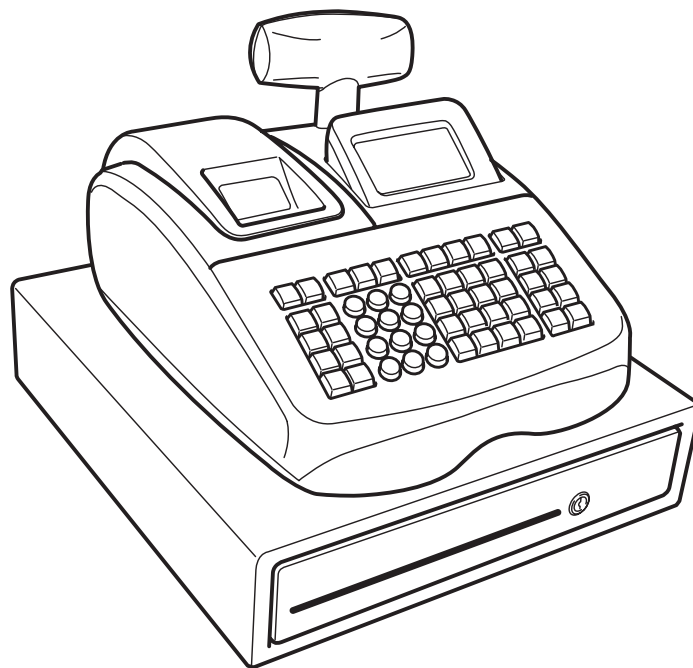


Cash Register

ECR 7900

USER'S GUIDE

ENGLISH



olivetti

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Your attention is drawn to the following actions that could compromise the characteristics of the product:

- incorrect electrical supply;
- incorrect installation; incorrect or improper use, or, in any case, not in accordance with the warnings given in the User Manual supplied with the product;
- replacement of original components or accessories with others of a type not approved by the manufacturer, or carried out by unauthorized personnel.

Nous attirons votre attention sur les actions suivantes qui peuvent compromettre la conformité attestée ci-dessus et les caractéristiques du produit:

- Alimentation électrique erronée;
- Installation ou utilisation erronée ou non conforme aux indications exposées dans le manuel d'utilisation fourni avec le produit;
- Remplacement de composants ou d'accessoires originaux par des pièces non approuvées par le constructeur, ou effectué par du personnel non autorisé.

Wir möchten Sie darauf hinweisen, daß folgende Aktionen die oben bescheinigte Konformität und die Eigenschaften des Produkts beeinträchtigen können:

- Falsche Stromversorgung;
- Installations- oder Bedienungsfehler bzw. Nichtbeachtung der Hinweise in der Bedienungsanleitung, die mit dem Produkt geliefert wurde;
- Das Auswechseln von Bauteilen oder Originalzubehör durch Unbefugte oder das Ersetzen durch Teile, die nicht vom Hersteller anerkannt werden.

Prestar mucha atención a las siguientes acciones que pueden comprometer la conformidad arriba certificada y, obviamente, las características del producto:

- Alimentación eléctrica errónea;
- Instalación o uso erróneos, improprios o no conformes con las advertencias detalladas en el manual de uso suministrado con el producto;
- Sustitución de componentes o accesorios originales con otros no aprobados por el fabricante o bien efectuada por parte personal no autorizado.

Het is belangrijk te weten dat de volgende acties nadelige gevolgen kunnen hebben voor de goede werking van het product:

- het verkeerd aansluiten van een stroombron;
- onjuiste installatie; onjuist of oneigenlijk gebruik, of handelingen die worden uitgevoerd zonder inachtneming van de waarschuwingen in de handleiding bij het product;
- vervanging van originele onderdelen of accessoires door onderdelen of accessoires van een type dat niet is goedgekeurd door de fabrikant, of vervanging die wordt uitgevoerd door onbevoegd personeel.

Chamamos a sua atenção para as seguintes acções que podem comprometer o desempenho do produto:

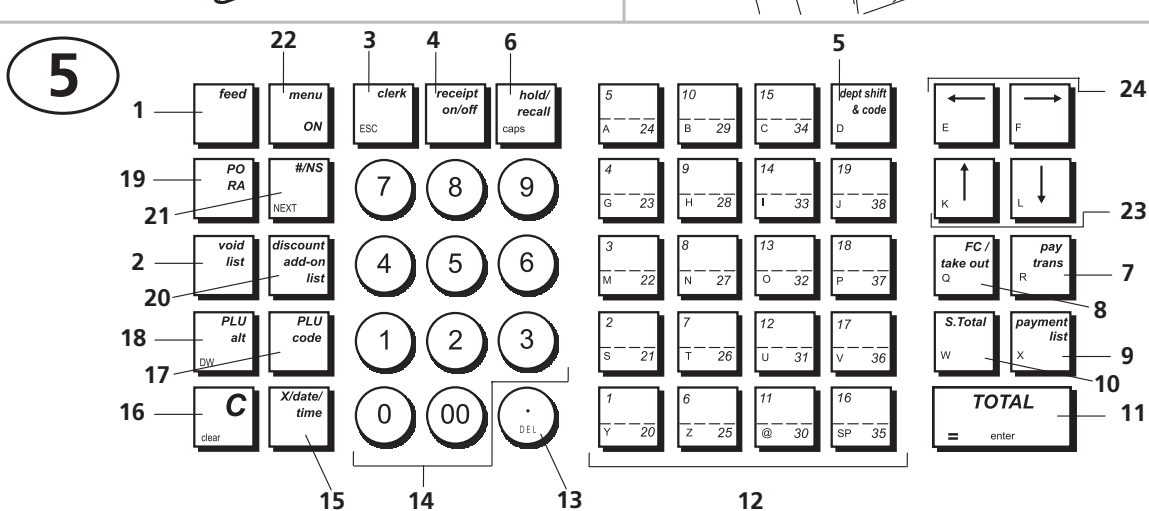
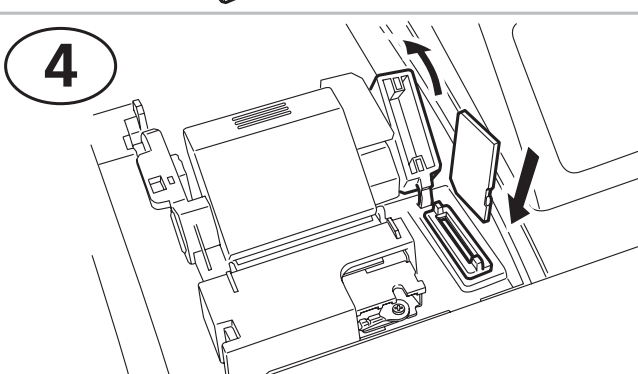
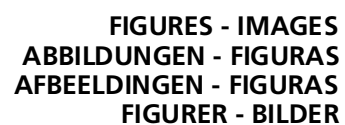
- abastecimento de corrente não adequado;
- instalação incorrecta, utilização incorrecta ou indevida, ou não respeitando os avisos descritos no Manual do Utilizador que é fornecido com o produto;
- substituição de componentes originais ou acessórios por outros de tipo não aprovado pelo fabricante, ou substituição realizada por pessoal não autorizado.

Vær opmærksom på, at følgende handlinger kan beskadige produktet:

- Forkert strømforsyning.
- Forkert installation, ukorrekt eller forkert brug eller, som under alle omstændigheder, ikke er i overensstemmelse med advarslerne i den medfølgende Brugervejledning.
- Udskiftning af originale dele eller tilbehør med andre typer, som ikke er godkendt af fabrikanten, eller foretaget af uautoriseret personer.

