	V	Y
K	O	S		X
J	N	R		

Descriptor Code Method

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

Descriptor Code Chart

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

Tax Programming

The *M SERIES* has the capability to support four separate taxes. Taxes can be calculated as either a straight percentage rate of between .001% and 99.999%, (or a 60 break point tax table.) Each tax may be either an add-on tax (added to the cost of a taxable item), or a value added tax (VAT) that is included in the price of the item.

Note :- Tax rate 4 may be set to function as the Canadian Goods & Services Tax (GST). Definitions for tax rates 1, 2, 3 & 4 are made as part of tax programming.

- If you are entering a tax rate (add-on or VAT), see "Straight Percentage Tax Rate Programming" to enter the percentage rate.
- If you are entering a Canadian Goods and Services Tax (GST), use tax rate 4 for the GST tax, and use tax rates 1, 2 and/or 3 for any other provincial tax or taxes. See "Straight Percentage Tax Rate Programming" to enter the GST status and percentage rate.

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

Straight Percentage Tax Rate Programming

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

Programming Straight Percentage Tax Rates and Status

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

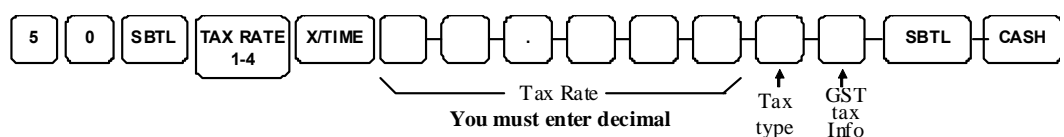
If the tax is a percentage added to the sale (normal add on tax),	0
If the tax is a percentage value added tax (Inclusive in sale total),	2

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

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

5. Press **SUBTOTAL**
6. Press the **CASH** key to end programming.

Tax Rate Programming Flowchart



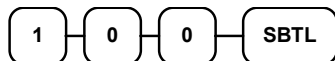
PLU Programming

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

- **Program 100 – PLU Status Programming**
determines whether the PLU is open, preset or inactive. Also selected here are tax, food stamp, negative, single item, hash, gallonage, compulsory number entry, compulsory validation, compulsory condiment and print options.
- **Program 150 – PLU Group Assignment**
allows you to select up to three groups where each PLUs sale will accumulate.
- **Program 200 - PLU Price/HALO Programming**
determines the PLU price if the PLU is preset, or the high amount lock out (HALO) if the PLU is open.
- **Program 250 - PLU Stock Amount Programming**
and ADD STOCK function key.
- **Program 300 - PLU Descriptor Programming**
allows you to set a unique, up to 18 character, descriptor for each PLU.
- **Program 350 - PLU Link**
allow you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU.
- **Program 400 - PLU Delete**
allows you to delete the PLU.
- **Program 450 - PLU Mix & Match**
allows you to set promotion offers.
- **Program 500 – Quantity Modifier**
allows you to set sales quantities variable per price level.

Program 100 - PLU Status Programming

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

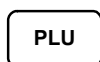


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

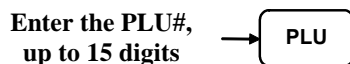
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

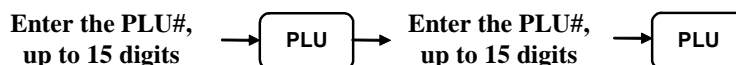
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,

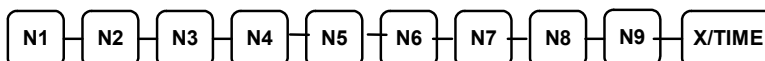


PLU Number Range

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



4. Refer to the "PLU Status Chart" to determine the values for **N1** through **N9**. (If an address offers more than one option, add the values for each option and enter the sum. For example, if you wish the PLU to be taxable by rates 1 and 3, add the values for your choices, 1 + 4, and enter the sum "5" for address N5.)
5. Enter the values you have selected, press the **X/TIME** key. (You do not need to enter preceeding zeros. For example, if you are only selecting a value for N8, i.e. print price on guest check number 1, just enter 10.)



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



PLU Status Chart

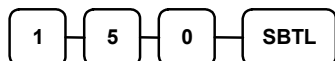
Address	Program Option	Value	=	Sum
N1	PLU is preset?	Yes = 0 No = 1		
	PLU is override preset ?	Yes = 0 No = 2		
	PLU is taxable by rate 1?	Yes = 4 No = 0		
N2	PLU is taxable by rate 2?	Yes = 1 No = 0		
	PLU is taxable by rate 3?	Yes = 2 No = 0		
	PLU is taxable by rate 4?	Yes = 4 No = 0		
N3	PLU is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

Program 150 - PLU Group Assignment

Each PLU may report to any three levels of groups. Group totals appear on reports, so that you can track sales of different types of items.

Note: When using PLU by Group reports the group should be entered in the 1st Group field, entering more than one group will result in multiples of the product sales per group

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

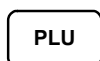


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

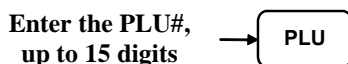
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

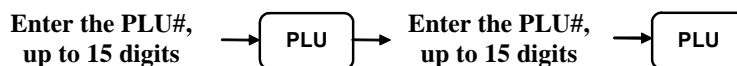
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,

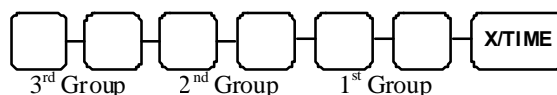


PLU Number Range

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



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



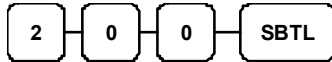
5. To program additional **PLUs**, repeat from step 3, or press the **CASH** key to finalise the program.



Program 200 - PLU Price/HALO Programming

If a PLU is **open**, set the HALO (high amount lock out) here, (and ensure the PLU Status is set for Preset and Override Preset as N) or If a PLU is **preset** set the preset price here.

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



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

Individual PLU Selection

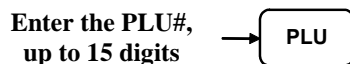
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

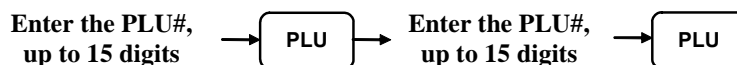
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,



PLU Number Range

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



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



Price/HALO

If the PLU Price Level is 2, Repeat this again.



Price/HALO

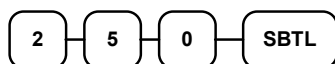
5. To program additional **PLUs**, repeat from step 3, or press the **CASH** key to finalise the program.



Program 250 - PLU Stock Amount Programming

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

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

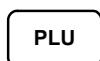


3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

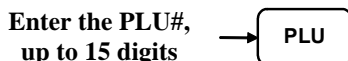
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

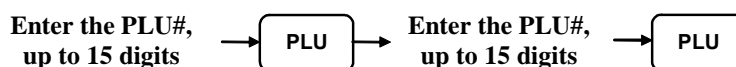
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,

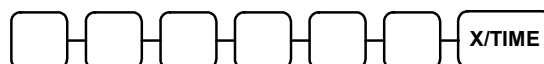


PLU Number Range

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



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



Stock Amount

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



PLU Stock Programming By ADD / DEDUCT / OVERWRITE KEY

Within Service mode Function key settings there are three keys to program stock. which need to be allocated :- ADD, DEDUCT, OVERWRITE.

1. Turn the control lock to the P position.

2. To begin the program, Press ADD STOCK, DEDUCT STOCK, OVERWRITE STOCK, Keys on the Keyboard Location.

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

Individual PLU Selection

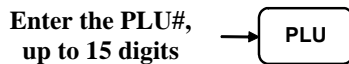
Keyboard Button

- Press a PLU key on the keyboard,



PLU Number

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



By Range Selection

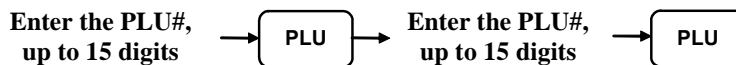
Keyboard Button Range

- Press the first PLU keys and then Press the last PLU keys,

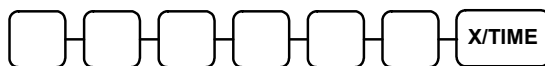


PLU Number Range

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



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



Stock Amount

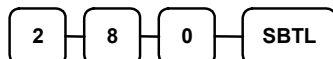
5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



Program 280 - PLU Minimum Stock Amount Programming

Turn the control lock to the **P** position.

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



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

Individual PLU Selection

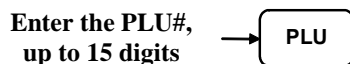
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

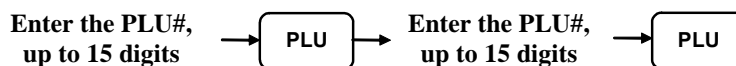
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,

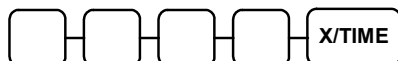


PLU Number Range

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



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



Stock Amount

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



Program 300 - PLU Descriptor Programming

Program descriptors by type the letters on the alpha keyboard overlay or by enter the alpha code.

To enter descriptions using alpha character codes you must select 'N' in system option #25(See "System Option Programming").

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



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

Individual PLU Selection

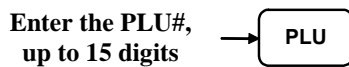
Keyboard Button

- Press a *PLU* key on the keyboard,



PLU Number

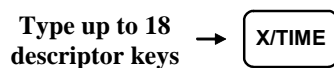
- Enter the *PLU* Number and press the *PLU* key,



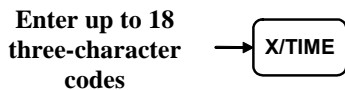
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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

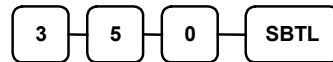


Program 350 - PLU Link Programming

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

For example, you may wish to link a bottle deposit with the sale of beverages, or you may wish to register a group of items normally sold together.

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



Individual PLU Selection

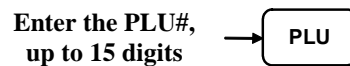
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



OR,

If you want to unlink,



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



Program 400 – PLU Delete Programming

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

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



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

Individual PLU Selection

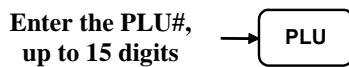
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

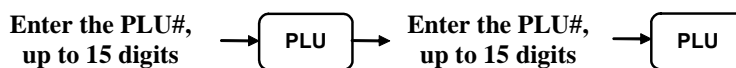
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,



PLU Number Range

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



1. Press **X/TIME** key.

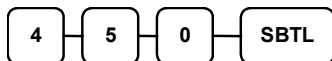


2. To program additional **PLUs**, repeat from step 3, or press the **CASH** key to finalise the program.



Program 450 - PLU MIX & MATCH Programming

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

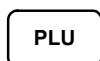


3. Select the PLU you wish to be linked to the mix & match table:

Individual PLU Selection

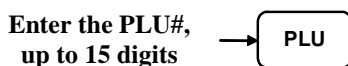
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

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



By Range Selection

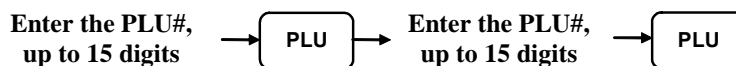
Keyboard Button Range

- Press the first **PLU** keys and then Press the last **PLU** keys,

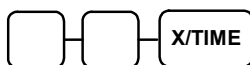


PLU Number Range

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



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



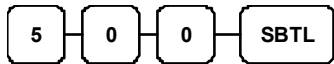
5. To program additional **PLUs**, repeat from step 3, or press the **CASH** key to finalise the program.



Program 500 - PLU Price Sales Quantity Modifier

When a PLU is sold it is possible to report the number of units sold per price to the PLU sales report (3 or 33 etc), corresponding stock, and group reports etc.

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



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

Individual PLU Selection

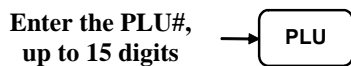
Keyboard Button

- Press a PLU key on the keyboard,



PLU Number

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



By Range Selection

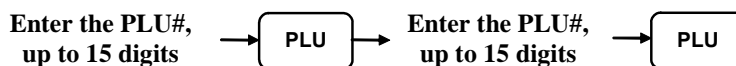
Keyboard Button Range

- Press the first PLU keys and then Press the last PLU keys,



PLU Number Range

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



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



If the PLU Price Level is 2, Repeat this again for quantity of Price 2



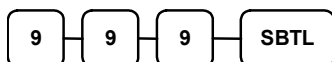
6. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalise the program.



Program 999 – ALL PLU Programming

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

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

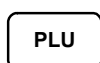


3. Enter the PLU you wish to program all.

Individual PLU Selection

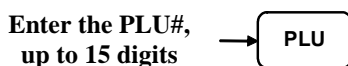
Keyboard Button

- Press a **PLU** key on the keyboard,



PLU Number

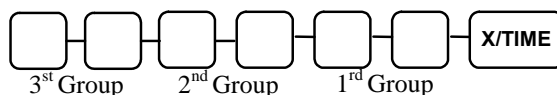
- Enter the **PLU Number** and press the **PLU** key,



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



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



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



If the PLU Price Level is 2, Repeat this again.




Continued...

Continued...


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

Character Entry

Keyboard Entry

Type up to 18
descriptor keys → 

Character Code Entry

Enter up to 18
three-character
codes → 

9. Enter the **PLU MIX AND MATCH LINK TABLE** and press the **X/TIME** key.

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



System Option Programming

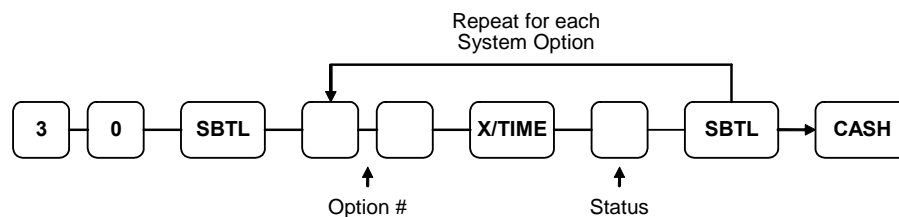
Refer to the “System Option Table” to review the system options. Read each option carefully to determine if you wish to make any changes.