Vi önskar fästa din uppmärksamhet på verksamheterna som anges nedan, eftersom dessa kan kompromittera produktens egenskaper:

- oriktig strömförsörjning;
 - oriktig installation; oriktig eller olämplig användning, eller som i alla fall inte överensstämmer med de varningar som ges i användarhandboken som levereras tillsammans med produkten;
 - byte av originalkomponenter eller tillbehör mot annan typ som ej godkänts av tillverkaren, eller som utförts av obehörig personal.
-





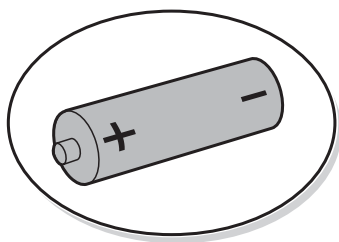
SAFETY INFORMATION
INFORMATIONS DE SECURITE
SICHERHEITSVORSCHRIFTEN
INFORMACIÓN DE SEGURIDAD
VEILIGHEIDSINFORMATIE
INFORMAÇÃO SOBRE SEGURANÇA
SIKKERHEDSFORANSTALTNINGER
SÄKERHETSINFORMATION

GB	<ol style="list-style-type: none">1 Connect the power cord to an electrical outlet that is near the product and easily accessible.2 Install your cash register on a flat and stable surface, at a location where no one can step on or trip over the power cord.3 Do not use your cash register near water, or with wet hands.4 Do not expose your cash register to rain or moisture.5 Unplug your cash register from the electrical outlet before cleaning.
F	<ol style="list-style-type: none">1 Brancher le cordon d'alimentation à la prise électrique qui se trouve près du produit et facilement accessible.2 Initialiser la caisse enregistreuse sur une surface plane et stable, dans une place où il n'y pas le risque de presser ou de heurter le cordon.3 Ne pas utiliser la caisse enregistreuse près de l'eau, ou avec les mains mouillées.4 Ne pas exposer la caisse enregistreuse à la pluie ou à l'humidité.5 Débrancher la caisse enregistreuse de la prise électrique avant de la nettoyer.
D	<ol style="list-style-type: none">1 Das Netzkabel an eine Steckdose anschließen, die in der Nähe der Maschine und leicht zugänglich ist.2 Die Registrierkasse auf einer ebenen stabilen Fläche installieren. Darauf achten, dass keiner über das Netzkabel stolpern oder auf es treten kann.3 Die Kasse nicht in der Nähe von Wasser oder mit nassen Händen benutzen.4 Die Kasse nicht Regen oder Feuchtigkeit aussetzen.5 Vor Reinigungsarbeiten die Kasse vom Stromnetz trennen.
E	<ol style="list-style-type: none">1 Conecte el cable de alimentación a una toma eléctrica que se encuentre cerca del producto y que tenga un fácil acceso.2 Instale su caja registradora en una superficie plana y estable, en un emplazamiento en el que nadie pueda pisar el cable de alimentación o tropezar con él.3 No utilice la caja registradora cerca del agua ni si tiene las manos húmedas.4 No exponga la caja registradora a la lluvia o la humedad.5 Desconecte la caja registradora de la toma eléctrica antes de la limpieza.
NL	<ol style="list-style-type: none">1 Sluit het netsnoer aan op een stopcontact dat zich in de buurt van het kasregister bevindt en vrij toegankelijk is.2 Installeer uw kasregister op een plat en stabiel oppervlak, op een plaats waar niemand op het netsnoer kan trappen of erover struikelen.3 Gebruik uw kasregister niet in de buurt van water, of met natte handen.4 Stel uw kasregister niet bloot aan regen of vocht.5 Trek de stekker uit het stopcontact voordat u het kasregister gaat schoonmaken.
P	<ol style="list-style-type: none">1 Ligue o cabo de alimentação a uma tomada elétrica que esteja perto da máquina e seja de fácil acesso.2 Instale a caixa registradora sobre uma superfície plana e estável, num local onde ninguém possa chocar com ela ou tropeçar no cabo de alimentação.3 Não utilize a caixa registradora perto de água, nem a manuseie se tiver as mãos molhadas.4 Não exponha a caixa registradora a chuva ou humidade.5 Desligue a caixa registradora da tomada de corrente antes de a limpar.
DK	<ol style="list-style-type: none">1 Tilslut de elektriske kabel til elnettet, som er ved siden af produktet og nemt tilgængelig.2 Placér Deres kasseapparat på en flad, sikker og stabil overflade, et sted hvor ingen kan gå eller trampe over det elektrisk kabel.3 Brug ikke Deres kasseapparat i nærheden af vand, eller med våde hænder.4 Deres kasseapparat må ikke udsættes for regn eller fugtighed.5 Slut Deres kasseapparat fra elnettet inden de går i gang med rengøring.
S	<ol style="list-style-type: none">1 Stoppa in nätsladdens stickkontakt i ett lättåtkomligt vägguttag nära apparaten.2 Installera kassaregistret på en jämn och stabil yta där ingen kan trampa på eller snubbla över nätsladden.3 Använd inte kassaregistret nära vatten eller med våta händer.4 Utsätt inte kassaregistret för regn eller fukt.5 Dra ut stickkontakten från vägguttaget före rengöringen.

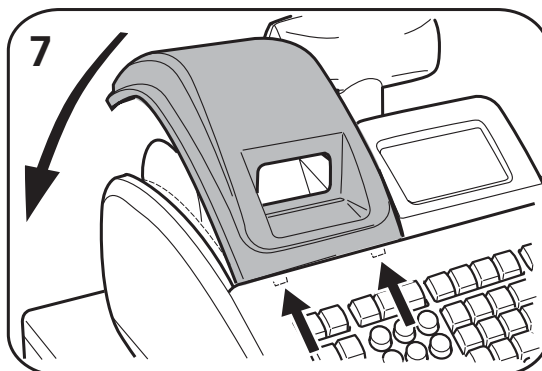
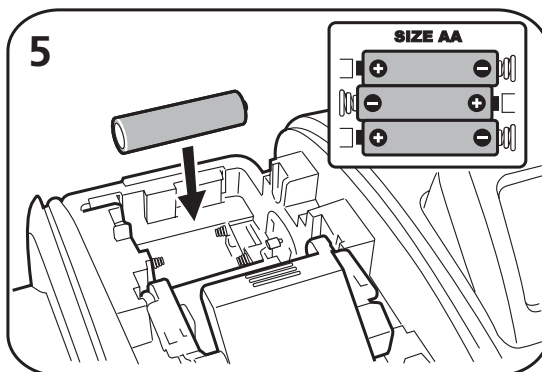
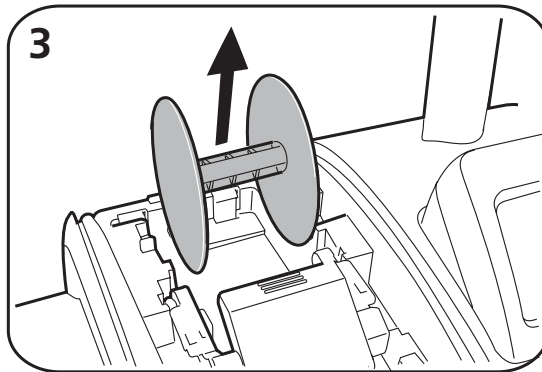
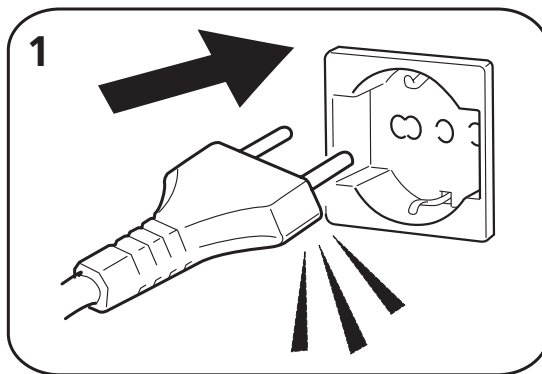
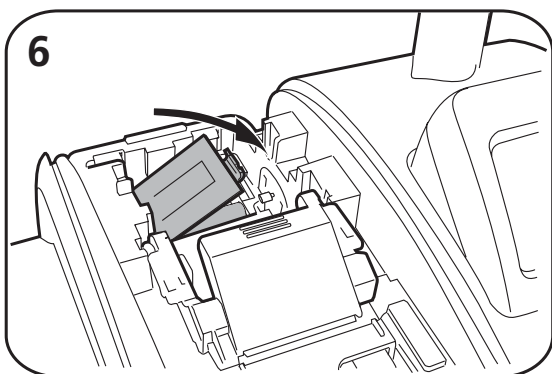
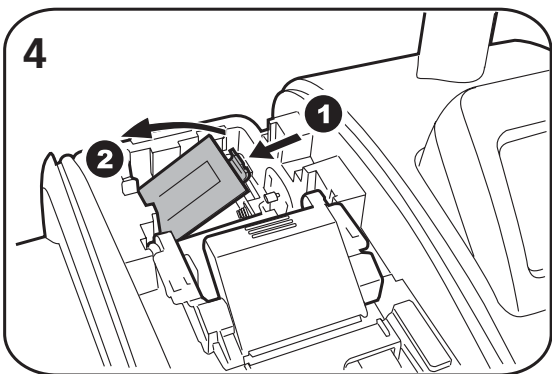
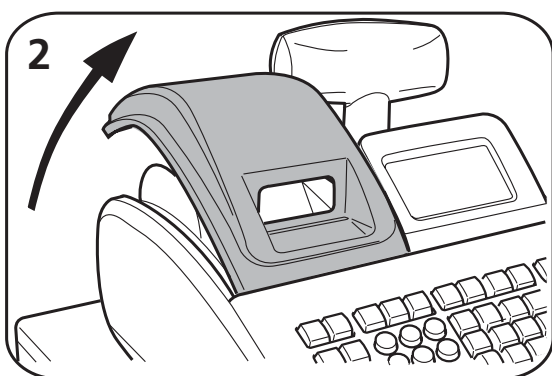


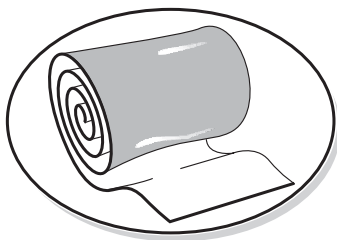
HOW DO I PROCEED?
COMMENT JE DOIT PROCEDER?
VORGEHENSWEISE
¿QUÉ DEBO HACER A CONTINUACIÓN?
HOE GA IK TE WERK?
O QUE DEVO FAZER?
FREMGANGSMÅDE?
HUR GÅR JAG VIDARE?

	<ol style="list-style-type: none">1. Plug the cash register into a electrical outlet and insert the batteries.2. Load the paper.3. Proceed with Quick Start Programming.4. Perform basic sales transactions.5. Get to know your cash register in depth.
	<ol style="list-style-type: none">1. Brancher la caisse enregistreuse à la prise électrique et insérer les batteries.2. Charger le papier.3. Procéder avec la fonction Vite Démarre de Programmation.4. Exécuter les transactions de ventes basiques.5. Prendre confiance avec la caisse enregistreuse.
	<ol style="list-style-type: none">1. Die Kasse an eine Netzsteckdose anschließen und die Batterien einsetzen.2. Papier laden.3. Die Quick Start Programmierung durchführen.4. Einfache Verkaufsvorgänge ausführen.5. Sich mit allen Funktionen der Kasse vertraut machen.
	<ol style="list-style-type: none">1. Enchufe la caja registradora en una toma eléctrica e inserte las baterías.2. Cargue el papel.3. Continúe con la programación de la puesta en servicio rápida.4. Realice transacciones de venta básicas.5. Conozca más en detalle la caja registradora.
	<ol style="list-style-type: none">1. Sluit het kasregister aan op een stopcontact en plaats de batterijen.2. Plaats het papier.3. Voer de snelstart-programmering uit.4. Voer basis-verkooptransacties uit.5. Leer uw kasregister grondig kennen.
	<ol style="list-style-type: none">1. Ligue a caixa registradora a uma tomada elétrica e insira as pilhas.2. Coloque o papel.3. Continue com a Programação de Iniciação Rápida.4. Realize transações básicas de vendas.5. Familiarize-se com a sua caixa registradora.
	<ol style="list-style-type: none">1. Tilslut kasseapparatet til elnettet og sæt batterierne i.2. Sæt papir i.3. Gå frem med Hurtig Start Programmering.4. Indret basis salgstransaktioner.5. Lær Deres kasseapparat at kende.
	<ol style="list-style-type: none">1. Sätt in kassaregistersladden i ett vägguttag och sätt i batterierna.2. Ladda pappret3. Gå vidare med programmeringen för snabbstart.4. Utför grundläggande försäljningstransaktioner.5. Fördjupa kännedomen om kassaregistret.

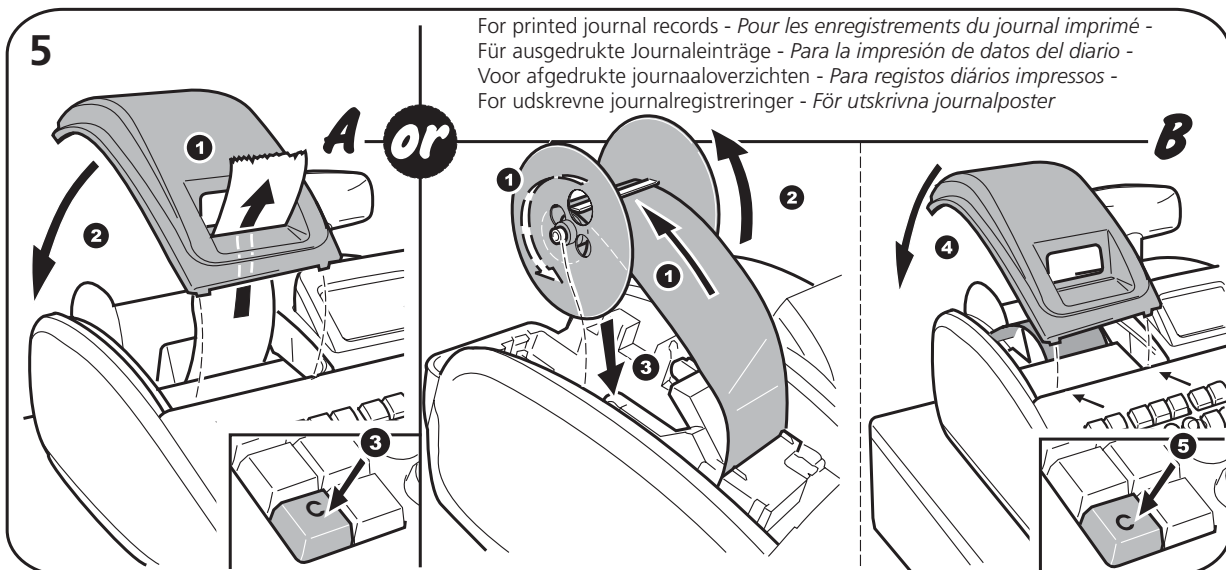
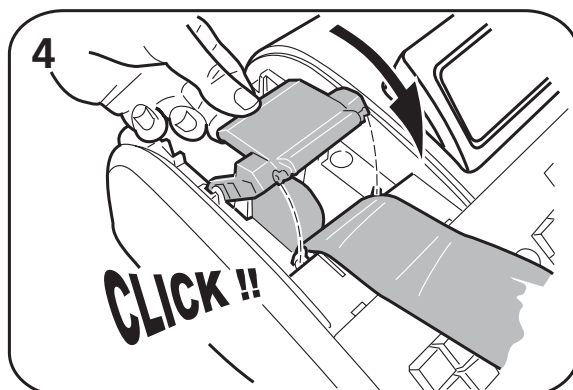
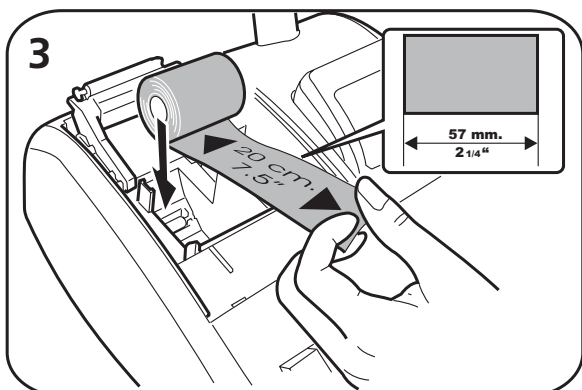
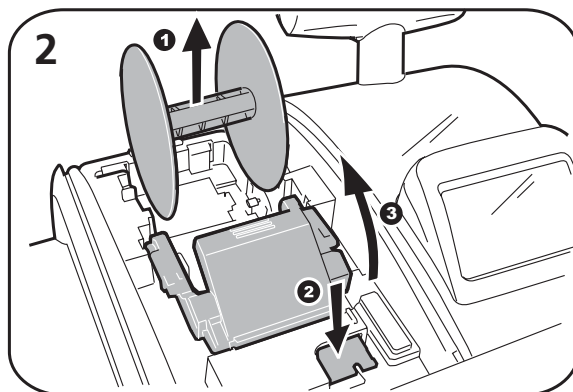
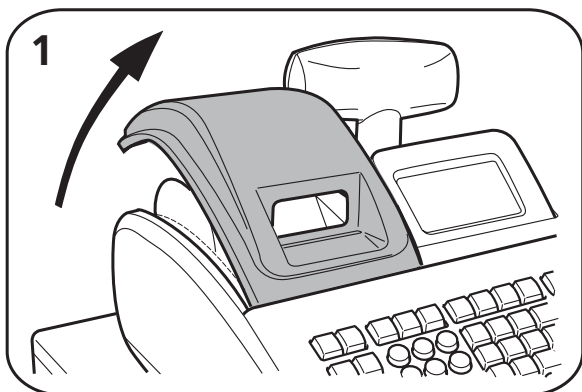


INSERTING MEMORY BACKUP BATTERIES
INSÉRER LES BATTERIES TAMPONS DE LA MÉMOIRE
BATTERIEN ZUR SPEICHERSICHERUNG EINSETZEN
INSERCIÓN DE LAS BATERÍAS DE RESPALDO DE LA MEMORIA
INSTALLEREN VAN DE BATTERIJEN VOOR NOODVOEDING
INSERIR AS PILHAS DE BACKUP DA MEMÓRIA
INDSÆT HUKOMMELSE BACKUP BATTERIER
SÄTTA I BACK-UP BATTERIERNÄ





LOADING THERMAL PAPER
 INSTALLATION DU PAPIER THERMIQUE
 EINLEGEN VON THERMOPAPIER
 CARGA DEL PAPEL TÉRMICO
 THERMISCH PAPIER PLAATSSEN
 COLOCAR PAPEL TÉRMICO
 ISÆTNING AF TERMOPAPIR
 LADDA VÄRMEKÄNSLIGT PAPPER