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

Programming a System Option:

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

System Option Flowchart



System Option Table

Address	SYSTEM OPTION	VALUE	=	SUM
1	Beeper is active?	Yes = 0 No = 1		
	Clerk operation is real clerk key?	Yes = 2 No = 0		
2	Clerk sign on method is:	direct entry =	0	
		code entry =	1	
3	Clerks are:	pop-up =	1	
		stay down =	0	
4	Enforce closed drawer for register operating?	Yes = 0 No = 1		
	Open drawer alarm is active?	Yes = 2 No = 0		
5	The number of seconds before the open drawer warning tone sounds (default is 30 seconds).	1-99		
6	Allow the post-tender function?	Yes = 0 No = 1		
	Drawer is opened on post tender?	Yes = 0 No = 2		
	Allow multiple receipts?	Yes = 0 No = 4		
7	Cash declaration is compulsory before report may be taken?	Yes = 1 No = 0		
	Allow negative balance sales in the X control lock position only?	Yes = 2 No = 0		
8	Allow zero balance sales in the X control lock position only?	Yes = 1 No = 0		
	Consecutive number is reset after a financial report?	Yes = 2 No = 0		
9	Grand total is reset after a Z Financial report?	Yes = 1 No = 0		
	Cash drawer will open when reports are run?	Yes = 0 No = 2		
	Open drawer during training mode?	Yes = 0 No = 4		
10	Decimal place : (0,1,2,3) default=2	0-3		

11	Date format is:	DDMMYY =	0(default)		
		MMDDYY =	1		
		YYMMDD =	2		
12	Percentage and Tax calculations will:	round up at 0.005 =	0(default)		
		always round up =	1		
		always round down =	2		
13	Split price calculations will:	round up at 0.005 =	0(default)		
		always round up =	1		
		always round down =	2		
14	Analysis procedure compulsory before tendering is allowed?		Yes = 1 No = 0		
	Hash is	non-add =	0		
		Normal =	2		
15	Reset the Financial report Z counter after a Z1 Financial report?		Yes = 1 No = 0		
	Reset the Time report Z counter after a Z1 Time report?		Yes = 2 No = 0		
	Reset the PLU report Z counter after a Z1 PLU report?		Yes = 4 No = 0		
16	Reset the Clerk report Z counter after a Z1 Clerk report?		Yes = 1 No = 0		
	Reset the Group report Z counter after a Z1 Group report?		Yes = 2 No = 0		
17	Reset the Daily sale report Z counter after a Z2 Daily sale report?		Yes = 1 No = 0		
	Paper sensor is enabled?		Yes = 0 No = 2		
	Split pricing is deactivated?		Yes = 4 No = 0		
18	Multiple preset PLU by entering the quantity?		Yes = 1 No = 0		
19	The number of numeric digits: 0 is no limit		0-14		
20	Allow direct multiply by more than one digit?		Yes = 0 No = 1		
	Tender validation amount is: amount tendered = amount of sale =		= 2 = 0		

21	Display add price of linked item?		Yes = 1 No = 0		
	Allow sale when stock reaches "0"?		Yes = 0 No = 2		
	Allow Euro Rounding		Yes = 4 No = 0		
22	Allow Z stock report?		Yes = 2 No = 0		
25	Use Overlay Descriptor method to program descriptor.		Yes = 0 No = 1		
	% will not affect net sales?		Yes = 2 No = 0		
	Disable Cash Declaration?		Yes = 4 No = 0		
26	Clerk Interrupt Allowed?		Yes = 1 No = 0		
	Do not totalise in void mode?		Yes = 4 No = 0		
27	Disable level keys:	Level1 =	1		
		Level2 =	2		
28	Price level is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
29	Modifier is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
30	Base Currency	Euro	1		
		Home	0		
	Print Euro Amount Total		Yes = 2 No = 0		
Print Euro Input Amount		Yes = 4 No = 0			
31	Print Euro Change		Yes = 1 No = 0		
	Do not Print in Void Mode		Yes = 2 No = 0		
	Do not Print Guest Check at Finalization or Clerk Interrupt Sign Off Bill		Yes = 4 No = 0		
33	Use Price Inclusive 13 digit Barcodes 02,21,22 etc.		Yes = 1 No = 0		
34	Length of Field 1 PLU Code E.g. 020012101997 for code 0200012		4 – 6		
35	Length of Field 2 Price E.g. 020012101997 @ £1.99		4 – 6		
36	Number of Decimals for Price Inclusive codes		2 (default)		

Print Option Programming

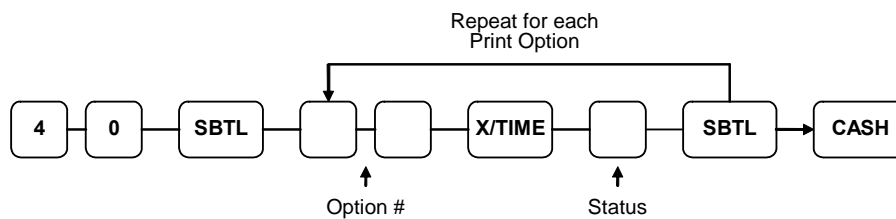
Refer to the "Print Option Table" to review the print options. Read each option carefully to determine if you wish to make any changes.

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

Programming a Print Option:

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

Print Option Flowchart



Print Option Table

Address	PRINT OPTION	VALUE	=	SUM
1	Print media total on clerk report?	Yes = 1 No = 0		
	Print tax symbol?	Yes = 0 No = 2		
2	Void/Return totals will print on the Financial report?	Yes = 0 No = 1		
	Audaction total will print on the Financial report?	Yes = 2 No = 0		
3	Skip media totals with zero activity on the Financial report?	Yes = 0 No = 1		
	Skip media totals with zero activity on the Clerk report?	Yes = 0 No = 2		
	Print Clerk report at the end of the Financial report?	Yes = 4 No = 0		
4	Print PLU sale item number?	Yes = 1 No = 0		
	Print PLU with zero totals on report?	Yes = 2 No = 0		
	Subtotal is printed when the SBTL key is pressed?	Yes = 4 No = 0		
5	Print percentage of sales on the PLU report?	Yes = 1 No = 0		
	Print consecutive number counter on receipt?	Yes = 0 No = 2		
6	Print date on receipt?	Yes = 0 No = 1		
	Print time on receipt?	Yes = 0 No = 2		
	Print machine number on receipt?	Yes = 0 No = 4		
7	Print clerk name on receipt?	Yes = 0 No = 1		
	Print Z counter on reports?	Yes = 0 No = 2		
8	Home Currency symbol (see note1 below)	£ (default)		
9	Print receipt when sign on/off?	Yes = 1 No = 0		
	Print Grand total on the X Financial report?	Yes = 0 No = 2		
	Print Grand total on the Z Financial report?	Yes = 0 No = 4		

10	Print Gross total on the X Financial report?		Yes = 0 No = 1		
	Print Gross total on the Z Financial report?		Yes = 0 No = 2		
11	Print the subtotal without Add on tax on the receipt?		Yes = 1 No = 0		
	Tax amount to print on receipt is:	combine =	2		
itemize =		0			
12	Print the tax amount on receipt?		Yes = 0 No = 1		
	Print taxable totals?		Yes = 2 No = 0		
	Print the tax rate?		Yes = 4 No = 0		
13	Print a breakdown of the VAT Inclusive eligible sale?		Yes = 1 No = 0		
	Print training mode message on the receipt during training mode operations?		Yes = 0 No = 2		
14	Currency Symbol: (see note2 below)	CONV. #1 =	Euro		
15		CONV. #2 =	.		
16		CONV. #3 =	.		
17		CONV. #4 =	.		
18	Print the KP order number on receipt.		Yes = 0 No = 1		
	Print the item's price on the kitchen printer requisition?		Yes = 2 No = 0		
19	Print registrations in void mode on the kitchen printer requisition?		Yes = 0 No = 1		
	Print registrations in training mode on the kitchen printer requisition?		Yes = 2 No = 0		
20	Combine like items on the kitchen printer?		Yes = 0 No = 1		
	Consolidation of like items on check track?		Yes = 0 No = 2		
	Chooses volume unit when the PLU is gallonage.	gallons =	0		
litres =		4			
21	Print preamble message on receipt?		Yes = 0 No = 1		
	Print postamble message on receipt?		Yes = 0 No = 2		
	Print preamble message on the guest check?		Yes = 4 No = 0		
22	Print postamble message on the guest check?		Yes = 1 No = 0		

	Do not print pre/postamble message on the journal receipt?	Yes = 0 No = 2			
23	Print average items per customer on the Financial report?	Yes = 0 No = 1			
	Print average sales per customer on the Financial report?	Yes = 0 No = 2			
24	Issue a second receipt for the same transaction?	Yes = 0 No = 1			
	Priority print by group on the kitchen printer?	Yes = 2 No = 0			
	Print the PLU number and descriptor on the receipt?	Yes = 4 No = 0			
25	Print when polling reports?	Yes = 0 No = 1			
	Print PLU# on PLU report?	Yes = 2 No = 0			
	Grand total is:	net sale =	0		
		gross sale =	4		
26	Print journal font	condensed =	0		
		normal =	1		
	Print voids on journal in reverse?	Yes = 2 No = 0			
	Journal print is off?	Yes = 4 No = 0			
27	Send order to the kitchen printer when the SBTL key is pressed?	Yes = 1 No = 0			
	Print date on hard check?	Yes = 2 No = 0			
28	Pre Print graphic logo on receipt?	Yes = 1 No = 0			
	Post Print graphic logo on receipt?	Yes = 2 No = 0			
29	Pre Print graphic logo on the guest check? (Station Receipt Printer Only)	Yes = 1 No = 0			
	Post Print graphic logo on the guest check? (Station Receipt Printer Only)	Yes = 2 No = 0			
30	Print pre - logo	Default =	0		
		User =	1		
	Print post - logo	Default =	0		
		User =	2		

31	Number of Pre-feeding lines on receipt.	0-5		
32	Number of Post-feeding lines on receipt.	0-5		
33	Print journal In Training mode	Yes = 0 No = 1		
	Suppress bitmap in PGM and X/Z Mode	Yes = 0 No = 2		
	Suppress printing of last report date	Yes = 4 No = 0		
34	Print Group Details on Kitchen Printer at Subtotal KP Printing (Set in conjunction with flag 27=1)	Yes = 1 No = 0		
	Two line print on KP	Yes = 2 No = 0		
35	Print sales per Price level in place of PLU total Sales on PLU Reports	Yes = 1 No = 0		

NOTE 1: Print Option# 8 - Users outside of the USA can designate a different currency symbol. To select a different symbol, type descriptors on the alpha keyboard overlay or enter three digit alpha character codes. To program by three digit alpha character codes you must select 'N' in system option #25(See "System Option Programming").

NOTE 2: Print Option# 14,15,16,17 - If you are using the currency conversion feature, you can select the appropriate symbol for each foreign currency you are accepting. To select a different symbol, type descriptors on the alpha keyboard overlay or enter three digit alpha character codes. To program by three digit alpha character codes you must select 'N' in system option #25(See "System Option Programming").

Function Key Programming

Three programs are used to program function keys;

- **Program 70** - is used to set each keys individual options
- **Program 80** - is used to program a 18 character alpha numeric descriptor
- **Program 90** - is used to set a high amount limit (HALO)

In this chapter you will find:

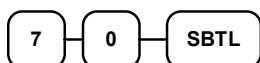
- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

Program 70 - Function Key Options

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

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

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



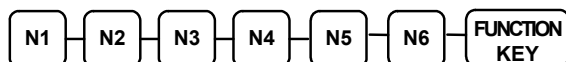
3. Enter the values for the option digit or digits.

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

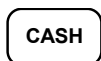
Determine the values for **N1** through **N6** by referring to the specific function key information that follows. (You do not need to enter preceding zeros.)

4. For example,

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



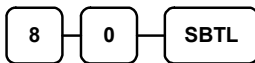
5. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.



Program 80 - Function Key Descriptor

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

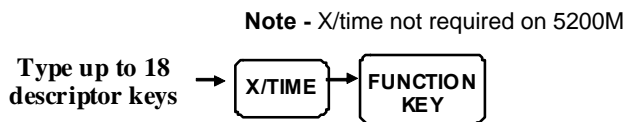
1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 0**, press the **SBTL** key.



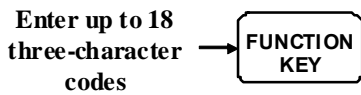
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



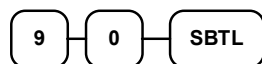
Program 90 - Function Key HALO

Use Program 90 to program a high amount lock out (HALO) for a function key.

Only specific keys require this program.

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

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



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

**Enter 1-8 digit
HALO**

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

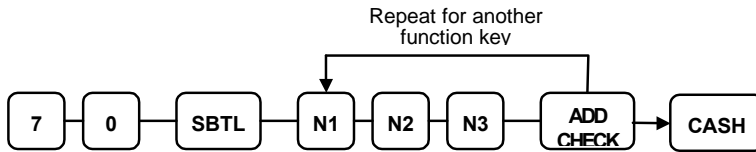


5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalise the program.



ADD CHECK (Tray Subtotal)

Options - Program 70



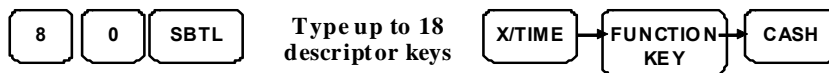
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Compulsory before tendering?	Yes = 2 No = 0		
	Advance the consecutive # when this function is used?	Yes = 0 No = 4		
N2	Delete the pre/postamble when this function is used?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?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

Note - X/time not required on 5200M

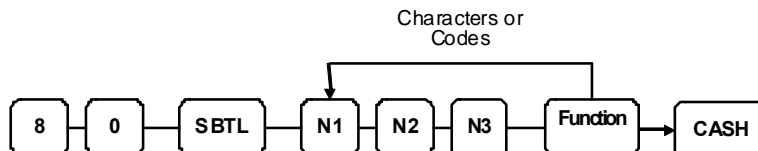
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

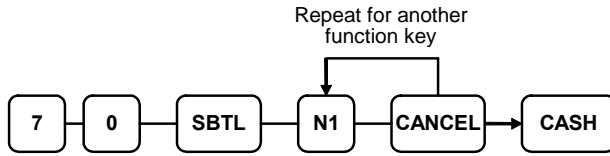


Character Code Entry



CANCEL

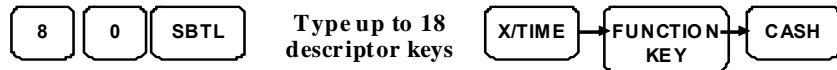
Options - Program 70



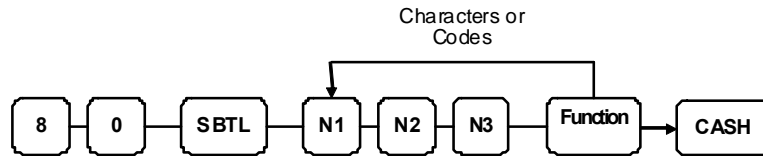
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor Keyboard Entry

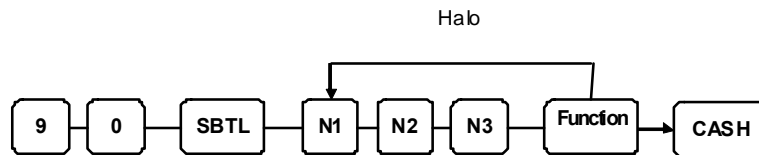
Note - X/time not required on 5200M



Character Code Entry



HALO



CASH

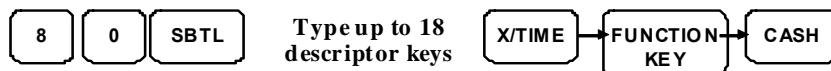
Options - Program 70

Repeat for another function key

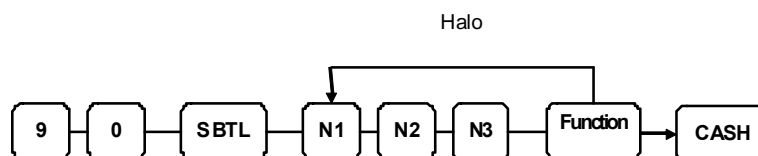
Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in X control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes =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

Descriptor

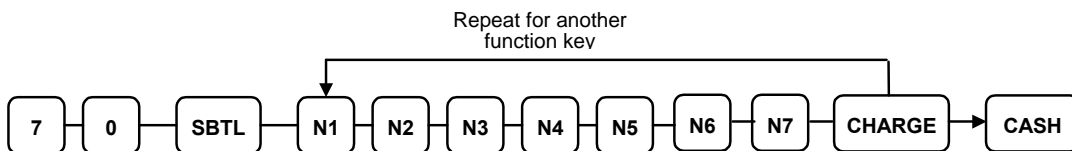
For Character codes see Page 74



HALO



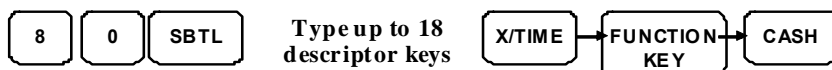
CHARGE1-8



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

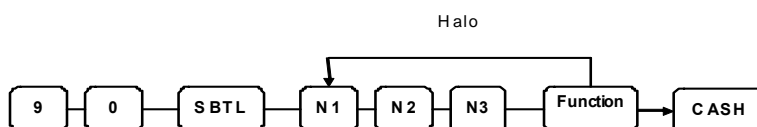
Descriptor

For Character codes see Page 74



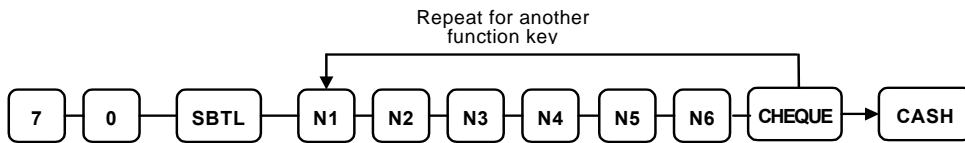
Note - X/time not required on 5200M

HALO

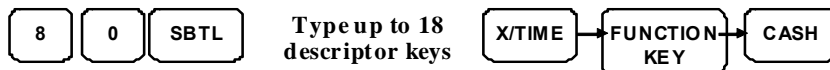


CHEQUE

Options - Program 70



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

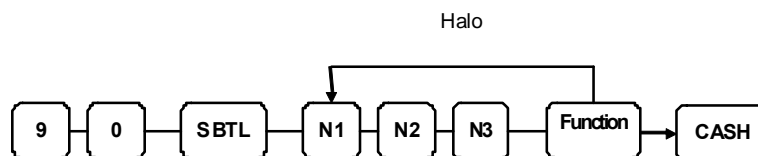


Descriptor

For Character codes see Page 74

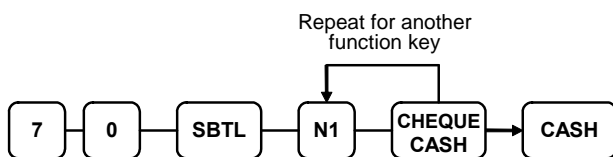
Note - X/time not required on 5200M

HALO



CHEQUE CASHING

Options - Program 70

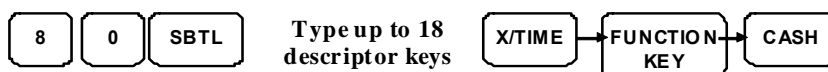


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

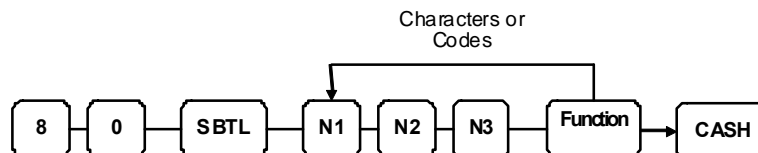
Function Key Descriptor

Keyboard Entry

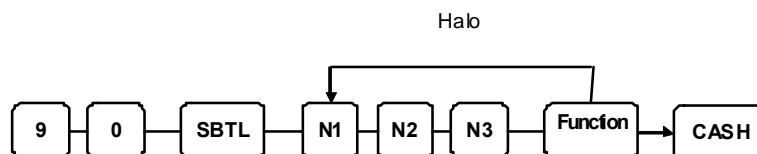
Note - X/time not required on 5200M



Character Code Entry

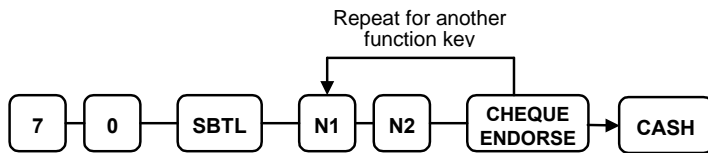


HALO



CHEQUE ENDORSEMENT

Options - Program 70

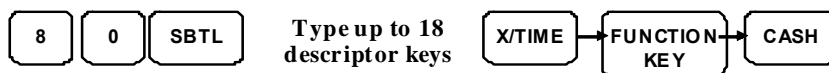


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Print the amount of the cheque and endorsement message?	Yes = 2 No = 0		
	Print date?	Yes = 0 No = 4		
N2	Print time?	Yes = 0 No = 1		
	Print clerk?	Yes = 0 No = 2		
	Print consecutive number?	Yes = 0 No = 4		

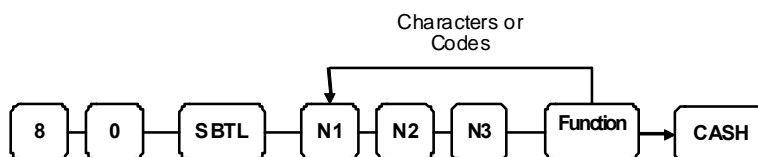
Function Key Descriptor

Keyboard Entry

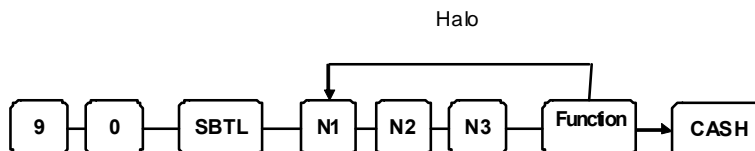
Note - X/time not required on 5200M



Character Code Entry

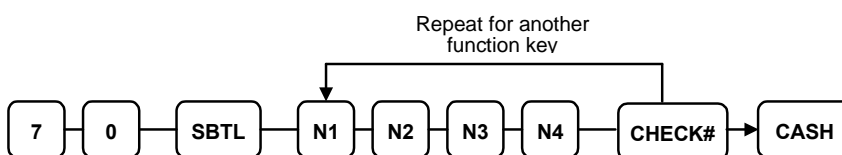


HALO



CHECK # (open table balance)

Options - Program 70

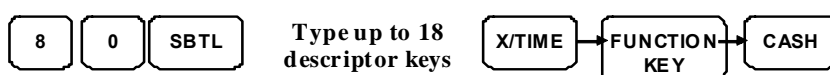


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Before registering, begin a tracking number?	Yes = 2 No = 0		
	Opening clerk has exclusive access?	Yes = 4 No = 0		
N2	Check track # and balance will print on receipt?	Yes = 0 No = 1		
	Check track # and balance will print on remote?	Yes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

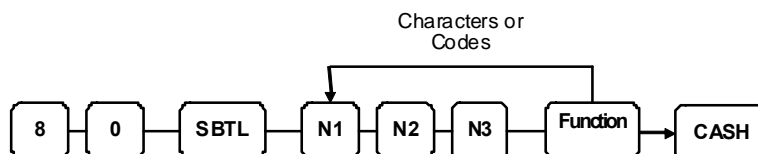
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M



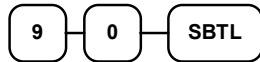
Character Code Entry



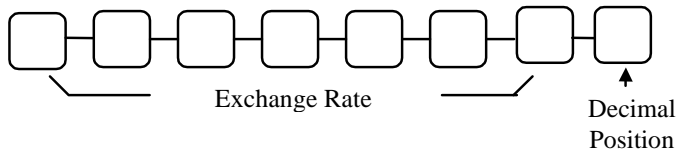
CURRENCY CONVERSION

Currency Conversion Rate - Program 90

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



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



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



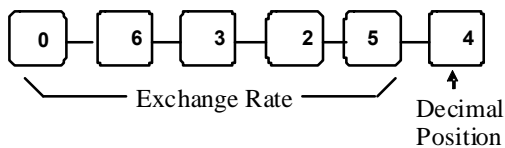
5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalise the program.



Currency Exchange Rate Programming Examples

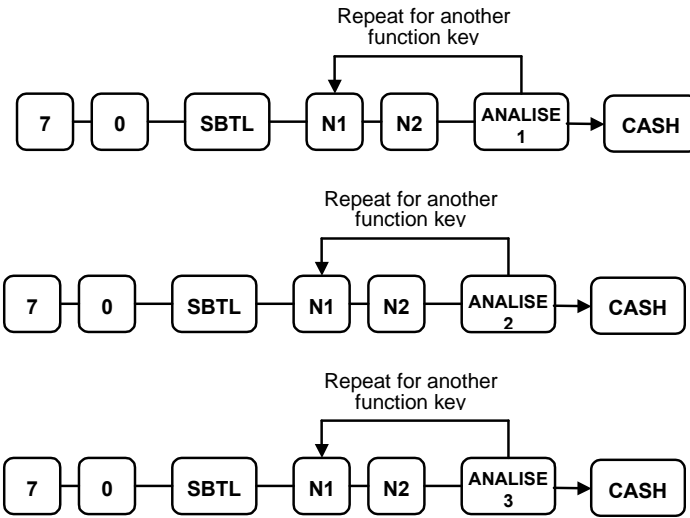
Note: Foreign currency exchange rates may be stated as "foreign currency in euros ". Use the rate stated in "Sterling in foreign currency" when you are programming this section.

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



ANALYSIS

Options - Program 70

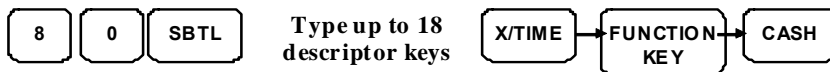


Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

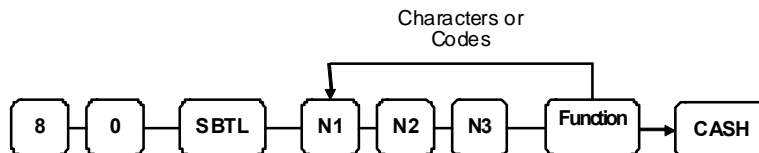
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

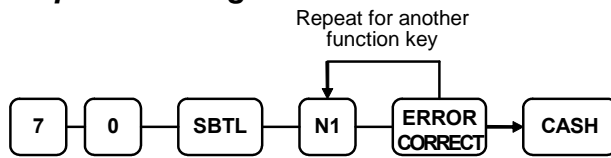


Character Code Entry



ERROR CORRECT

Options - Program 70

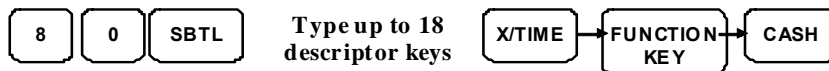


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Function Key Descriptor

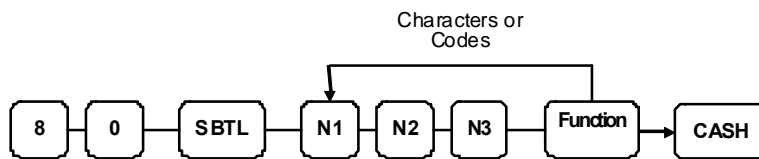
Keyboard Entry

Note - X/time not required on 5200M

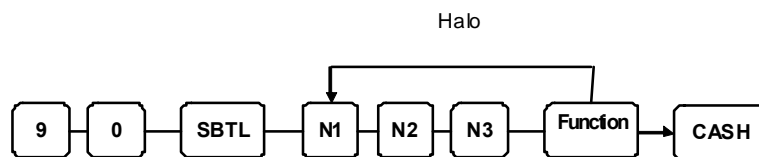


Character Code Entry

Note - X/time not required on 5200M

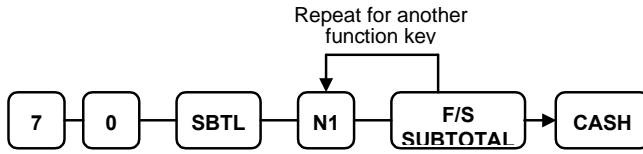


HALO



F/S SUB

Options - Program 70

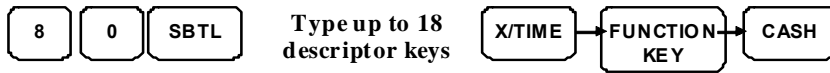


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		

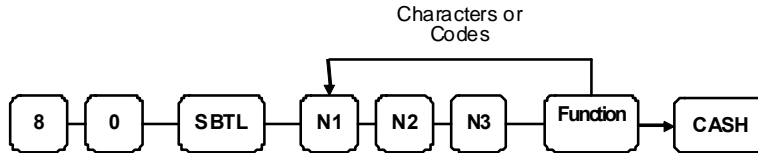
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

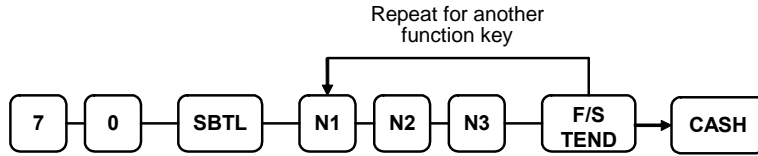


Character Code Entry



F/S TENDER

Options - Program 70

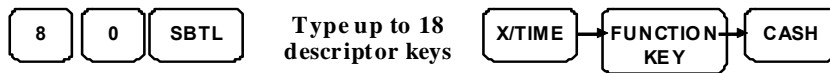


Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Allow decimal?	Yes = 2 No = 0		
	Food stamp change is issued in	Cash = 4 Food stamps = 0		
N3	Open cash drawer?	Yes = 0 No = 1		
	Validation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

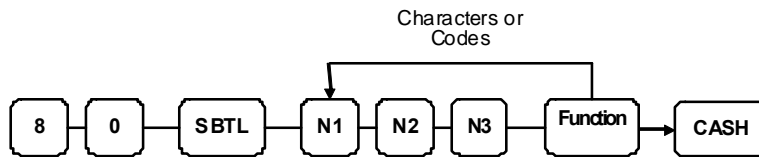
Function Key Descriptor

Keyboard Entry

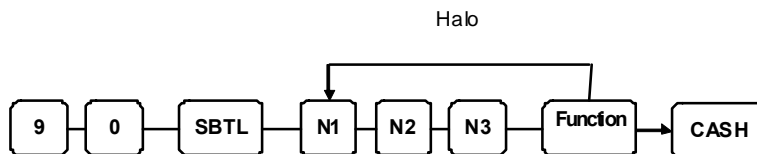
Note - X/time not required on 5200M



Character Code Entry

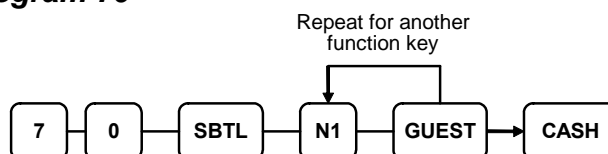


HALO



GUEST

Options - Program 70

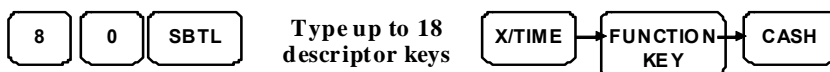


Address	OPTION	VALUE	=	SUM
N1	Guest # compulsory when you use guest check operation?	Yes = 1 No = 0		
	Before registering, enter a guest number?	Yes = 2 No = 0		
	Print Guest # at the kitchen printer?	Yes = 4 No = 0		

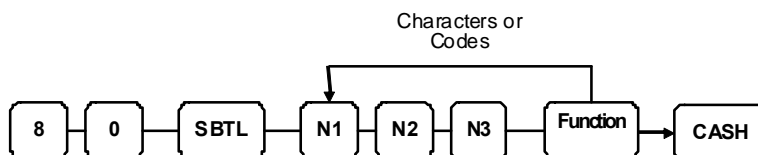
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

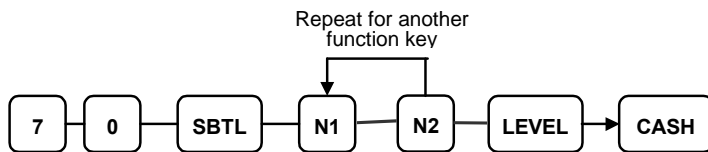


Character Code Entry



PRICE LEVEL1-2

Options - Program 70

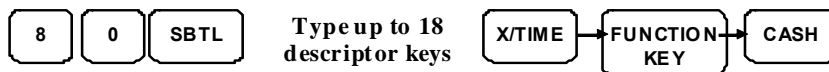


Address	OPTION	VALUE	=	SUM
N1	Print level description at the KP?	Yes = 0 No = 1		
	Key is active in X control lock	Yes = 2 No = 0		
	Print descriptor on guest check	Yes = 0 No = 4		
N2	Print descriptor on receipt	Yes = 0 No = 1		
	Prevent zero price sale (or use alternative)	Yes = 2 No = 0		
N3	Alternative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