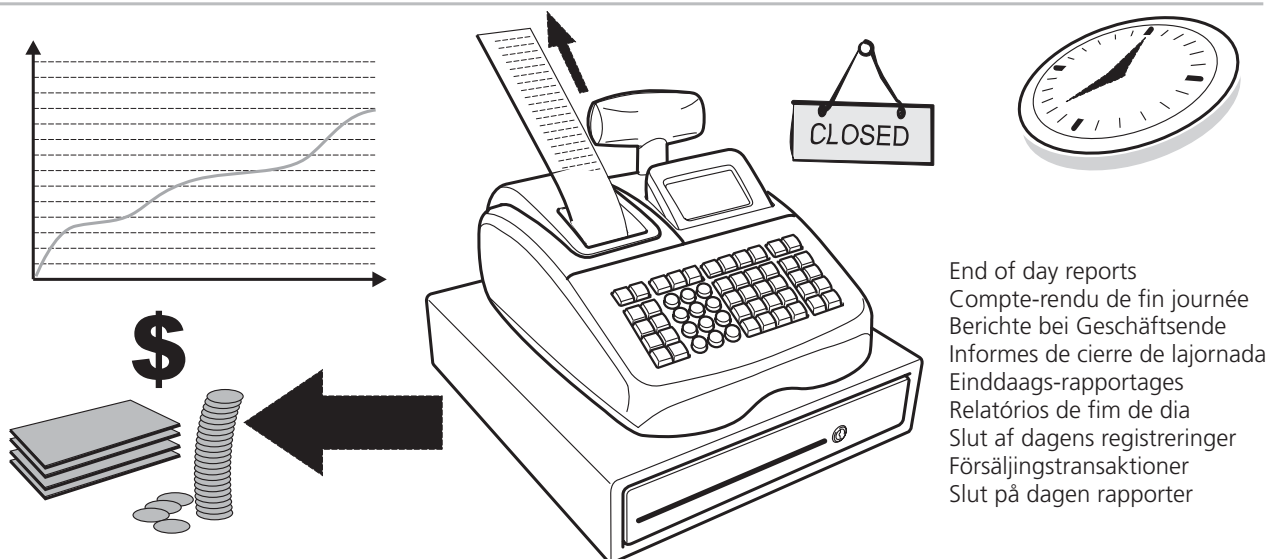
DAILY JOB OPERATIONS
OPÉRATIONS QUOTIDIENNES
TÄGLICHE ARBEITEN
OPERACIONES COTIDIANAS DURANTE EL TRABAJO
DAGELIJKSE TAKEN
OPERAÇÕES DIÁRIAS
DAGLIGE ARBEJDSOPERATIONER
DAGLIGA ARBETSMOMENT



Morning startup
Démarré du matin
Einschalten zu
Geschäftsbeginn
Puesta en marcha al iniciode
la jornada
Morgens opstarten
Arranque da manhã
Morgens opstart



Sales transactions
Transactions de ventes
Verkaufsvorgänge
Transacciones de venta
Verkooptransacties
Transacções de vendas
Salgstransaktioner
Igångsättning på morgonen



End of day reports
Compte-rendu de fin journée
Berichte bei Geschäftsende
Informes de cierre de lajornada
Einddaags-rapportages
Relatórios de fim de dia
Slut af dagens registreringer
Försäljningstransaktioner
Slut på dagen rapporter

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DIRECTIVE 2002/96/CE ON THE TREATMENT, COLLECTION, RECYCLING AND DISPOSAL OF ELECTRIC AND ELECTRONIC DEVICES AND THEIR COMPONENTS

1. FOR COUNTRIES IN THE EUROPEAN UNION (EU)

The disposal of electric and electronic devices as solid urban waste is strictly prohibited: it must be collected separately. The dumping of these devices at unequipped and unauthorized places may have hazardous effects on health and the environment.

Offenders will be subjected to the penalties and measures laid down by the law.

TO DISPOSE OF OUR DEVICES CORRECTLY:

- a Contact the Local Authorities, who will give you the practical information you need and the instructions for handling the waste correctly, for example: location and times of the waste collection centres, etc.
- b When you purchase a new device of ours, give a used device similar to the one purchased to our dealer for disposal.

The crossed dustbin symbol on the device means that:



- When it to be disposed of, the device is to be taken to the equipped waste collection centres and is to be handled separately from urban waste;
- Olivetti guarantees the activation of the treatment, collection, recycling and disposal procedures in accordance with Directive 2002/96/CE (and subsequent amendments).

2. FOR OTHER COUNTRIES (NOT IN THE EU)

The treatment, collection, recycling and disposal of electric and electronic devices will be carried out in accordance with the laws in force in the country in question.

MAJOR FEATURES

- 99 departments that can be grouped into up to 10 merchandise categories;
- Up to 3,000 Price Look-Ups (PLU) with the possibility of associating a department and tax status to each;
- 15 clerk numbers to monitor the sales of individual employees with programmable Clerk security system;
- Maximum 12,000-line internal Electronic Journal memory, substantially expandable via SD card;
- Thermal printer with journal record or receipt printing capabilities;
- PLU creation for barcoded articles and barcode programming;
- Cash register programming via computer;
- Quantity entries using decimal point;
- Training mode facility with related password;
- Replaceable keycaps;
- Receipt on/off capabilities;
- Programmable names for departments, department (merchandise) groups, clerks, PLUs, foreign currencies and payment media;
- Customer sales receipt header and footer personalization and logo creation via PC;
- Special rounding capabilities for Swiss, Danish and Swedish and Euro currencies;
- Detailed department programming;
- 4 foreign currency exchange rates with related currency descriptors;
- Cash, check, charge card and 6 other credit card tender media keys, with change tendered on all payments;
- 4 different VAT rates, with temporary override;
- Sales transaction hold and recall function;
- Battery back-up protection for sales transaction and programming data;
- Programmable clerk operating limitations for enhanced security;
- Payment transfer from one payment media to another after transaction completion;
- Single-line customer display with programmable scrolling messages;
- LCD operator display with Menu system for accessing all cash register functions;
- Optional passwords for Manager mode, X report mode and Programming/Z report modes;
- PLU rapid inquiry key;
- PLU fast programming key;
- Programmable VAT details printing on sales receipts;
- Multi-lingual interface for customer receipts, management reports and display messages in Danish, Dutch, English, French, German, Portuguese, Spanish and Swedish;
- User-defined captions in any language for printing on receipts and reports;
- Keypad personalization through reassignment of keys;
- Programmable key sequences executed by actioning single chain function keys;
- Sales function selection via pop-up lists;
- Barcode reader connectivity.

CASH REGISTER COMPONENTS

With reference to figure 2:

1. Customer display.
2. Operator display.
3. Keypad.
4. Cash drawer and box.
5. Cash drawer lock and slot.
6. Item deposit drawer.
7. Power cord.
8. Storage Device (SD) - under printer compartment cover.
9. Printer compartment cover with receipt output window.
10. USB interface for connecting the computer for cash register programming. See the note below.
11. RS232 serial interface for barcode reader.




NOTE: From the company website you can download the software needed to program the cash register directly from your computer.

OPERATOR AND CUSTOMER DISPLAYS


The operator LCD display has a Menu system providing access to all cash register functions. You can raise and tilt the display to obtain the most comfortable viewing position. The pop-up, single-line, customer display can be raised and swivelled to obtain the most favorable position for customer viewing. When sales transaction data is not displayed, scrolling messages can be programmed to appear according to the cash register state (idle, off and so on).

SWITCHING THE OPERATOR DISPLAY ON

To switch on the operator display press the  key on the keypad. The **Main menu** is displayed from which you can select:




- **Registration mode** - to enter sales transactions as a clerk (also in training mode)
- **Manager mode** - to enter all sales transactions as a Manager (also in training mode)
- **X1 & X2 Report mode** - to print X financial reports
- **Z1 & Z2 Report mode** - to print Z financial reports
- **Programming Mode** - to set up the cash register and program sales functions
- **Off mode** - to switch off the menus and the operator display.

See "Using the Menus" for how to navigate the menus.

 **NOTE:** The first time you switch on the cash register, it must be initialized (see "Quick Start Programming").

SWITCHING THE OPERATOR DISPLAY OFF









To switch off the operator display, first terminate any sales transactions, then:

1. Press  to display the **Main menu**.
2. Use  to scroll to the option **Off Mode**.
3. Press .

The cash register is switched off. A scrolling message appears on the customer display, if programmed.