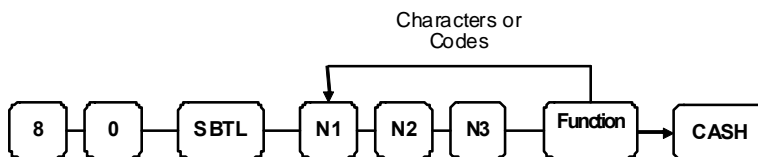
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

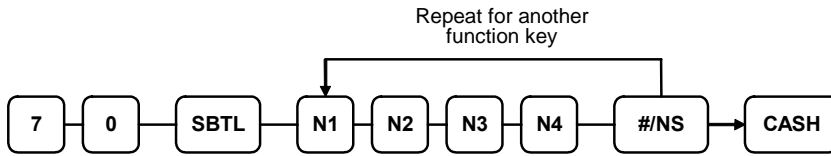


Character Code Entry



#/NO SALE

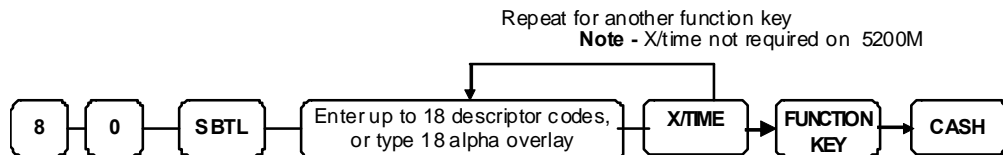
Options - Program 70



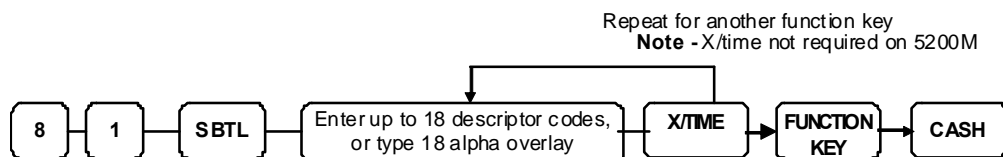
Address	OPTION	VALUE	=	SUM
N1	No Sale is inactive?	Yes = 1 No = 0		
	No Sale active in X control lock position only?	Yes = 2 No = 0		
	No Sale inactive after non-add # entry?	Yes = 4 No = 0		
N2	Enforce non-add # entry at start of sale?	Yes = 1 No = 0		
	Print when a NO SALE is performed?	Yes = 0 No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

Descriptor - Programs 80 & 81

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

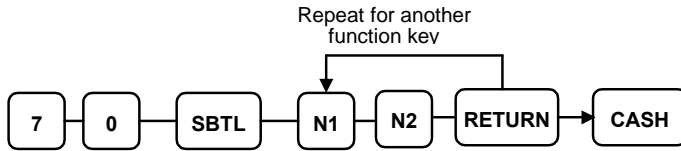


To program the # descriptor:



RETURN

Options - Program 70

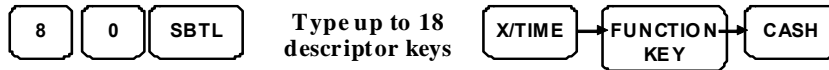


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		
N2	Add to Net Grand total on Financial/Clerk Report	Yes = 0 No = 1		

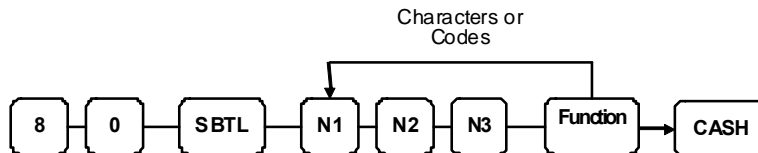
Function Key Descriptor

Keyboard Entry

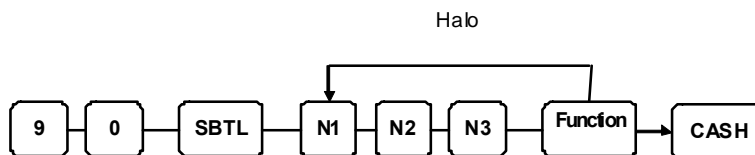
Note - X/time not required on 5200M



Character Code Entry

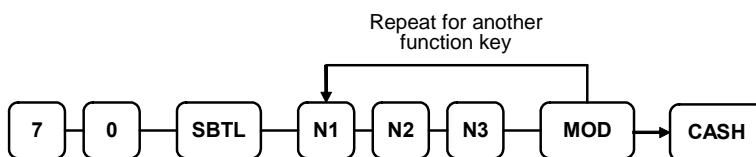


HALO



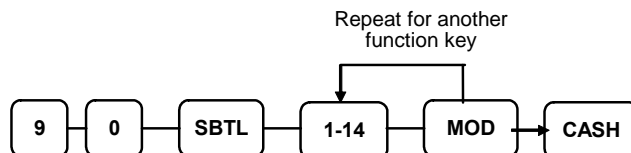
LEVEL MODIFIER 1-5

Options - Program 70



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

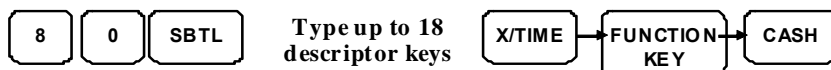
* Affect Digit(1-14) of PLU#



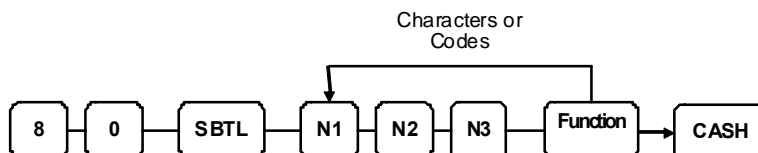
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

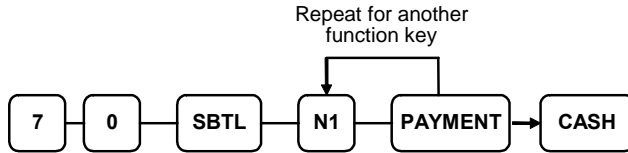


Character Code Entry



PAYMENT

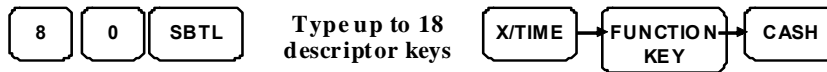
Options - Program 70



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

Descriptor

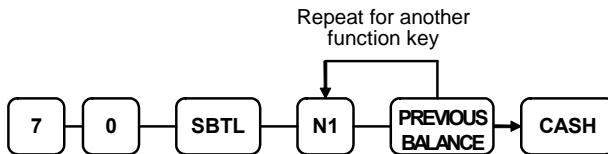
Note - X/time not required on 5200M



For Character codes see Page 74

PBAL

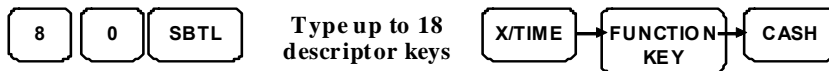
Options - Program 70



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

Descriptor

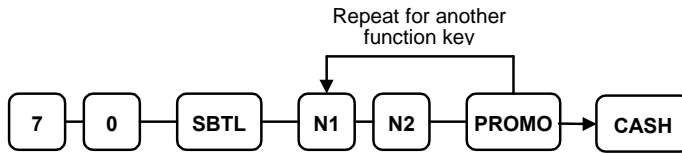
Note - X/time not required on 5200M



For Character codes see Page 74

PROMOTION

Options - Program 70

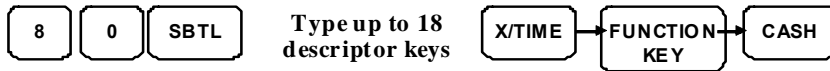


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Exempt tax 1?	Yes = 4 No = 0		
N2	Exempt tax 2?	Yes = 1 No = 0		
	Exempt tax 3?	Yes = 2 No = 0		
	Exempt tax 4?	Yes = 4 No = 0		

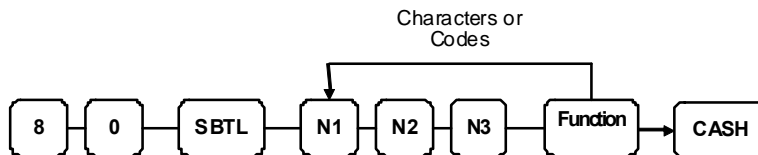
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

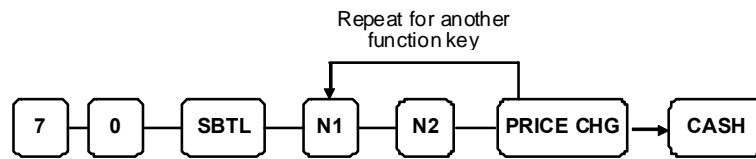


Character Code Entry



PRICE CHANGE

Options - Program 70

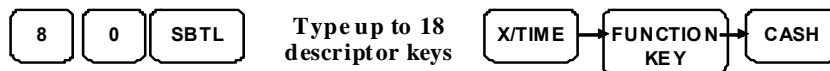


Address	OPTION	VALUE	=	SUM	
N1	Permanently Change Item Price?	Prompt =	2		
		Always =	1		
		Never =	0		
N2	Key is inactive?	Yes = 1			
		No = 0			
	Key in active in X control lock position only?	Yes = 2			
		No = 0			

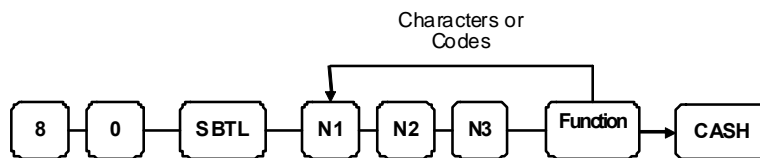
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

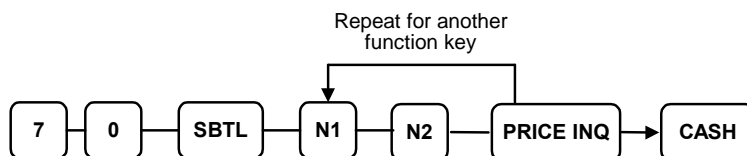


Character Code Entry



PRICE INQUIRE

Options - Program 70

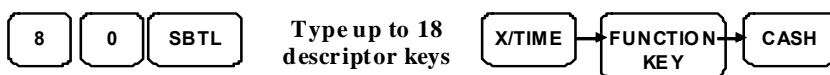


Address	OPTION	VALUE	=	SUM
N1	Key is active in X control lock position only?	Yes = 2 No = 0		
N2	Key is	Pop Up =	0	
		Stay Down =	1	

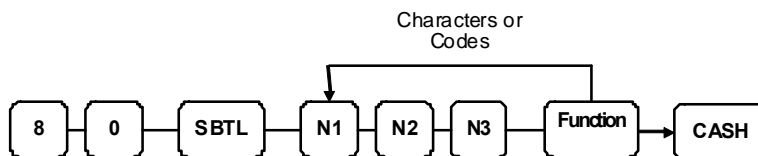
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

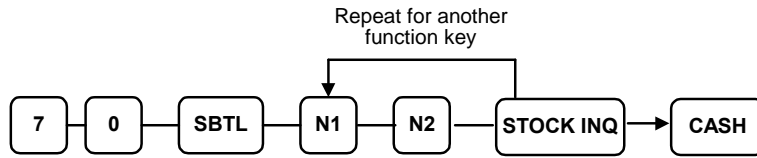


Character Code Entry



STOCK INQUIRE

Options - Program 70

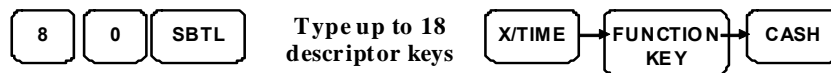


Address	OPTION	VALUE	=	SUM
N1	Key in active in X control lock position only?	Yes = 1 No = 0		
N2	Key is	Pop up =	0	
		Stay Down =	1	

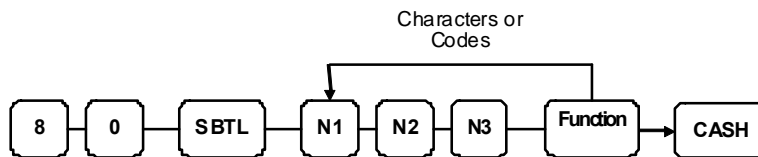
Function Key Descriptor

Keyboard Entry

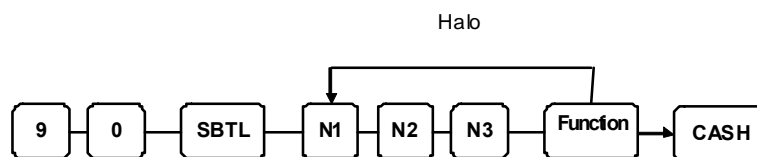
Note - X/time not required on 5200M



Character Code Entry

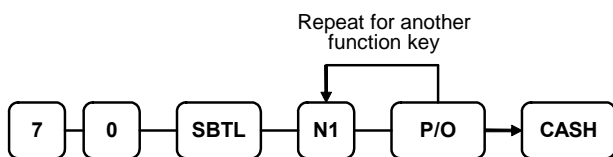


HALO



PAID OUT 1-3

Options - Program 70

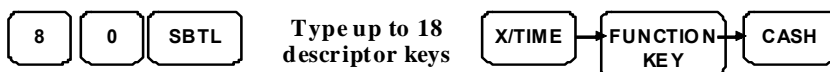


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

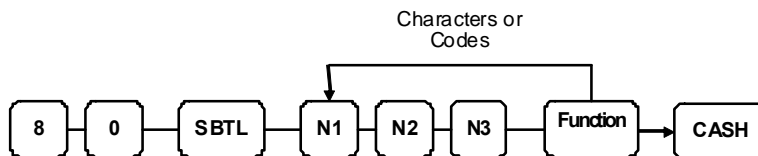
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

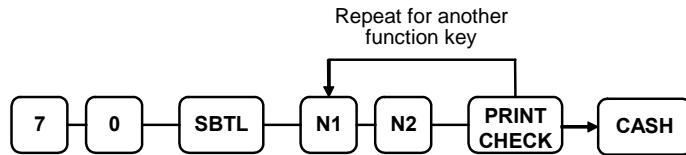


Character Code Entry



PRINT CHECK

Options - Program 70

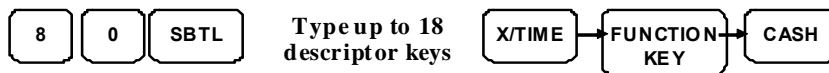


Address	OPTION	VALUE	=	SUM
N1	Enter port(0 – 2)	0-2		
N2	This key is to automatically hold check?	Yes = 0 No = 1		
	Print Check On Receipt	Yes = 0 No = 2		
	Skip printing consecutive # on the guest check?	Yes = 4 No = 0		

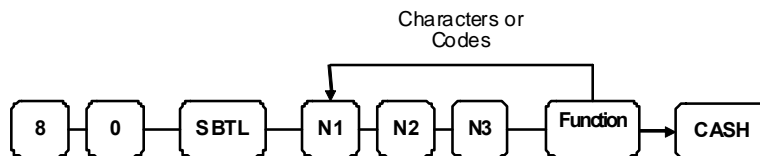
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

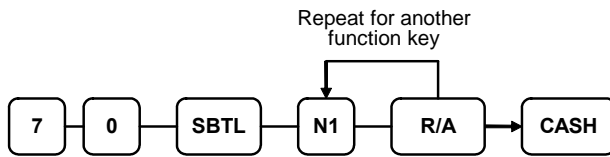


Character Code Entry



RECD ON ACCT1-3

Options - Program 70

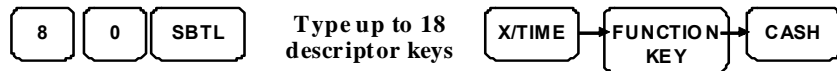


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

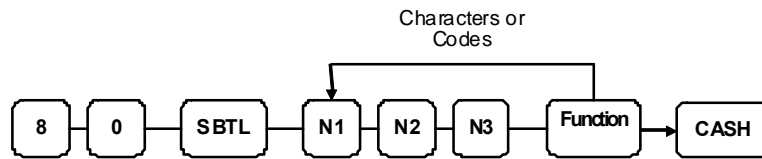
Function Key Descriptor

Keyboard Entry

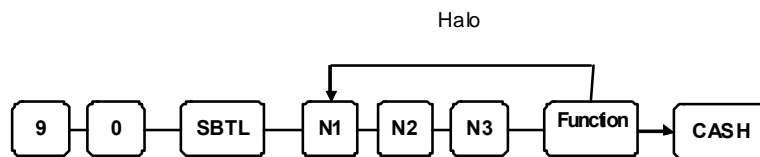
Note - X/time not required on 5200M



Character Code Entry

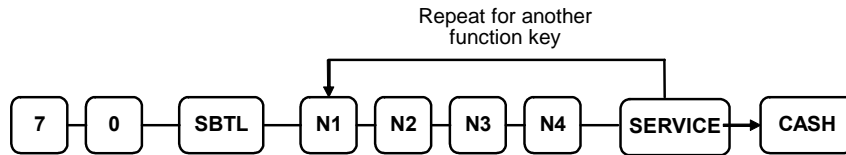


HALO



SERVICE

Options - Program 70

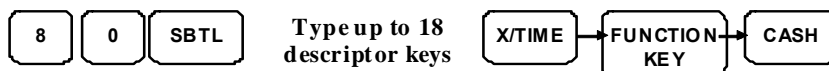


Address	OPTION	VALUE	=	SUM
N1	Compulsory non-add number before this key is used?	Yes = 1 No = 0		
	Print on receipt?	Yes = 0 No = 2		
	Allow negative balance in X control lock position only?	Yes = 4 No = 0		
N2	Calculate tax 1?	Yes = 0 No = 1		
	Calculate tax 2?	Yes = 0 No = 2		
	Calculate tax 3?	Yes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

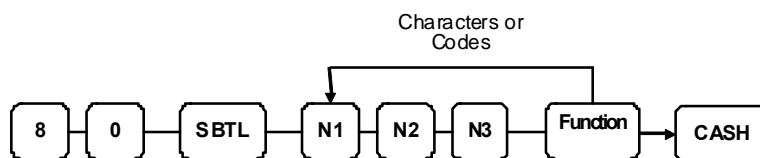
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

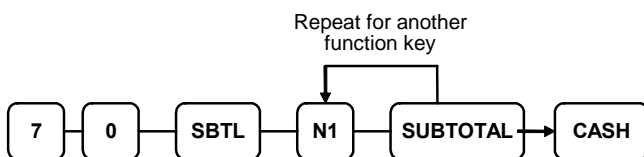


Character Code Entry



SUBTOTAL

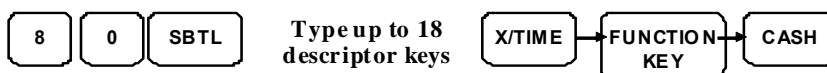
Options - Program 70



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

Descriptor

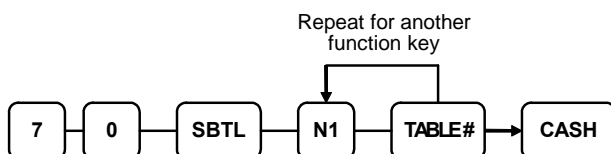
Note - X/time not required on 5200M



For Character codes see Page 74

TABLE

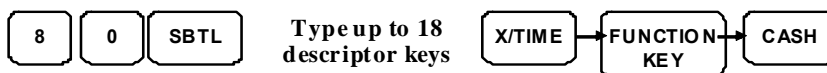
Options - Program 70



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

Descriptor

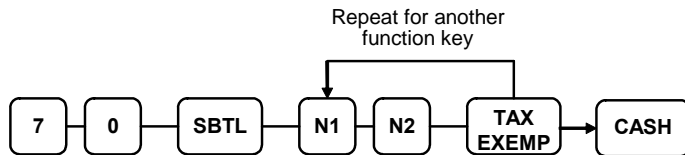
Note - X/time not required on 5200M



For Character codes see Page 74

TAX EXEMPT

Options - Program 70

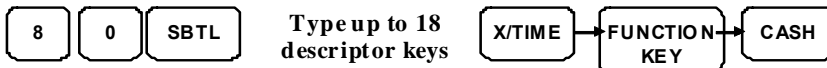


Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Compulsory non-add number before this key is used?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

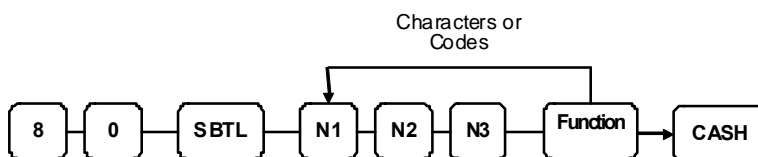
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

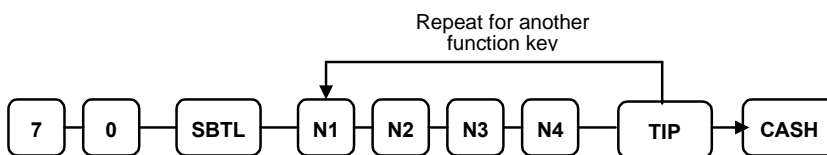


Character Code Entry



TIP

Options - Program 70

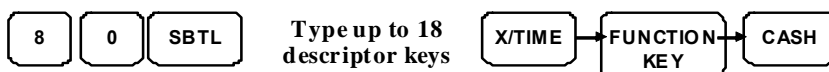


Address	OPTION	VALUE	=	SUM
N1	Type of tip is:	Percentage =	1	
		Amount =	0	
N2	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Add tax rate 1?	Yes = 4 No = 0		
N3	Add tax rate 2?	Yes = 1 No = 0		
	Add tax rate 3?	Yes = 2 No = 0		
	Add tax rate 4?	Yes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

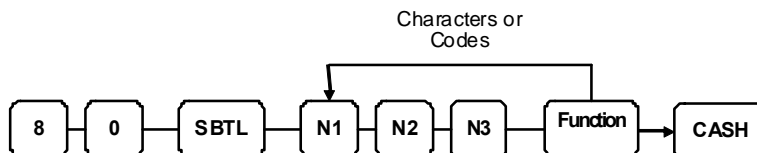
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

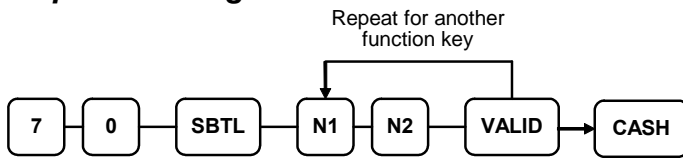


Character Code Entry



VALIDATE

Options - Program 70

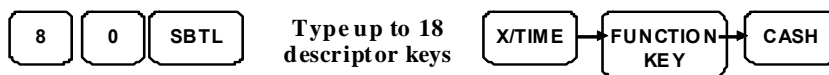


Address	OPTION	VALUE	=	SUM
N1	Enter output communication port.(0-2) Enter Zero if validation is no used.	0-2		
N2	Key is inactive?	Yes = 1 No = 0		
	Allow multiple validation?	Yes = 2 No = 0		

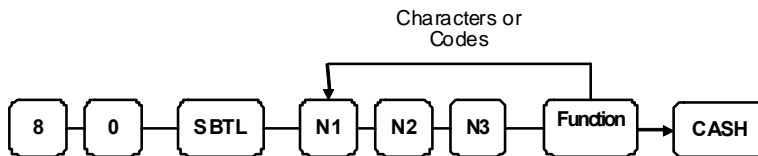
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M

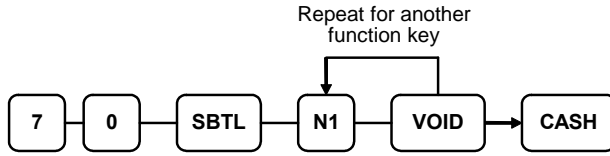


Character Code Entry



VOID

Options - Program 70

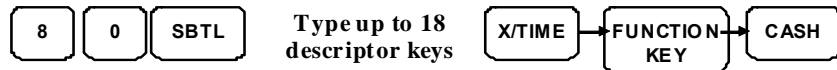


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

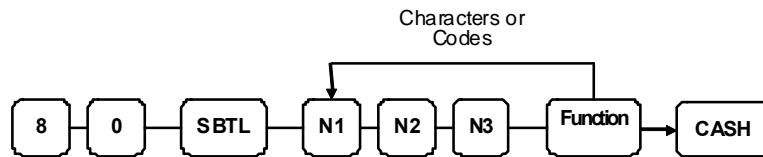
Function Key Descriptor

Keyboard Entry

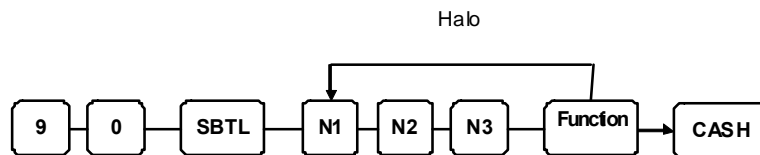
Note - X/time not required on 5200M



Character Code Entry

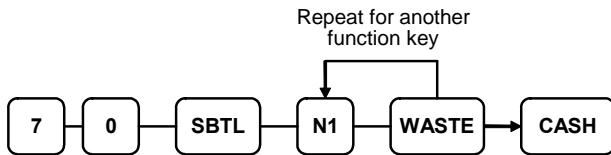


HALO



WASTE

Options - Program 70

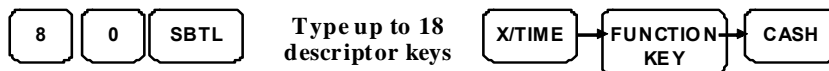


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

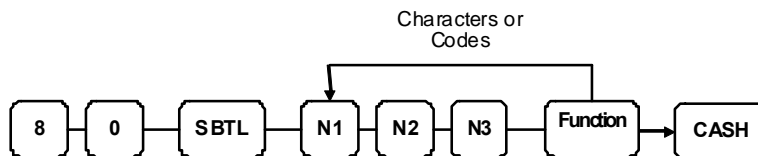
Function Key Descriptor

Keyboard Entry

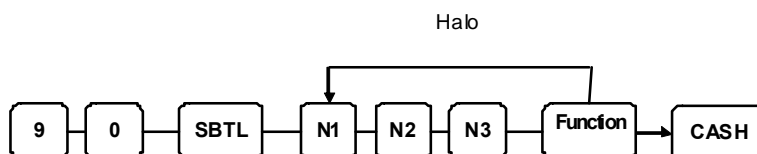
Note - X/time not required on 5200M



Character Code Entry

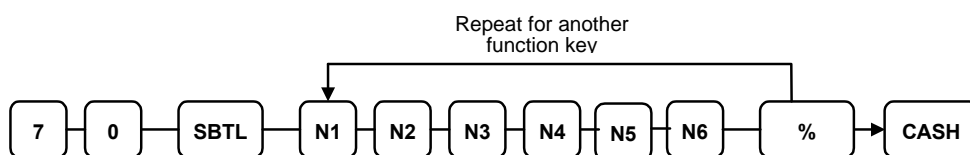


HALO



%1- %5

Options - Program 70

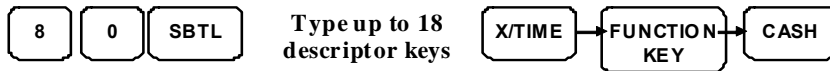


Address	OPTION	VALUE	=	SUM
N1	Apply on:	Amount =	1	
		Percentage =	0	
	Key is inactive?		Yes = 2 No = 0	
	% key is active in X control lock position only?		Yes = 4 No = 0	
N2	% key is:	Open =	0	
		Preset =	1	
	% key is:	Sale =	2	
		Item =	0	
	Allow % key override preset?		Yes = 4 No = 0	
N3	% key is: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

%1- %5

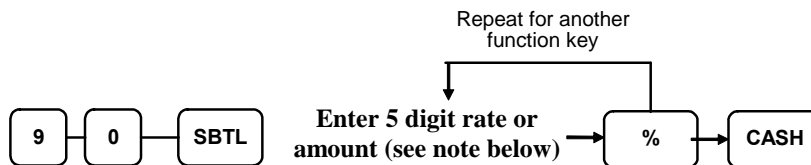
Descriptor

Note - X/time not required on 5200M



For Character codes see Page 74

HALO



Note: If key is amount , enter 5 digit HALO, or 0 for no HALO.

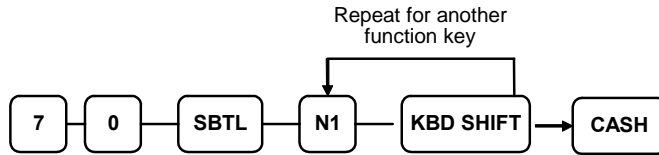
If key is percentage enter the percentage in a five-digit format, without the decimal (XX.XXX).

For example:

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

KBD SHIFT (420M only)

Options - Program 70

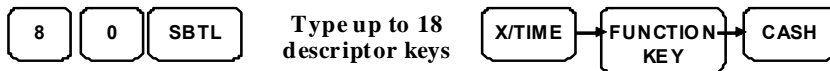


Address	OPTION	VALUE	=	SUM
N1	Key is	Pop up =	0	
		Stay down =	1	
	Key is active in X control lock position only?	Yes = 2 No = 0		

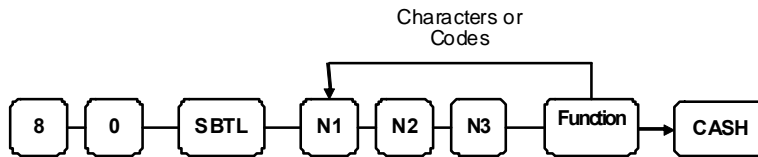
Function Key Descriptor

Keyboard Entry

Note - X/time not required on 5200M



Character Code Entry



Clerk Programming

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

- ***Program 800 - Secret Code programming***
determines the code that is used for clerk sign on if a code entry sign on method is selected in system option #2 (See "System Option Programming")

- ***Program 801 – Drawer Assignment & Training Clerk Programming.***
This allows the setting of a training clerk or alternative drawers.

- ***Program 810 - Clerk Descriptor Programming***
allows you to set a unique, up to 18 character, descriptor for each clerk

Program 800 - Secret Code Programming

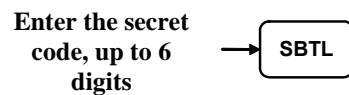
1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 0 0**, press the **SBTL** key.



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



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

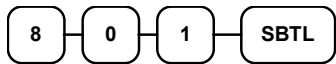


5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalise the program.



Program 801 - Drawer Assignment & Training Clerk

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



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



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

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



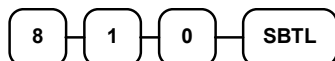
5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalise the program.



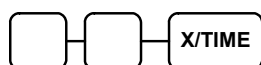
Program 810 - Descriptor Programming

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

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



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

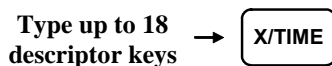


4. Enter the characters using with the alpha keyboard or code entry mode.

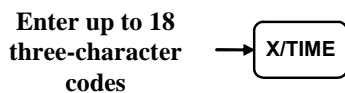
Character Entry

Keyboard Entry

Note - X/time not required on 5200M



Character Code Entry



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



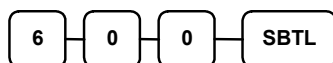
Mix & Match Programming

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

- ***Program 600 - Trip Level Programming***
- ***Program 601 - Price Programming***
- ***Program 610 - Mix & Match Descriptor Programming***
allows you to set a unique, up to 18 character, descriptor for Mix & Match

Program 600 - Trip Level Programming

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



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



4. Enter a level of up to 5 digits. (The Maximum Level you can enter is 50000) ; press the **SBTL** key.

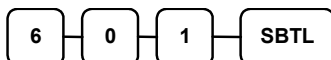


5. Repeat from step 3 for each table you wish to program. Press the **CASH** key to finalise the program.

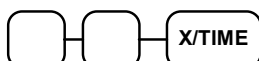


Program 601 - Price Programming

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



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



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

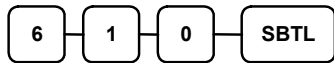


5. Repeat from step 3 for each table you wish to program. Press the **CASH** key to finalise the program.

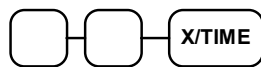
Program 610 - Mix & Match Descriptor Programming

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

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



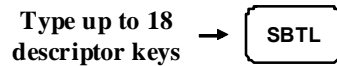
3. Enter the number of the M&M table you wish to program; press the **X/TIME** key.