SYMBOLS AND MESSAGES



The Operator Display (OD) and Customer Display (CD) symbols and messages can be understood as follows (refer to figures 6 and 7 respectively):

REGISTRATION MODE		
O.D.	Ref. C.D.	Meaning
	(2) n/a	Training mode
	(4) n/a	Hold mode - A transaction has been temporarily put on hold.
	(4) n/a	Recall mode - A transaction on Hold has been recalled for completion.
	(3) n/a	Receipts off - no receipts are issued
		until  is pressed again.
	(3) n/a	EJ nearly-full condition
(Clerk Id.)	n/a	If the Clerk System is active, the clerk number/name is displayed after login at top left.
(Dept name)	(Dept no.)	Indicates dept number (CD) or dept name (OD) entered.
Cash	CA	Indicates a sales transaction paid by cash.
Check	Ch	Indicates a sales transaction paid by check.
Credit	Cr	Indicates a sales transaction paid by credit card.
Charge	Cr	Indicates a sales transaction paid by charge card.
-	-	Displays a minus sign if the subtotal or cash tendered total is a negative number due to a return or refund.
Change	C	Indicates that amount displayed is the change due to the customer.
Sub-total	ST	Indicates that the amount shown is the subtotal of a transaction, including sales tax if applicable.
Total		Indicates the total due from the sales transaction (OD, top-left)
(FC name)		Indicates an amount registered in a foreign currency (left-side CD).
n/a	(no.)	Indicates amounts entered and sales totals, max. 8-digits (right-side CD).
	(4) n/a	Indicates that a Take-out tax rate is applied to the transaction.


n/a = not applicable.

These symbols clear automatically when you start the next entry or press the  key.

PROGRAMMING MODE - Operator Display

 Ref. (1)	Navigation Mode	 Ref. (2)	In Navigation Mode, field selection.
 Ref. (1)	Data Entry Mode - Lowercase letters	 Ref. (5)	In Navigation Mode, indicates a menu option (appears on the right).
 Ref. (1)	Data Entry Mode - Uppercase letters	 Ref. (2)	Manager mode

REMOVABLE CASH DRAWER AND BOX

With reference to figure 3, the cash drawer has slots for banknotes and for coins. The drawer can be opened by pressing  , or by sliding the hidden emergency button underneath the register. If required, the cash drawer or the whole drawer box can be removed. To remove the cash drawer box, with reference to the figures, extract the drawer (8) and undo the screws underneath (9). Raise gently the register and unplug the signal cable (10) so that the box comes free. To assemble the box and register again, perform the same procedure but in reverse order. On the front of the drawer there is a slot for quickly storing checks, coupons and so on.








INSERTING MEMORY CARD STORAGE DEVICE
























To insert a memory storage device, with reference to figure 4, lift the slot cover and insert the card, orienting it as shown.











KEYPAD FUNCTIONS

The keys described here are those configured by default on the cash register keyboard, shown in figure 5. The symbol (*) indicates that the key is also used in caption programming.

 **NOTE:** The keys can be reconfigured using the **Free Key Layout** option in "Advanced Settings", if required.


-  - Advances the receipt or journal paper one line feed; advances the paper continuously when held down. Interrupts report printing when kept depressed.
-  - Pop-up list (2) allowing **EC/VOID**, **FULL VOID** or **REFUND** operations to be performed. As **EC/VOID**, deletes the last item entered, and corrects a particular entry after it is processed and printed. **FULL VOID** deletes full entries after a subtotal. As **REFUND**, subtracts an item that is returned for refund; sales and activity totals are also rectified.
-  - As **[CLERK]**, confirms the clerk code entered. As the **[ESC]** key in programming mode, displays the previous menu or exits caption programming.
-  - Toggles the cash register between printing and not printing the sales receipt in registration and manager modes.
-  - Allows price entries for departments 20-38 and 39-99. For departments 20-38, press this key before pressing the corresponding department key. For departments 39-99, press this key, manually enter the department number using the numeric keypad and then press this key again.
-  - (*) Holds and then recalls a sales transaction so that a second transaction can be performed in the meantime. In caption programming, toggles between caps on/off to allow captions to be written in upper or lower case letters.
-  - (*) Transfers payment from one form of payment media to another after the sales transaction is finalized.


8.  - (*) Pop-up list (5) allowing **FC** or **TAKE-OUT** sales operations to be performed. As **FC**, automatically calculates and displays the value in foreign currency of the subtotal of a sale or of a particular amount registered. As the **TAKE-OUT** key modifies temporarily the tax status associated with a PLU code.
9.  - (*) Pop-up list (1) allowing transaction payment to be registered to a check, charge card, or one of six credit cards.
10.  - (*) Subtotals a sale.
11.  - (*) As the **[TOTAL]** key totals exact cash transactions, computes change and totals transactions that are split tendered with check, credit card and/or cash. Pressed a second time, prints one or more copies of the last receipt, depending on how multiple receipts are programmed (see "Receipt Printing Mode"). As **[ENTER]**, in Programming mode, selects a menu option when it is highlighted, or confirms the data entered for a form field.
12.  -  (*) Registers single or multiple item sales to departments numbered between 1 and 38. To enter a department number from 1 to 19, press the corresponding key. To enter a department number from 20 to 38, press first the  key, then the corresponding department key. For department numbers from 39 to 99, see  above.
- In caption programming, these keys can be used to input the characters indicated on the related key as indicated in the Character Table. You can define clerk names, receipt header/footer, department names, department group names, PLU product names, currency identifiers and credit card captions. As the **[SP]** key,  can be used to add spaces between characters and to confirm entry of repeated characters.
13.  - (*) Enters a decimal point for defining product quantities with decimals during sales transactions. In caption programming, as the **[DEL]** key, it performs the typical backspace function for deleting the last character entered.
14.  -  /  - (*) Input amounts, indicate multiple items, add and subtract amounts and percentages, and input department numeric codes from 39 to 99 (see "  " above).
15.  - When operated outside of a sales transaction, displays setup information: the current date and time, clerk number, Electronic Journal status and number of free EJ lines. Using  and , the LCD contrast can be adjusted. When operated during a sales transaction, allows multiple quantities to be specified for a sales item.
16.  - (*) Clears an entry made from the numeric keypad or with  before finalizing a transaction with a Department or function key. Also used to clear error conditions. In caption programming, deletes any caption characters entered before pressing . In **Off mode**, activates menu for resetting cash register.
17.  - Price look-up function. Registers the preset price of an individual item to the appropriate department. When programming PLUs, to display a given PLU, enter its number then press this key.
18.  - (*) Temporarily overrides a price that was assigned to a PLU number. During caption programming, when pressed before a character, sets the character as double width.
19.  - Pop-up list (4) allowing Paid Out (PO) or Received on Account (RA) transactions. As the **PO** key registers any money taken out of the cash drawer that is not part of a sale. As the **RA** key registers any money received on account that is not part of a sale, for example, the start-up money put in the drawer at the start of each business day can be registered as RA.

20.  - Pop-up list (3) allowing direct/percent discounts and add-on operations: As the **1% +/-** or **2% +/-** key, when appropriately programmed, applies a preset percentage reduction or add-on to the price of an item or to the sales total. As the **1 +/-** or **2 +/-** key, subtracts or adds an amount from/to an item or sales total.
21.  - Opens the cash drawer without registering any amount or when changing cash for a non-sales transaction.
- When programming entities such as clerks, PLUs, depts and so on, press  to display the next item in numeric sequence (for example, clerk01, clerk02 .. and so on).
22.  - When the operator display is off, this key switches it on. When the display is on, pressing this key displays the **Main menu**. The **Main menu** contains the **Off mode** option which you can use to switch the operator display off. During a clerk transaction, allows you to switch to Manager mode to perform operations disabled for the clerk. Pressing the key again afterwards, switches back to the clerk transaction.
23.  ,  - In Programming mode, these keys can be used to move through the menu options and form fields in the direction indicated on the key.
- When the menu item required is highlighted, press  to select it. When navigating forms, if line numbers are present on the left, jump to the line you want by entering its number followed by either arrow key.
24.  ,  - In Programming mode, when selecting data for preset value fields, use these keys to scroll through the values available, highlight the value wanted, and then select with .

UNMAPPED KEY FUNCTIONS

The functions below are not provided by default on the keyboard but can easily be configured using the **Free Key Layout** option in "Advanced Settings".

- **[ADD PLU]** - allows rapid programming of a new PLU, as follows:
 1. Press the **[ADD PLU]** key. **ADD PLU** appears on the display.
 2. Enter a free PLU code using the numeric keypad.
 3. Press . The PLU code appears on the display.
 4. Enter the item's price using the numeric keypad.
 5. Enter the department using the Department keys.

The PLU code is registered with the price and department you have specified. You can program any other data for the PLU as described in "Programming Price Look-Ups (PLUs)".
- **[PLU INQUIRY]** - allows you to perform an inquiry for a PLU code, and display its relative data, as follows:
 1. Press the **[PLU INQUIRY]** key. **PLU INQUIRY** appears on the display.
 2. Enter the PLU code, then press . The data for the PLU code is displayed.
- **[CHAIN FUNCTION1] to [CHAIN FUNCTIONS5]** - a key sequence can be associated with a chain function to speed up and simplify repetitive operations during a sales transaction, such as registering cash payments in common denominations (£10, £20 and so on). See **Chain Functions** in "Advanced Settings" for how to program key sequences.

USING THE MENUS

MAIN MENU

The first menu displayed is the **Main menu** which gives you access to all the principal cash register functions:

- **Registration mode** - to enter sales transactions as a clerk (also in training mode)
- **Manager mode** - to enter all sales transactions as a Manager (also in training mode)
- **X1 & X2 Report mode** - to print X financial reports
- **Z1 & Z2 Report mode** - to print Z financial reports
- **Programming Mode** - to set up the cash register and program sales functions
- **Off mode** - to switch off the menus and the operator display.

There are special keys for navigating the menus (see “Menu Navigation Mode”) and entering programming data (see “Data Entry Forms”).

Password-protected Access

Although initially no passwords are required to use the cash register, later on you can define passwords to control access to:

- Sales transaction entry by Clerks - by making password entry mandatory and defining a password for each Clerk
- Sales transaction entry by Supervisors - by defining a Manager password
- Cash register programming and printing Z financial reports - by defining a PRG&Z mode password
- Printing X financial reports - by defining an X mode password
- Training mode - by defining a password for activating training from **Registration Mode**.

When passwords are set up for these modes and you select them you must enter the password before access is given. For further details, see “Setting Up Manager Passwords”.



MENU NAVIGATION MODE




Navigation Keys	Description
<div> <div>menu</div> <div>ON</div> </div>	Turns the operator display on when it is off. Displays the Main menu at any time. <div> <div> <div></div> <div>NOTE:</div> </div> You must terminate any sales operation first before pressing <div> <div>menu</div> <div>ON</div> </div> otherwise an error will be signaled. Press <div> <div>C</div> <div>clear</div> </div> to clear the error. </div>
<div> <div> <div>↑</div> <div>K</div> </div> <div> <div>↓</div> <div>L</div> </div> </div>	Use these arrow keys to move upwards or downwards through a menu: the symbol >> appears in the right column to indicate a menu. Highlight the option you want and confirm your selection by pressing <div> <div>TOTAL</div> <div>= enter</div> </div> . The next menu is displayed or a form for data entry.
<div> <div>clerk</div> <div>ESC</div> </div>	Returns to the previous menu.
<div> <div>C</div> <div>clear</div> </div>	Clears any error condition that may arise due to erroneous input via the keypad.


DATA ENTRY FORMS

Field/Key Type	Description
<div> <div> <div>↓</div> <div>L</div> </div> <div> <div>↑</div> <div>K</div> </div> </div>	Use these arrow keys to move upwards or downwards through a data entry form.
<div> <div>TOTAL</div> <div>= enter</div> </div>	Press this key to enter Data Entry mode to enter data for a Free Entry field (described below). The symbol A appears at bottom left.
Preset Value field	A set of values is provided for you to choose one. Use <div> <div>→</div> <div>F</div> </div> and <div> <div>←</div> <div>E</div> </div> to scroll through the values until the one you want is displayed, then press <div> <div>TOTAL</div> <div>= enter</div> </div> to select it. <p>You are automatically positioned on the next field.</p>
Free Entry field	You can type in the data using the character and numeric keys. The types of values you can enter for each field are indicated in the special sections dedicated to each menu in this guide. How to program captions is described in “Caption Programming”. <p>When programming entities having multiple forms (such as PLUs, clerks, departments and so on), press <div> <div>#NS</div> <div>NEXT</div> </div> to display the next form in sequence.</p> <p>For Departments and PLUs, you can jump to a form of a specific number using, respectively, the Department and PLU keys described below.</p>


Entering Department Numbers

When entering a department number from 1 to 38, you can use the Department keys from  to . For:

- Departments 1 to 19, press the **[Dept]** key with the number from 1 to 19.
- Departments 20 to 38, press  then the **[Dept]** key with the number from 20 to 38.
- To enter a Department from 39 to 99, press  **(number)**  where **(number)** is the department number entered using the **numeric** keys.


 **NOTE:** This same key sequence can be used for departments from 1 to 38 if preferred.


Entering PLU Codes

To enter a PLU code, enter its number on the numeric keypad then press .

Clearing an Error

If you press the wrong key, the cash register emits a key tone and an error message appears on the operator display.

Press  to clear the error. The tone ends, the displays clear and the keypad unlocks allowing you to continue with







the operation. To delete the last erroneous character, press .





CAPTION PROGRAMMING



In Data Entry mode, you can enter captions for PLU items, Departments, Department groups, Clerks, Receipt headers, Receipt footers, Scrolling messages, Foreign currencies, Payment media and personalizable short and long captions appearing on the display. Use the keypad to enter non-accented letters and the Character Table to enter accented capital and small letters, special characters and symbols.

USING THE KEYPAD

To use the keypad to enter non-accented letters, locate the letter wanted on the cash register's keypad and press its associated key (the letter will be displayed at the bottom of the operator display).


- To give a determinate character a double-width attribute, press  before pressing the character key.
- To enter a space between characters, press .
- If the same key has to be used for successive letters of a caption, press  between the two letters.
- Any incorrect character can be canceled by pressing  which provides the typical backspace function of the PC environment.
- To toggle between capital letter ON/OFF, press .
- Confirm your final caption by pressing .

Example: Enter the word BOOKS. Press       .


 **NOTE:** To abort a partially entered programming sequence, you can use .

USING THE CHARACTER TABLE










The Character Table provides all the letters and symbols that your cash register is capable of printing. With reference to figure 11, the Character Table is divided into two parts: one identified with "CAPS" at the top left-hand corner and to be used with the CAPS mode activated, the other identified with "Non CAPS" to be used with the CAPS mode deactivated.

- To toggle the cash register between the **CAPS** and **Non CAPS** mode, press the key . When the cash register is in the CAPS mode (the default), an **A** is displayed at the bottom left of the display.

To use the character table:

- First look for the letter or symbol wanted and then identify its corresponding letter listed in the first column on the left.
 - Switch the cash register to the CAPS or Non CAPS mode depending in which part of the table the letter or symbol you want is located.
 - Press the letter key on the keypad the number of times necessary to select the character, as indicated by the corresponding number on the row at the top of the table.
- Confirm your final caption by pressing .

Example: Select the letters à and Ü:

- Position on the field for which you want to enter a caption and press  to enter Data Entry mode.
- For Ü, in CAPS mode, press   .
- For à, in Non CAPS mode, press:    .
- To exit Data Entry mode, press .

QUICK START PROGRAMMING

This section allows you to program basic cash register features so that you can start to work right away with your new product. Programs and transaction information for management reports are stored in the memory of the cash register which is protected by back-up batteries.

CAUTION: Remember to Insert Batteries






Before beginning to program the cash register or to perform sales transactions, insert the batteries so that this information is saved in the event of a power failure or if the cash register is unplugged from the electrical outlet.



SETTING YOUR LANGUAGE AND EJ/PLU REQUIREMENTS


The first time you connect your cash register, the **System Initialization** form is displayed automatically for you to **set your language, PLU and journal storage requirements**.

The path is: **MAIN MENU -> PROGRAMMING MODE -> SYSTEM INITIALIZATION**.



The step-by-step procedure is given here for navigating to this form (if it is not displayed) and specifying your requirements:

- Press  to activate the menu system.
- Select **Programming Mode** by pressing  to position on **Programming mode**, then press .
- Select **System Initialization** by pressing  to position on **System Initialization**, then press .




4. The first field **Language** is highlighted. Check if the language indicated is the language you require for the cash register. If it is, proceed to the next step, otherwise change the language by pressing  until the language you want is displayed, then press .

5. Press  to position on the next field, **PLU/EJ Memory**. Here you can set the maximum number of PLUs that can be stored on the cash register and the type of memory to use for storing Electronic Journal data, either the internal memory of the cash register or a removable Storage Device (SD). If you are using an SD card, the number of lines that can be stored depends on its capacity. For example, a 1GB card provides storage for 40 million transaction lines. Choose one of these combinations:




- 1500 PLU numbers & max 12000 lines stored internal memory
- 2000 PLU numbers & max 11000 lines stored internal memory
- 3000 PLU numbers & storage on memory card only

Press  until the combination you want is displayed, then press .



If you choose to store the journal on the SD card, you must configure also the **EJ System** option (see "Electronic Journal").


6. Press  to position on the prompt: **Are you sure?** Press  until **YES** is displayed, then press . The cash register is reset with the values you have programmed.

SETTING THE DATE FORMAT




1. Press  to activate the menu system.
2. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INITIAL SETUP -> DATE FORMAT**.
3. Press  until the date format you require is displayed.
4. Press .

SETTING THE DATE



1. Press  to activate the menu system.
2. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INITIAL SETUP -> DATE SETUP**.
3. Type the current date in the format you have selected.
4. Press .