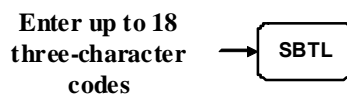
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



Group Programming

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

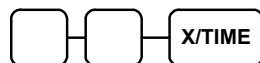
- Use program **900 to assign a group status**,
i.e. a group can be set to *not add* to the total of all groups, or a group can be used to designate like items for kitchen printer assignment.
- Use program **910 to assign a unique descriptor**
for each group, so that the group may be easily understood on the group report.

Programming Group Status - Program 900

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

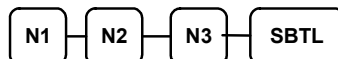


3. Enter the number of the group you wish to program; press the **X/TIME** key.



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

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

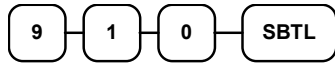


5. To program additional groups, repeat from step 3, or press the **CASH** key to finalise the program.



Programming Group Descriptors

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



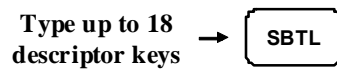
3. Enter the number (**1-20**) of the group you wish to program; press the **X/TIME** key.



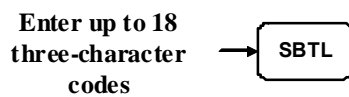
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



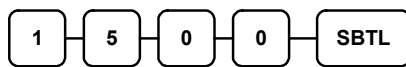
Miscellaneous Programming

Macro Key Sequence Programming

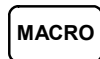
Macros are special function keys that are used to execute a sequence of key depressions. For example, a macro might be used to execute a string of reports or to automatically tender a preset amount. Up to ten different macros may be placed on the keyboard. (See "**Error! Reference source not found.**" to place macros on the keyboard.)

To Program a Macro

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



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



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

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

Type up to 50 key strokes

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



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



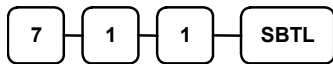
To remove a Macro

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

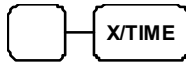
Programming the Macro Name

Up to ten function locations may be designated as Macro keys. You may wish to program a name for a macro. For example if a macro executes a series of commands to produce daily reports, you can program the descriptor "DAILY", so the macro can easily be identified. Macro names can also be helpful when looking at keyboard layout information with the PC communication utility.

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

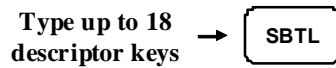


3. Refer to the chart below and enter the number that represents the macro you wish to program; press the **X/TIME** key.

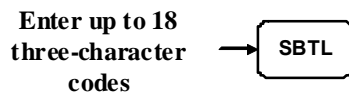


Character Entry

Keyboard Entry



Character Code Entry



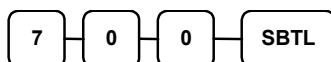
5. Press the **CASH** key to finalise the program.

Logo Descriptor Programming

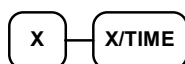
Programming the Receipt/Check Endorsement Message

A preamble message of up to six lines can be printed at the top of each receipt; a postamble message of up to six lines can be printed at the bottom of each receipt; an endorsement message of up to ten lines can be printed when a check is endorsed on an optional slip printer. Each line can consist of up to 32 characters.

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



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

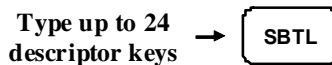


X	Message Line	X	Message Line
1	1 st line of Preamble	12	6 th line of Postamble
2	2 nd line of Preamble	13	1 st line of Endorsement
3	3 rd line of Preamble	14	2 nd line of Endorsement
4	4 th line of Preamble	15	3 rd line of Endorsement
5	5 th line of Preamble	16	4 th line of Endorsement
6	6 th line of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

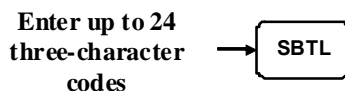
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



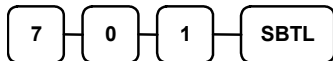
Programming the Financial Report Message

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

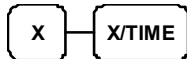
For example, the first total on the financial report "+PLU TTL" represents the total of all positive PLU entries.

You might wish to re-label this total to say "FOOD SALES". You can reprogram any of the Financial Report totals listed here with any 18-character descriptor. (See "Financial Report Message").

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



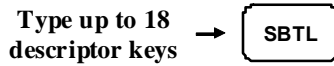
3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



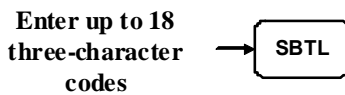
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



Financial Report Message

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

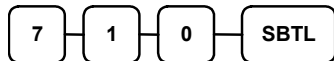
Programming the Clerk Report Message

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

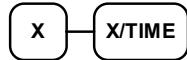
For example, the first total on the clerk report "NET SALES" might be re-labeled to say "GROSS SALES".

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

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



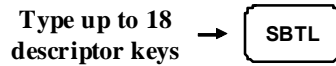
3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



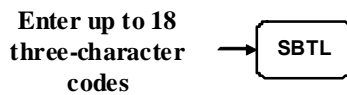
4. Enter the characters using with the alpha keyboard or code entry mode.

Character Entry

Keyboard Entry



Character Code Entry



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



Clerk Report Message

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

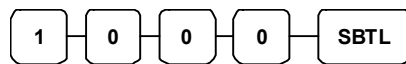
NLU Key Programming

NLU are fixed keys on the keyboard (like traditional department keys) that access specific PLUs.

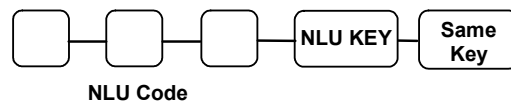
On the default keyboard, there are NLU keys and the PLU# assigned to the NLU key is the same, i.e. NLU key number one is PLU #1. However, with this program, you can assign any PLU number you wish to any one of the possible NLU keys.

Programming the NLU Code Number

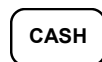
1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 0 0 0**, press the **SBTL** key.



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



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

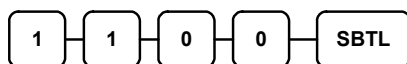


Cash-In-Drawer Limit Programming.

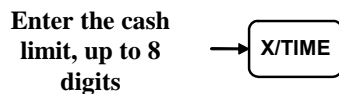
A Cash-In-Drawer limit can be programmed so that a warning appears on screen when the limit is exceeded. Pressing the **CLEAR** key will remove the error. The operator should carry out a Paid Out operation to reduce the Cash-in-drawer amount.

Programming the Drawer Limit

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



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



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



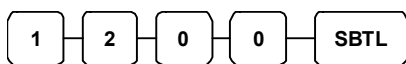
Cheque Change Limit Programming

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

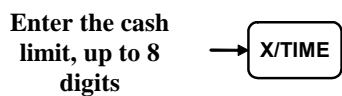
For example, if the cheque change limit is £10.00 the maximum amount that can be tendered into the cheque key on a £5.00 sale is £15.00.

Programming the Cheque Change Limit

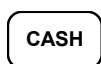
1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 2 0 0**, press the **SBTL** key.



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



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



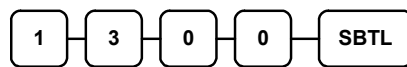
Date and Time Programming

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

Programming the Date and Time

5. Turn the control lock to the **P** position.

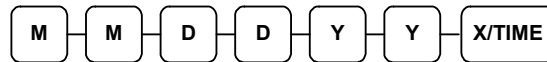
6. To begin the program, enter **1 3 0 0**, press the **SBTL** key.



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



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



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

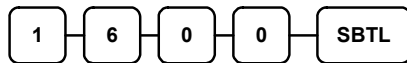


Machine Number Programming

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

Programming the Machine Number

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



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



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



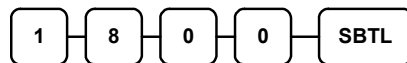
Training Mode Password

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

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

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

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



3. Enter a 4-digit password and press the **X/TIME** key.

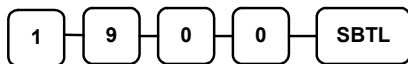


4. Press the **CASH** key to finalise the program.



EURO Rounding Programming

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



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



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

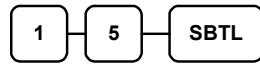


7. Repeat steps 3 - 4 five times if there are 5 level euro rounding table.
8. When you program all successfully, The program automatically ends.

Program Scans

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

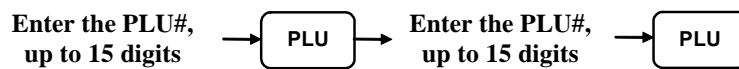
1. Turn the control lock to the **P** position.
2. To print a program scan, enter **1 5**, press the **SBTL** key.



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

PLU PROGRAM SCAN

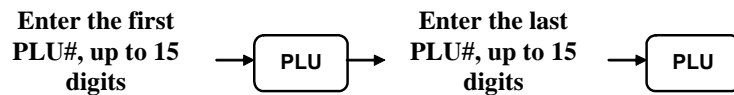
To read one PLU program information, enter the number (1-1000) of the PLU and press the same number and **PLU** key.



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



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



Press a PLU key on the keyboard .



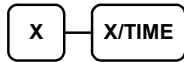
MACRO PROGRAM SCAN

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



Refer to the chart below and enter a digit to represent the segment of the program you wish to print; press the **X/TIME** key. To program additional scan, repeat this operation.

OTHERS PROGRAM SCAN



X	Program	X	Program
0	Group	11	Macro Name
1	Tax	12	Drawer Limit
2	System option	13	Cheque Change Limit
3	Print option	14	Time & Date
4	Function keys	16	Machine Number
5	Clerk	17	Mix & Match
6	Preamble message	18	Scheduled Macro
7	Postamble message	19	Euro Rounding
8	Endorsement message	20	All Function Keyboard Scan
9	Financial Report message		
10	Clerk Report message		

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



Operating Instructions Chapter

Function Key Descriptions

Keys are listed in alphabetical order. Some of the keys described below are not included on the default keyboard. (See “**Error! Reference source not found.** to add or change programmable keys.)

Keyboard Legend	Description
#/NO SALE	Use as a non-add key to print up to an 8-digit numeric entry on the receipt and journal. This entry will not add to any sales totals. The #/NO SALE key is also used to open the cash drawer without making a sale.
X/TIME	Use to multiply a quantity of items or calculate split pricing on PLU entries.
00, 0-9, Decimal	Use to make numeric entries in REG, X, Z, VOID, or P positions. The decimal key is used for decimal multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into PLUs.
ADD CHECK (tray Subtotal)	Use to combine individual trays (in a cafeteria situation) that will be paid together. Each tray subtotal can advance the consecutive number, depending on programming.
CANCEL	Cancels a transaction without updating PLU, or function key totals. The Cancel function may only be used prior to tendering. Once tendering begins, the Cancel function may no longer be used. The CANCEL key corrects the appropriate totals and counters and the Financial report records total of transactions cancelled.
CASH	Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CASH key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Post tendering is also available should a second change calculation be necessary. Re-enter the tendered amount and press the CASH key to show the new change computation. Press the CASH key a second time to issue a buffered receipt (up to 200 lines) when the receipt on/off function is OFF.

CHEQUE	Use to finalise cheque sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CHEQUE key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the appropriate in-drawer total.
CHEQUE CASHING	Use to exchange a cheque for cash. Cash-in-drawer and Cheque-in-drawer totals are adjusted.
CHEQUE ENDORSEMENT	Use to print a cheque endorsement message on an optional slip printer with a programmable endorsement message.
CHARGE(1-8)	Use to finalise charge sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CHARGE key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the appropriate in-drawer total.
CHECK #	The CHECK # key is used to begin a new, or access an existing balance (hard check) or itemized bill (soft check.) Check track numbers that are entered manually may be set at a fixed length of one to nine digits. Check track numbers assigned automatically will begin with #1. Existing checks are accessed by entering the check track number and pressing the CHECK # key.
CLEAR	Use to clear entries made into the 10 key numeric pad or X/TIME key before they are printed. Also used to clear error conditions.
CLERK	The register will not operate in register mode unless a clerk has been signed on. Clerk sign-on is accomplished by direct or secret code sign on. All entries made on the register will report to one of the 15 clerk totals. When a clerk is signed on, all entries following will add to that clerk's total until another clerk is signed on. However, a clerk cannot be changed in the middle of a transaction. To sign a clerk off, thereby displaying the "CLOSED" message on the display, enter 0 (zero), then press the CLERK key. This disables the register until another clerk is signed on. The current clerk must first be signed off before another clerk can sign on.
CONV (1 & 4)	The currency conversion function, allowed after subtotal, converts and displays the new subtotal at a preprogrammed exchange rate. Tendering is allowed after using the currency conversion function. Change is calculated and issued in home currency. The amount of foreign currency tendered is stored in a separate total on the Financial report, but not added to the drawer total.
DETAIL FEED	Advances the detail paper one line, or continuously until the key is released.
ANALYSIS 1/2/3	Sale analyse 1,2,3 keys (Eat-in, Take-out and Drive-thru), are subtotal functions. In areas that have different tax rules for eat-in and take out sales, each key can be programmed to automatically charge or exempt taxes. Sales may not be split between each key.

ERROR CORR	Use to correct the last entry. The ERROR CORR key corrects the appropriate totals and counters.
KBD SHIFT	This provides three levels of keyboard. KBD shift 1= PLU 1-12 KBD shift 2 = PLU 13-24 KBD shift 3 = PLU 25-36
F/S SHIFT	When pressed before a PLU entry, the F/S SHIFT key reverses the preprogrammed food stamp status of the PLU. For example, an item not food stamp eligible can be made food stamp eligible.
F/S SUB	Displays the amount of the sale that is food stamp eligible.
F/S TEND	Use to tender food stamps for eligible sales.
GUEST #	Use to enter the count of guests served as part of a guest check.
MACRO (1-10)	Macro keys may be programmed to record, then later perform, up to 50 keystrokes. For example, a macro key could be set to tender (preset tender) a common currency, such as £ 5 into the cash key.
MDSE RETURN	Used to return or refund merchandise. Returning an item will also return any tax, which may have been applied.
MODIFIER 1-5	The Modifier key alters the next PLU registered, either by changing the Code number of the PLU so that a different item is registered, or by adding the modifier descriptor.
P/BAL	Use to enter the amount of an outstanding balance.
PAID OUT	Use to record money taken from the register to pay invoices, etc. The paid out amount subtracts from the cash-in-drawer total. Paid outs are allowed outside of a sale only.
% Keys 1- 5	Up to five % keys may be placed on the keyboard. Each % key is set with a specific function, such as item discount or surcharge, or sale discount or surcharge. The percent rate may be entered or preprogrammed, or the percent keys can be programmed with a negative, open or preset price, thus acting as coupon keys. A percentage key may also be set up to accept charge tip entries.
PLU	The PLU key is used to register price look ups by number entry. PLUs can be programmed open or preset, and positive or negative.
PAYMENT	Use to Charge Posting Feature. This key can be enforced prior to cashing off a check sale.
PRINT CHECK	Use to print a guest check. The check can be printed on an optional (RS-232C) printer, or can be printed on the receipt printer. The PRINT CHECK key can be set to automatically service the check.
PROMOTION	The PROMOTION key allows you to account for promotional items. Pressing this key will remove an item's cost from the sale, but will include the sale of the item in the item's sales counter.
RCPT FEED	Advances the receipt paper one line, or continuously until the key is released.
RECEIPT ON/OFF	When 'OFF' no receipt will print during a sale. (If the receipt is off, a buffered receipt is available by pressing the CASH key a second time.)

RECD ACCT	The RECD ACCT (received on account) key is used to record media loaned to the cash drawer, or payments received outside of a sale. The cash drawer will open. The amount received adds to the cash-in-drawer total.
SERVICE	Use to temporarily finalise Previous Balance or Table Tracking transactions.
SBTL	Displays subtotal of sale including tax. Must be pressed prior to a sale discount or sale surcharge.
TABLE #	Tracks the current balance for a guest check or table.
TABLE ADD	This is used to move or combine existing check balances
TAX EXEMPT	Press the TAX EXEMPT key to exempt tax 1, tax 2, tax 3, and/or tax 4 from the entire sale.
TAX (1-4) SHIFT	When pressed before a PLU entry, the tax shift keys reverse the tax status of the PLU, i.e., a PLU with non-tax status would become taxable or a PLU with tax status would become non-taxable.
TIP	The TIP key allows a gratuity to be added to a guest check before payment. The tip amount is deducted from the Cash-in-Drawer amount for the Clerk/Cashier closing the guest check. The TIP key may be programmed as either a percentage or amount. If programmed as a percentage, tax programming defines whether the percentage is calculated on the net amount or the amount after taxes.
VOID	Use to correct an item entered earlier within a sale. The VOID key corrects the appropriate totals and counters. To correct the last item, use the ERROR CORR key. For void operations outside of a sale (Transaction Void), use the VOID position on the control lock. The Financial report records totals for each type of void separately.
VALID	Press the VALID key to print a one-line validation on a separate form or piece of paper. Any item registration, discount or payment may be validated. If validation is required after a particular function, the message " SP " will appear on the front display.
WASTE	The WASTE key allows control of inventory by accounting for items, which must be removed from stock due to spoilage, breakage or mistakes. Press the WASTE key before entering wasted items, then press the WASTE key again to finalise. The WASTE key may be under manager control, requiring the control lock to be in the X position. The WASTE operation is not allowed within a sale.

Clerk Sign-On/Sign-Off

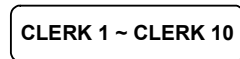
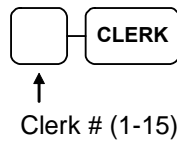
See "System Option Programming", to review your clerk options:

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

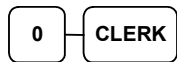
Depending on how your machine has been programmed, sign-on will take place only at the beginning of a shift (stay-down), or may have to be repeated for each transaction (pop-up). If your machine has been programmed for stay-down clerks, the clerk currently signed on must be signed off before another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

Direct Sign-On

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

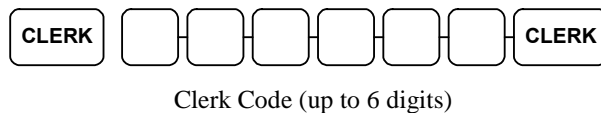


There are two ways to sign the clerk off. One is to enter 0 (Zero) and press the clerk key and the other is to enter 0 (zero) and press direct clerk no. key.

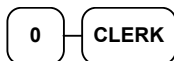


Coded Sign-On

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



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



Receipt On and Off

The **RECEIPT ON/OFF** function key may or may not be located on your keyboard.

If the RECEIPT ON/OFF Key is located on the keyboard

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

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

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



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



Training Mode

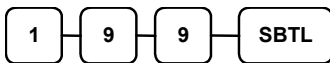
A training mode is available so that you can operate the cash register without updating totals and counters. Note the following conditions:

- The receipt and journal print the message "TRAINING MODE BEGIN" when training mode is activated.
- The receipt and journal print the message "TRAINING MODE END" when training mode is exited.
- The message "TRAINING MODE" prints on each receipt printed while training mode is active.
- The journal does not print during training mode.
- Alternatively an individual employee can be programmed training

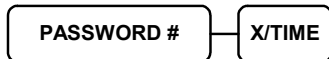
To Enter Training Mode

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

3. Turn the control lock to the **X** position.
4. To begin the program, enter **199**, press the **SBTL** key.

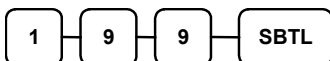


5. Input Training Password # and press X/TIME key.

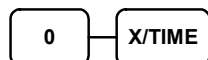


To Exit Training Mode

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



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



Item Registrations

All registrations on *M SERIES* are made into open or preset PLUs.

- In place of traditional PLU keys, some PLUs are located directly on the keyboard.
- When more items or categories are needed than the number of PLUs available on the keyboard, registrations through PLUs can be made by entering the PLU code number and pressing the **PLU** key on the keyboard.
- This system simplifies reporting by listing all items (regardless of how they are entered) on the PLU report, while reporting for groups of items or categories is available from the Group report.

Open Keyboard PLU Entry

1. Enter an amount on the ten keypad.
Do not use the decimal key. For example, for £2.99, enter:



2. Press a PLU key. For example, press PLU 1:



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 8:33
PLU1 T1	£2.99
TAX1	£0.18
TOTAL	£3.17
CASH	£3.17
CLERK 1	No.000011 00001

Preset Price Keyboard PLU

A preset PLU registers the price that was previously programmed for the PLU. See "PLU Programming" in the "Program Mode Programming" chapter to program preset prices.

1. Press a preset PLU key. For example, press PLU 5:

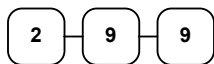


THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 8:33
PLU5	£1.29
TOTAL	£1.29
CASH	£1.29
CLERK 1	No.000011 00001

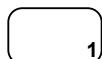
Keyboard PLU Repeat Entry

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

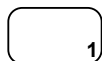
1. Enter an amount on the ten keypad.
Do not use the decimal key. For example, for £2.99, enter:



2. Press a PLU key. For example, press PLU 1:



3. To register a second item exactly as the first, press the PLU key a second time. For example, press PLU 1:

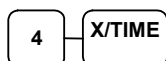


THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 8:33
PLU1 T1	£2.99
PLU1 T1	£2.99
TAX1	£0.36
TOTAL	£6.34
CASH	£6.34
CLERK 1	No.000011 00001

Keyboard PLU Multiplication

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

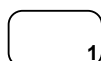
1. Enter the quantity of items being purchased, press the **X/TIME** key. For example, enter **4** on the numeric key pad and press the **X/TIME** key:



2. Enter an amount on the ten keypad. *Do not use the decimal key.* For example, for £1.99, enter:



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

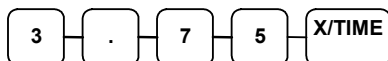


THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
4X	@1.99
PLU1 T1	£7.96
TAX1	£0.48
TOTAL	£8.44
CASH	£8.44
CLERK	No.000011 00001

Keyboard PLU Multiplication with Decimal Point

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

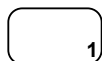
1. Enter the amount with the decimal point, press the **X/TIME** key. For example, for 3.75 kilos of produce, enter:



2. Enter an amount on the ten keypad. *Do not use the decimal key.* For example, if the price is £.99 per kilo, enter:



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



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
3.75X	@0.99
PLU1 T1	£3.71
TAX1	£0.22
TOTAL	£3.93
CASH	£3.93
CLERK 1	No.000011 00001

Split Pricing (Keyboard PLU)

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

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

2 X/TIME

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

3 X/TIME

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

1 0 0

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

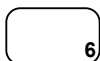
1

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
2@3FOR	@1.00
PLU1 T1	£0.67
TAX1	£0.04
TOTAL	£0.71
CASH	£0.71
CLERK 1	No.000011 00001

Single Item Keyboard PLU

Single item PLUs automatically total as a cash sale immediately after registration. Use single item PLUs for speedy one-item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can use an open or preset PLU. After each registration, the drawer will immediately open, and a separate transaction receipt is printed. See "PLU Programming" in the "Program Mode Programming" chapter to program a single item PLU.

1. Press a single item preset PLU key. (or enter a price and press a single item open PLU key.) For example, press PLU **6**:



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU6	£1.29
TOTAL	£1.29
CASH	£1.29
CLERK 1	No.000011 00001

Keyboard Shift (KBD)

The 420M only has as standard 12 PLU's located on the keyboard referred to a KBD SHIFT 1, in order to increase the number of available keys, the KBD SHIFT function can be used. The standard PLUs 1 – 12 are changed to either PLU's 13 – 24 for KBD SHIFT level 2 or PLU's 25 – 36 for KBD SHIFT level 3. The level is changed by entering the relevant keyboard number and pressing the KBD SHIFT function as shown below.

1. Enter the keyboard level 1, 2 or 3
2. Press the KBD Shift function



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU 1	£1.00
PLU 13	£1.00
PLU 25	£1.00
TOTAL	£3.00
CASH	£3.00
CLERK 1	No.000011 00001

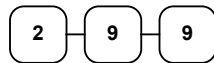
Open Code Entry PLU

If the PRESET status of a PLU is set to N (no), the PLU will operate as an open PLU. See "PLU Programming" in the "Program Mode Programming" chapter to program PLU descriptors and options.

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



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



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



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU2 T1	£2.99
TAX1	£0.18
TOTAL	£3.17
CASH	£3.17
CLERK 1	No.000011 00001

Preset Price Code Entry PLU

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

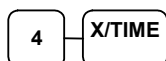


THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU1	£1.29
TOTAL	£1.29
CASH	£1.29
CLERK 1	No.000011 00001

Code Entry PLU Multiplication

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

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



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

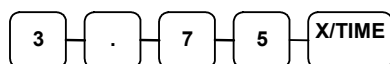


THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
4X	@1.99
PLU1 T1	£7.96
TAX1	£0.48
TOTAL	£8.44
CASH	£8.44
CLERK 1	No.000011 00001

Code Entry PLU Multiplication with Decimal Point

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

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



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



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
3.75X	@2.99
PLU3 T1	£11.21
TAX1	£0.67
TOTAL	£11.88
CASH	£11.88
CLERK 1	No.000011 00001

Split Pricing Code Entry PLU

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

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



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



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



7

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
2@3FOR	@2.99
PLU3 T1	£1.99
TAX1	£0.12
TOTAL	£2.11
CASH	£2.11
CLERK 1	No.000011 00001

Modifier Key

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

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

Modifiers can be:

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

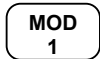
See "System Options" in the "Program Mode Programming" chapter to select stay down/pop-up status.

Pop-Up Modifier Key Affecting PLU Code

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



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



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



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

THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU1	£1.00
MOD1	
#1001	£1.25
PLU2	£1.50
TOTAL	£3.75
CASH	£3.75
CLERK 1	No.000011 00001

Price Level Key

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

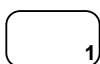
If you use this feature, the same PLU can be given up to 2 different preset prices. Price Level keys shift the price that is being registered. Levels can be:

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

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

Pop-Up Price Level Keys

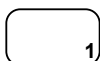
1. Press a preset PLU key. For example, press PLU **1** programmed with a price of £1.00 for price level 1.



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



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



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

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU1	£1.00
PLU1	£2.00
PLU2	£1.50
TOTAL	£4.50
CASH	£4.50
CLERK 1	No.000011 00001

Promotion

The **PROMOTION** key allows you to account for Promotional items. Pressing this key will remove an item's cost from the sale, and the Promotion item will not be added to the PLU sales total, but it is added to the item sales counter. If stock (inventory) reporting is used, the item will be subtracted from inventory.

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



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



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



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU1	£1.00
PROMOTION	
PLU1	
TOTAL	£0.00
CASH	£0.00
CLERK 1	No.000011 00001

Waste

The **WASTE** key allows control of inventory by accounting for items that must be removed from stock due to spoilage, breakage or mistakes. Press the **WASTE** key before entering wasted items, and then press the **WASTE** key again to finalise. The **WASTE** key may be under manager control, requiring the control lock to be in the **X** position. The **WASTE** key is not allowed within a sale.

1. Press the **WASTE** key. The message "WASTE" displays at the top of the screen.

WASTE

2. Enter the item or items that are wasted.
3. Press the **WASTE** key again to total the wasted items:

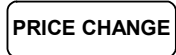
WASTE

```
THANK-YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
***WASTE***  
PLU1          £1.25  
PLU2          £1.50  
***WASTE***  
TOTAL          £2.75  
CLERK 1      No.000011 00001
```

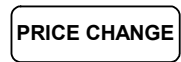
Price Change Item

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

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



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



Percent Key Operations


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

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

The operation examples in this section show the percentage key in a variety of configurations. See "Function Key Programming" in the "Program Mode Programming" chapter to assign a specific function to each percentage key.

Preset Percent Discount on an Item

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

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

3. The discount is automatically subtracted.

THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU2	£10.00
% 1	-10.000%
AMOUNT	-1.00
TOTAL	£9.00
CASH	£9.00
CLERK 1	No.000011 00001

Enter a Percent Discount on an Item

You can also operate the percentage functions by entering the percentage of the discount or surcharge. If necessary, you can enter a fractional percentage up to 3 digits beyond the decimal (i.e. 99.999%).

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

3 3 . 3 3 3

3. Press the %1 key:

% 1

4. The discount is automatically subtracted.

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU2	£10.00
% 1	-33.333%
AMOUNT	-3.33
TOTAL	£6.67
CASH	£6.67
CLERK 1	No.000011 00001

Percent on Sale Total

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

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

SBTL

3. Enter the percentage, press the appropriate discount key. For example, for 15% enter:

1 5 %1

4. The surcharge is automatically added.

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU2	£10.00
% 1	15.000%
AMOUNT	£1.50
TOTAL	£11.50
CASH	£11.50
CLERK 1	No.000011 00001

Coupon on Sale (Vendor Coupon)

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

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

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

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

SBTL

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

2 0 0 % 1

4. The coupon is subtracted.

THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU2	10.00
%1	2.00
TOTAL	£8.00
CASH	£8.00
CLERK 1	No.000011 00001

Coupon on Item (Store Coupon)

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

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

2 0 0 % 1

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

1

4. The coupon is automatically subtracted.

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU1	£10.00
PLU1 C	-2.00
TOTAL	£8.00
CASH	£8.00
CLERK 1	No.000011 00001

Return Merchandise Registrations

If you wish to return or refund an item, press **RETURN**, then re-enter any item. You can return merchandise as part of a sale, or you can return merchandise as a separate transaction and return cash to the customer.

1. Press **RETURN**:

RETURN

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

2 9 9

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

THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

RETURN *****

PLU2 T1 2.99

TAX1 AMT 0.18

TOTAL 3.17

CASH 3.17

CLERK 1 No.000011 00001

Voids and Corrections

Error Correction (Void Last Item)

This function corrects the last item entered.

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

**ERROR
CORR**

```
THANK YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
PLU1 T1          £2.29  
PLU2             £1.29  
ERR CORR -----  
PLU2             1.29  
TAX1 AMT         £0.14  
TOTAL            £2.43  
CASH             £2.43  
CLERK 1         No.000011 00001
```

Void Previous Item

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

1. Register an item. Then register a second item.
2. To correct the first item, press **VOID**:
3. Enter the price of the first item, then press the PLU key where it was registered originally.

VOID

1 2 9 2

```
THANK YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
PLU2             £1.29  
PLU1 T1          £2.29  
VOID -----  
PLU2             -1.29  
TAX1 AMT         £0.14  
TOTAL            £2.43  
CASH             £2.43  
CLERK 1         No.000011 00001
```

Cancel

The **CANCEL** key allows you to stop any transaction. Anything registered within the transaction before the **CANCEL** key is pressed is automatically corrected. The **CANCEL** key can be inactivated through programming, see "Function Key Programming" in the "Program Mode Programming" chapter, or the key can be programmed to require manager control.