 **NOTE:** The date format can be changed at any time. Refer to the section "Setting the Date Format".

SETTING THE TIME FORMAT

1. Press  to activate the menu system.
2. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INITIAL SETUP -> TIME SYSTEM**.
3. Press  until the time format you require is displayed.
4. Press .

SETTING THE TIME

1. Press  to activate the menu system.
2. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INITIAL SETUP -> TIME SETUP**.
3. Type the current time in the format you have selected.
4. Press .

 **NOTE:** The time format can be changed at any time. See "Setting the Time Format" above.

PROGRAMMING MODE MENU

For how to use the **Programming Mode** submenus, refer to the following sections:

- **Sales Programming** - "Sales Programming"
- **Configuration Setup** - "Configuring Your Cash Register"
- **Programming Dump** - "Printing Programming Reports"
- **Training Mode On/Off** - "Training Mode"
- **SD Maintenance** - "Using the Memory Storage Device (SD)"
- **System Initialization** - "Setting Your Language and EJ/PLU Requirements".

SALES PROGRAMMING

All sales programming is optional. If you wish to make changes to how sales functions are programmed (such as PLU codes or foreign currency rates), follow the path: **MAIN MENU -> PROGRAMMING MODE -> SALES PROGRAMMING**.

Each Sales Programming entity is described in its own section:

- "Creating Department Group Names" - set up names for department groups
- "Programming Departments" - set up departments
- "Programming Price Look-Ups (PLUs)" - set up fixed Price Look-Ups (PLUs)
- "Programming Percentage Discount/Add-on Keys" - program percent discount/add-on keys
- "Programming Discount/Add-on Keys" - program discount/add-on keys
- "Setting Up Foreign Currency Exchange Rates" - set up Foreign Currency exchange rates
- "Programming Instore Embedded Price Barcodes" - program barcodes
- "Creating a Receipt Header and Footer" - set text for receipt header
- "Creating Scrolling Messages for the Customer Display" - set text for receipt footer
- "Creating Scrolling Messages for the Customer Display" - set up messages that scroll across customer display.

CREATING DEPARTMENT GROUP NAMES




You can assign a name of up to 12 characters long to each of the 10 merchandise categories (department groups) available. The merchandise category names that you define are printed on the customer receipts, journal reports and on all management reports. Select **PROGRAMMING MODE -> SALES PROGRAMMING -> DEPARTMENT GROUP NAME**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use).




At the end, you can press  to return to the **Main menu** or  to return to the previous menu.

PROGRAMMING DEPARTMENTS

A department can be programmed using the following options. A total of 99 departments can be programmed. Select **PROGRAMMING MODE -> SALES PROGRAMMING -> DEPARTMENT**.

Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use).

At the end, you can press  to return to the **Main menu**,  to return to the previous menu or  to skip to the next form in sequence.



Menu Item	Possible Values	Description
DEPARTMENT CODE	1 to 99	Select the number of the department you want to program. Press  to scroll through the department numbers in sequence, or use the department keys to jump to a specific department number.
NAME	(Caption)	Enter a max 12-character caption for the department name.
DP GROUP LINK	1 to 10	Enter the numeric value for the department group (merchandise category) to which you want to link the department. By default, Dept 1 is linked to Dept Group 1, Dept 2 to Dept Group 2 and so on.
PRICE	0.00 to 99999.99	Enter the price, max 7 digits for the unit price to associate with the department. Default: 0.00.  NOTE: When you enter a price, you are positioned automatically on the next line. To jump to the PRICE field of the next Department in sequence, press  .
PRICE TYPE	OPEN, PRESET NORMAL	Choose a price type: PRESET - allows only the preset price to be registered for the department, OPEN - any price can only be entered at transaction time, NORMAL - a price can be set but it can be overridden at transaction time.
SIGN	PLUS, MINUS	Indicate if price has: PLUS - positive sign, MINUS - negative sign.
TYPE	STD, SINGLE	Indicate if transactions can be for: STD - multiple item sales, SINGLE - single item sales only.
HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	High Amount Lock Out (HALO), whereby you can prohibit item amounts over a certain number of digits. For example, if 0.99 is set, only values from 0.01 to 0.99 can be entered and so on.
TAX STATUS	NO TAX, TAX1, TAX2, TAX3, TAX4	Enter VAT rate to apply to normal sales: NO TAX - Tax exempt, TAX1 - Taxable with VAT rate 1, TAX2 - Taxable with VAT rate 2 and so on.
TAKE-OUT TAX	NO TAX, TAX1, TAX2, TAX3, TAX4	Enter VAT rate to apply to take-out sales: NO TAX - Tax exempt, TAX1 - Taxable with VAT rate 1, TAX2 - Taxable with VAT rate 2 and so on.



After programming departments, you can print a report showing the programmed values, see "X and Z Reports" for details.



PROGRAMMING PRICE LOOK-UPS (PLUs)

Up to 3000 PLUs can be programmed. You can associate a specific sales item with each PLU code, specifying its name, price (that can be fixed or overridable), VAT rate and department. When programming a PLU you can either type in the numeric code or, if you have a barcode reader, you can scan the barcode of the article to input the code automatically, rather than typing it in. The PLU status can be programmed using the options in the table below.

To program a PLU select **PROGRAMMING MODE -> SALES PROGRAMMING -> PLU**. Enter the PLU code. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use).


At the end, you can press  to return to the **Main menu**,  to return to the previous menu or  to skip to the next form in sequence.

Menu Item	Possible Values	Description
PLU CODE	1 to 99999999999999	Select the PLU number you want to program: to display the next PLU in sequence, press  ; to jump to a specific PLU, enter its number on the numeric keypad then press  . You can also scan an item's barcode.
NAME	(Caption)	Enter a max.16-character caption for the PLU. You can associate a name with the PLU code to identify clearly the type of item it relates to. The PLU names that you define will be printed on customer receipts, journal reports and PLU management reports.


Menu Item	Possible Values	Description
DEPT LINK	1 to 99	Enter Department. If 00 is specified, the PLU is not programmed. Type the department number that you want to link the PLU to.
PRICE	0.00 to 99999.99	Enter the price, max. 7 digits including two decimal places.
 NOTE: When you enter a price, you are positioned automatically on the next line. To jump to the PRICE field of the next PLU in sequence, press  .		
PRICE TYPE	OPEN, PRESET, NORMAL	Enter the PLU price status: OPEN - price can only be entered manually, PRESET - price can only be preset, NORMAL - price can be preset and entered manually.
TAX STATUS	NO TAX, TAX1, TAX2, TAX3, TAX4	Enter VAT rate to apply to normal sales: NO TAX - Tax exempt, TAX1 - Taxable with VAT rate 1, TAX2 - Taxable with VAT rate 2 and so on.
TAKE-OUT TAX	NO TAX, TAX1, TAX2, TAX3, TAX4	Enter VAT rate to apply to take-out sales: NO TAX - Tax exempt, TAX1 - Taxable with VAT rate 1, TAX2 - Taxable with VAT rate 2 and so on.

After programming PLUs, you can print a report showing the programmed values, see "X and Z Reports" for details.

PROGRAMMING PERCENTAGE DISCOUNT/ADD-ON KEYS



Two functions **%1** and **%2** are present in  and can each be programmed to apply either a percent discount or a percent add-on to a sale. A default rate can also be programmed: either a fixed rate or one that can be overridden at transaction time; and applicable either to an individual item or to the sales transaction total. If no rate is programmed, it must be entered during the sales transaction. The procedure is the same for both keys.

Select **PROGRAMMING MODE -> SALES PROGRAMMING -> % +/- SETUP**. Navigate to the field you want to personalize and enter


its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main menu** or




to return to the previous menu.

Menu Item	Possible Values	Description
%1 SIGN	MINUS, PLUS	Specify for the %1 key either: MINUS - a percent discount, PLUS - percent add-on.
%1 RATE	00.00 to 99.99	Enter a 4-digit number indicating the percentage rate for %1 . Two digits must be placed before the decimal point and two after. Optional: can be specified during the sales transaction.
%1 RATE LIMIT	00.00 to 99.99	Enter a 4-digit number indicating the %1 percentage rate limit. Two digits must be placed before the decimal point and two after. Default: 99.99.
 NOTE: When the rate limit is set to 00.00 , it is not possible to override the predefined rate associated with the key.		
%2 SIGN	MINUS, PLUS	Specify for the %2 key either: MINUS - a percent discount, PLUS - percent add-on.
%2 RATE	00.00 to 99.99	Enter a 4-digit number indicating the percentage rate for %2 . Two digits must be placed before the decimal point and two after. Optional: can be specified during the sales transaction.
%2 RATE LIMIT	00.00 to 99.99	Enter a 4-digit number indicating the %2 percentage rate limit. Two digits must be placed before the decimal point and two after. Default: 99.99.
 NOTE: When the rate limit is set to 00.00 , it is not possible to override the predefined rate associated with the key.		