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



```
THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

PLU1 T1      £2.29
PLU2          -0.50
CANCEL *****
CLERK 1     No.000011 00001
```

Void Position Operations

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

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

```
THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

VOID MODE *****
PLU1 T1      -2.29
PLU2          -1.00
TAX1 AMT     -0.14
TOTAL        -3.43
CASH         -3.43
CLERK 1     No.000011 00001
```

No Sale Operations

Open Drawer

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

1. Press **#/NS**:

#/NS

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

```
THANK-YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
NO SALE -----  
CLERK 1 No.000011 00001
```

Non Add Number

You can also use the **#/NO SALE** key to print any number (up to 9 digits) on the printer paper. You can enter the number any time during a transaction. For example, if you wish to record a checking account number, enter the number and press the **#/NO SALE** key before totalling the sale with the cheque key.

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

1 2 3 4

3. Press **#/NS**:

#/NS

4. Press **CHEQUE**

CHEQUE

```
THANK-YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
PLU1 T1 £2.99  
NON-ADD# 1234  
TAX1 AMT £0.18  
TOTAL £3.17  
CHEQUE £3.17  
CLERK 1 No.000011 00001
```

Received On Account Operations

You can use one of the received on account functions (**RA1-RA3**) to accept cash or checks into the cash drawer when you are not actually selling merchandise. For example, use received on account to accept payments for previously sold merchandise, or record loans to the cash drawer.

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

RA1

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

1 0 0 0 CASH

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

1 0 0 0 CHEQUE

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

1 0 0 0 CHARGE
1

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

RA1

THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

RA1	
CASH	£10.00
CHEQUE	£10.00
CHARGE1	£10.00
RA1	£30.00
CLERK 1	No.000011 00001

Paid Out Operations

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

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

PO1

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

1 0 0 0 CASH

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

1 0 0 0 CHEQUE

4. Enter the charge amount received, press

CHARGE1

1 0 0 0 CHARGE 1

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

PO1

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PO1	
CASH	10.00
CHEQUE	10.00
CHARGE1	10.00
PO1	30.00
CLERK 1	No.000011 00001

Subtotalling a Sale

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

SBTL

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

Totalling and Tendering

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

Totalling a Cash Sale

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

CASH

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

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU2	£7.96
TOTAL	£7.96
CASH	£7.96
CLERK 1	No.000011 00001

Totalling a CHEQUE Sale

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

CHEQUE

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

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU2	£7.96
TOTAL	£7.96
CHEQUE	£7.96
CLERK 1	No.000011 00001

Tendering a Cash Sale

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

2 0 0 0

3. Press **CASH**:

CASH

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

DATE 01/15/2003 WED TIME 08:33

PLU1 T1	£2.99
PLU1 T1	£2.99
4X	£1.99
PLU2	£7.96
TAX1	£0.36
TOTAL	£14.30
CASH	£20.00
CHANGE	£5.70
CLERK 1	No.000011 00001

Tendering a CHEQUE Sale

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

2 0 0 0

3. Press **CHEQUE**:

CHEQUE

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

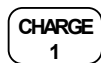
DATE 01/15/2003 WED TIME 08:33

PLU1 T1	£2.99
PLU1 T1	£2.99
4X	£1.99
PLU2	£7.96
TAX1	£0.36
TOTAL	£14.30
CHEQUE	£20.00
CHANGE	£5.70
CLERK 1	No.000011 00001

Totalling a Charge Sale

Use the charge keys to track charge or credit card sales. See "Function Key Programming" in the "Program Mode Programming" chapter to change the descriptors for the charge tender functions. For example, you can use CHARGE 1 to track Visa card sales. The descriptor "VISA" will display on the function look up menu and print on the printer. You can also set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

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

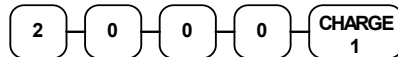


THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU1 T1	£2.99
PLU1 T1	£2.99
4X	£1.99
PLU2	£7.96
TAX1	£0.36
TOTAL	£14.30
CHARGE1	£14.30
CLERK 1	No.000011 00001

Tendering a Charge Sale

Tendering a charge sale may or may not be allowed. See "Function Key Programming" in the "Program Mode Programming" chapter to set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.
2. Enter the amount of the charge and press one of the charge keys if it is located on the keyboard:



THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU1 T1	£2.99
PLU1 T1	£2.99
4X	£1.99
PLU2	£7.96
TAX1	£0.36
TOTAL	£14.30
CHARGE1	£20.00
CHANGE	£5.70
CLERK 1	No.000011 00001

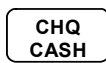
CHEQUE Cashing

Cheque cashing means exchanging cash for a cheque. If you wish to cash cheques, you must place a **CHQCASH** key on the keyboard. See "Function Key Assignment" in the "Program Mode Programming" chapter.

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



2. Press **CHQCASH**:



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

```
THANK-YOU  
CALL AGAIN  
  
DATE 01/15/2003 WED TIME 08:33  
  
***CHKCASH***  
CHEQUE          £20.00  
CASH            -20.00  
CLERK 1        No.000011 00001
```

Split Tender

Split tendering is paying for one transaction by more than one payment method. For example, a £20.00 sale could be split so £10.00 is paid in cash, and the remaining £10.00 is paid by a cheque. If necessary, you can make several different payments.

1. Register the items you wish to sell.
2. Enter the amount of cash tendered by the customer. For example, enter £10.00 and press **CASH**:

1 0 0 0 CASH

3. The display will indicate the £10.00 cash tender and the £10.00 total still due.
4. Enter the amount of cheque tendered by the customer. For example, enter £10.00 and press **CHEQUE**:

1 0 0 0 CHEQUE

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

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU2	£20 00
TOTAL	£20.00
CASH	£10.00
TOTAL	£10.00
CHEQUE	£10.00
CLERK 1	No.000011 00001

Post Tender

Post tendering means computing change after the sale has been totalled and the drawer is open. This feature is useful when a customer changes the amount of the tender. Normally, this function is not allowed. If you wish to allow post tendering, you must set the appropriate system option.

1. Register the items you wish to sell.
2. Press **CASH**:

CASH

3. The display will indicate the total of the cash sale.
4. Enter the amount of the new tender, Press **CASH**:

2 0 0 0 CASH

5. The display will indicate the change due.

THANK-YOU	
CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
PLU1 T1	£2.00
TAX1	£0.12
CASH	£2.12
CLERK 1	No.000011 00001

Currency Conversion

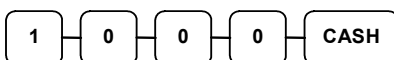
If you normally accept currency from neighbouring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor. For example, if the pound (home currency) is worth approximately 63 euros (foreign currency), the conversion factor could be 0.632511.

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

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



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



4. The display will indicate the amount of foreign currency tendered and display **£5.17** change due. The change due is computed in home currency!

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED	TIME 08:33
PLU1 T1	£2.00
TAX1	£0.12
TOTAL	£2.12
CONV 1	€2.90
CHANGE RATE	@1.3720
HOME AMT.	£10.00
CHANGE	£5.17
CLERK 1	No.000011 00001

Not Found Key Operation

If a product is sold that does not exist, the item can be created during the sale by using the following key sequences.

1. If there is a PLU error tone during the item registration, Press NOT FOUND key.

NOT FOUND

2. Enter a price of the PLU up to eight digits, (or "0" for no price) and press X/TIME key.
Then the PLU code and price of the PLU will be automatically programmed and sold.

X/TIME

Descriptor

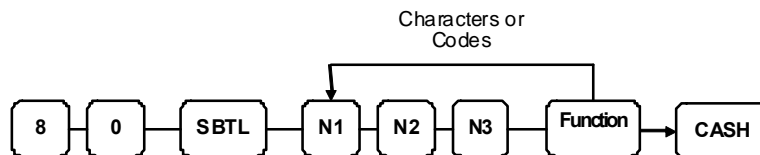


Table Management and Clerk Interrupt Operations

Overview

The *M Series* allows both clerk interrupt for running multiple sales simulatenously in addition to Table check tracking where the Items and Balance *(or Balance only Hard Check)*

Table check tracking

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

The following pages outline the operation of these functions

Clerk Interrupt System

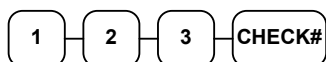
As standard the clerk interrupt feature is not enabled, and can programmed by setting the following program code. This will allow clerk interrupt using the CLERK1, CLERK2 etc.. functions allocated on the keyboard or the CLERK # key for code entry.

- Set system option #26 to a value of **1**. See "System Option Programming".

Table Management Operations

Opening a Check

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



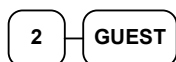
or, press the **CHECK #** key to automatically assign a check:



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



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



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



Receipt Example:

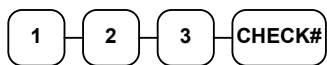
THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
CHECK #	#123
PBAL	£0.00
TABLE	#3
GUEST	#2
CHICKEN	£7.00
STEAK	£10.00
SERVICE	£17.00
BFWD	£17.00
CLERK 1	No.000011 00001

Note:

If a table number entry is required for all guest checks, and checks are assigned by register, the check will be assigned by the register when the table # is entered.

Adding to a Check

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



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



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

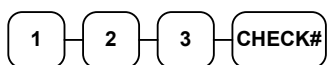


Receipt Example:

DATE 01/15/2003 WED TIME 08:33	
CHECK #	#123
PBAL	£17.00
TABLE	#3
GARLIC BREAD	£2.00
SERVICE	£2.00
BFWD	£19.00
CLERK 1	No.000012 00001

Printing a Check

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



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



2. Press **PRINT CHECK** to print the complete check. If programmed to do so, the **PRINT CHECK** key will automatically service the check:

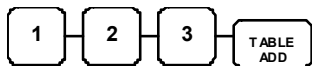


Sample of soft check printed on the receipt:

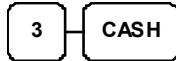
DATE 01/15/2003 WED TIME 08:33	
CHECK #	#123
PBAL	£19.00
TABLE	#3
CHICKEN	£7.00
STEAK	£10.00
GARLIC BREAD	£2.00
SERVICE	£0.00
BFWD	£19.00
	CHK # : 1
CLERK 1	No.000012 00001

Table Add Check Operation

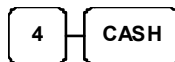
1. Press the **TABLE ADD** key:



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

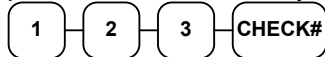


3. Enter the CHECK# You are moving To and press **CASH**



Paying A Soft Check

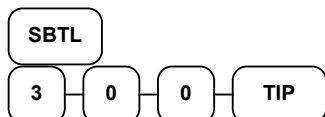
1. Enter the number of the guest check, press the **CHECK #** key:



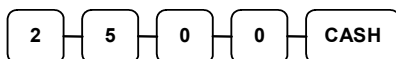
or, if you entered a table number, enter the table number and press the **TABLE** key:



2. If necessary, add additional items. If you wish to add a tip, press **SBTL**, then enter the tip amount and press the **TIP** key:



3. Pay the balance as you would normally tender a transaction, with **CASH**, **CHEQUE**, or one of the **CHARGE** functions. If the tender is greater than the balance due, change is displayed.



Receipt Example:

```

THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

ADD CHECK
CLERK 1 No.000012 00001
    
```

Sample of soft check printed on the receipt:

```

THANK-YOU
CALL AGAIN

DATE 01/15/2003 WED TIME 08:33

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

CLERK 1 No.000013 00001
    
```

```

23/07/2008 WED 10:22

==== ADD CHECK ====
#1 -> #2
CLERK 1 000012 00000
    
```

Hard Check (balance Only Storage)

Opening a Hard Check

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

1 — 2 — 3 — CHECK#

or, press the CHECK # key to automatically assign a check:

CHECK#

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

3 — TABLE

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

2 — GUEST

4. Register the items you wish to sell.
5. Place a slip in an optional slip printer, the check will print automatically when you press **SERVICE**:

SERVICE

Receipt Example:

THANK-YOU
CALL AGAIN

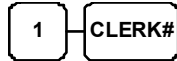
DATE 01/15/2003 WED TIME 08:33

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

Clerk Interrupt Operation

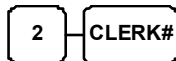
Making a sales

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



2. Register the items you wish to sell.
3. To total the posting and save for further items

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



Or

Press **SERVICE**: to hold the clerk sale



Repeat as above until all items have been sold

4. To accept Payment press **CASH**, **CHEQUE** or any other payment function.



Receipt Example:

THANK-YOU CALL AGAIN	
DATE 01/15/2003 WED TIME 08:33	
CHECK #	#123
PBAL	£0.00
TABLE	#3
GUEST	#2
CHICKEN	£7.00
STEAK	£10.00
SERVICE	£17.00
BFWD	£17.00
CLERK 1	No.000011 00001

X Mode Manager Chapter

Introduction

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

X Reports

System reports are divided into two basic categories:

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

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

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

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

An example is given for each of these reports in the pages that follow. Those reports which may be optionally abbreviated through register programming are represented twice. They are first shown with the option off, giving all totals, and again with the option turned on, showing the abbreviated version of the same report.

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

Running a Report – General Instructions

1. Refer to the Report Table
2. Select a report type and the report mode.
3. Turn the control lock to the position indicated.
4. Enter the key sequence for the report you have selected.

Report Table

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

Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Individual Clerk Report	9	X	X	9-SBTL -#-CLERK -#-CLERK
		X2	X	209-SBTL -#-CLERK -#-CLERK
MIX AND MATCH	10	X	X	10 - SBTL
		Z	Z	10 - SBTL
		X2	X	210 - SBTL
		Z2	Z	210 - SBTL
Open Table	11	X	X	11 - SBTL
		Z	Z	11 - SBTL
Training Report	12	X	X	12 - SBTL
		Z	Z	12 - SBTL
		X2	X	212 - SBTL
		Z2	Z	212 - SBTL
From/To PLU	13	X	X	13-SBTL XXXX - PLU - XXXX - PLU
From/To PLU		X2	X	213-SBTL XXXX - PLU - XXXX - PLU
From/To STOCK	14	X	X	14-SBTL XXXX -PLU - XXXX - PLU
Minimum Stock	16	X	X	16 - SBTL
Minimum Stock by Group	316	X	X	316 - SBTL
Minimum Stock by Selected Group	416	X	X	416 SBTL- Group No. - X/TIME

Cash Declaration

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

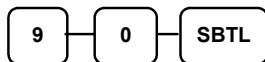
You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and cheques separately and let the register act as an adding machine. You can also use the **X/TIME** key to multiply the denomination of currency times your count.

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

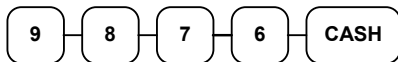
For example:

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

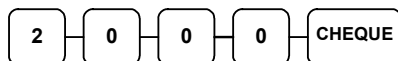
2. Press the **CASH** key.



3. Enter the total of cash.



4. Enter the total of **cheques**.



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



DATE 01/15/2003 WED TIME 03:15

CASH DECLARATION

C A S H	£98.76
C H E Q U E	£20.00
I N P U T A M T	£118.76

CLERK1 No.000001 0000

PLU Stock Entry

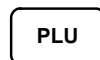
There are three keys to program stock. ADD, DEDUCT, OVERWRITE.

1. Turn the control lock to the X position.
2. To begin the program, Press ADD STOCK, DEDUCT STOCK, OVERWRITE STOCK, Keys on the Keyboard Location.
3. Select the PLU or PLUs you wish to program in one of the following ways:

Individual PLU Selection

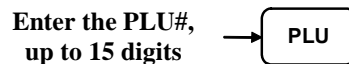
Keyboard Button

- Press a PLU key on the keyboard,



PLU Number

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



By Range Selection

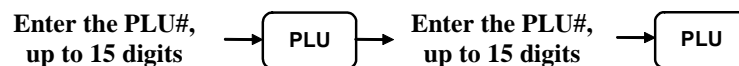
Keyboard Button Range

- Press the first PLU keys and then Press the last PLU keys,



PLU Number Range

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



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



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