PROGRAMMING DISCOUNT/ADD-ON KEYS

Two functions **-/+1** and **-/+2** are present in  that can each be programmed to apply either a discount or an add-on to a sale. The discount or add-on can be applied to an individual item or to the total of a sales transaction. You can limit the number of digits, i.e. the maximum value of a discount or add-on operation, to make sure that amounts do not exceed a certain value. The procedure is the same for both keys.

Select **PROGRAMMING MODE -> SALES PROGRAMMING -> +/- SETUP**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main menu** or



to return to the previous menu.

Menu Item	Possible Values	Description
+/-1 SIGN	MINUS, PLUS	Specify the key function: MINUS - a discount, PLUS - an add-on value.
+/-1 HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	Select the maximum number of digits for the discount or add-on that can be specified for the -/+1 function. Default: NO LMT - No limit.
+/-2 SIGN	MINUS, PLUS	Specify the key function: MINUS - a discount, PLUS - an add-on value.
+/-2 HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	Select the maximum number of digits of the discount or add-on that can be specified for the -/+2 function. Default: NO LMT - No limit.

SETTING UP FOREIGN CURRENCY EXCHANGE RATES

You can program up to four different foreign currency exchange rates. The foreign currency value is displayed when  **> FC** is selected during a sales transaction. Select **PROGRAMMING MODE -> SALES PROGRAMMING -> FOREIGN CURRENCIES**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press




to return to the **Main menu**,



to return to the previous menu or




to skip to the next form in sequence.

Menu Item	Possible Values	Description
FOREIGN CURRENCIES	1 to 4	Select the number of the foreign currency you want to program. Press  to scroll through the numbers in sequence.
NAME	(Caption)	Enter a max. 10-character caption to identify the foreign currency.
DEC. POS. RATE	0 to 8	Enter a single digit to indicate the position of the decimal point in the exchange rate specified for EXCH. RATE (below). Default: 0.
DEC. POS. AMNT	0 to 3	Enter a single digit to indicate the position of the decimal point in the converted amount. Default: 2.
EXCH. RATE	(Numeric)	Enter the 6-digit currency exchange rate to apply when converting the foreign currency to the local currency (numeric value, without decimal point). For example, to program the rate £1 = 1.471 EUR, type 3 for DEC. POS. RATE ; type 2 for DEC. POS. AMNT and type 001471 for EXCH. RATE .

PROGRAMMING INSTORE EMBEDDED PRICE BARCODES

The barcode reader must be able to read 8-digit or 13-digit EAN/UPC barcodes. EAN/UPC codes read from a product barcode label represent a standard numbering structure that identifies the product being sold. The barcode with the embedded price of an article has a specific structure that depends on the country in which it will be used and the EAN/UPC code you wish to use. You can program up to 10 different barcode configurations. Select **PROGRAMMING MODE -> SALES PROGRAMMING -> INSTORE BARCODE**. Navigate to the field you want to personalize and enter its data (see "Data Entry

Mode" for the keys to use). At the end, you can press  to return to the **Main menu**,




to return to the

previous menu or








to skip to the next form in sequence.

Menu Item	Possible Values	Description
INSTORE BARCODE	01 to 10	Select the number of the barcode configuration to program. Press  to scroll through the barcodes in sequence.
VERSION	LONG, SHORT	Length of barcode: LONG - 13-digit barcode, SHORT - 8-digit barcode.
FLAG CODE	000 to 999	Specify the standard, country-specific, code (max. 3-digits).
DIGITS IN FLAG	1 to 8	Enter a single digit to indicate the number of digits in flag.
DIGITS IN PRICE	1 to 8	Enter a single digit to indicate the number of digits in price.
PRICE CK/DIGIT	NO, YES	Presence of price check digit in barcode: YES - Price check digit present, NO - Price check digit not present.
FC CONVERSION	NO FC, FC1, FC2, FC3, FC4	Select the Foreign Currency conversion rate to use to convert the barcode price (if in a foreign currency) to local currency. Default: NO FC (no Foreign Currency used).
NEWSPAPER CODE	NO, YES	Defines if the flag code relates to the standard used for newspapers and magazines. YES - flag code relates to the standard, NO - flag code does not relate to the standard.

CREATING A RECEIPT HEADER AND FOOTER

By default your cash register prints a header on all customer receipts. The default personalizable receipt header consists of up to 10 lines of 24 characters each. The cash register can also print a personalized footer which also consists of 10 lines of 24 characters each. You can change the cash register's default header or footer using the keypad and/or Character Table to enter the characters you want. Follow this procedure to create a header:

1. To create a header, select **PROGRAMMING MODE -> SALES PROGRAMMING -> HEADER MESSAGE**.
2. Use  and/or  to navigate to the message line you want to personalize. Press  to enter Data Entry mode. Enter the letters or characters of the string you want to define for each line.
3. Press  to confirm each line and move to the next.
4. At the end, press  to return to the **Main menu**.

To create a receipt footer the procedure is identical, only at step 1 select **Footer Message** instead of **Header Message**.

CREATING SCROLLING MESSAGES FOR THE CUSTOMER DISPLAY

You can program 5 messages of 42 characters each to appear on the customer display when the cash register is in various states: Off mode, PRG,X,Z modes, Sales mode, Idle mode (AM), Idle mode (PM).

Select **PROGRAMMING MODE -> SALES PROGRAMMING -> SCROLLING MESSAGE**. Press  to enter Data Entry mode. Enter the letters or characters of the string you want to define for each of the messages.

At the end, press  to return to the **Main menu**, or press  to return to the previous menu.

CONFIGURING YOUR CASH REGISTER

CHANGING HOW THE CASH REGISTER IS PROGRAMMED

All configuration is optional. If you wish to make changes to how your cash register is setup (such as date and time formats), program sales functions such as an VAT rates, set up the clerk system or manager passwords, you can do so using the cash register's **Configuration Setup** menu, path: **MAIN MENU -> PROGRAMMING MODE -> CONFIGURATION SETUP**.



The menu options you can choose are:

- **"Initial Setup"** - date and time format, ECR number, key tone, receipt mode, winding motor, Euro rounding, power saving.
- **"Operation Mode"** - VAT calculation, VAT rates, FC conversion type, % & +/- department, zero price registration, post tender transaction, decimal position, rounding option.
- **"Receipt Printing Mode"** - details to print on receipts.
- **"Report Printing Mode"** - details to print on reports.
- **"Clerk System"** - clerk system activation, password status, maintain clerk login, clerk name display.
- **"Individual Clerk"** - clerk name, password, operation mode (normal/training), authorizations - voids, refunds, negative transactions, negative departments, Paid Out .
- **"Electronic Journal"** - saved in standard mode (full status signaled), saved in cyclic mode (memory full not signaled), saved on Storage Device.
- **"Function Key Setup"** - payment tender keys, PO and #/NS.
- **"Advanced Settings"** - key layout, pop-up lists, chain function, chain report, manager and training passwords.
- **"Counter Settings"** - set receipt number, Z1&Z2 counters, Grand Total; enable counter setting.
- **"Short Captions"** - all short captions appearing on display.
- **"Long Captions"** - all long captions appearing on the receipt.

Each of these menus is described individually on the following pages.

INITIAL SETUP

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INITIAL SETUP**. Navigate to the field you want to personalize and enter

its data (see "Data Entry Mode" for the keys to use). At the end, press  to return to the **Main menu** or  to return to the previous menu.


Menu Item	Possible Values	Description
EURO ROUNDING	NO, Euro, Swiss, Swedish, Danish	<p>Currency rounding option. You can program the machine to round off the subtotal or tender values of the related currency specified:</p> <p>NO - No rounding (Default)</p> <p>Swiss Franc- Special Swiss rounding selection</p> <p>0.01 – 0.02 = amount rounded to 0.00</p> <p>0.03 – 0.07 = amount rounded to 0.05</p> <p>0.08 – 0.09 = amount rounded to 0.10</p> <p>Swedish Krone = Special Swedish rounding selection</p> <p>0.00 – 0.24 = amount rounded to 0.00</p> <p>0.25 – 0.74 = amount rounded to 0.50</p> <p>0.75 – 0.99 = amount rounded to 1.00</p> <p>Danish Krona=Special Danish rounding selection</p> <p>0.00 – 0.12 = amount rounded to 0.00</p> <p>0.13 – 0.37 = amount rounded to 0.25</p> <p>0.38 – 0.62 = amount rounded to 0.50</p> <p>0.63 – 0.87 = amount rounded to 0.75</p> <p>0.88 – 0.99 = amount rounded to 1.00</p> <p>Euro = Special rounding selection</p> <p>0.01 – 0.03 = amount rounded to 0.00</p> <p>0.04 – 0.07 = amount rounded to 0.05</p> <p>0.08 – 0.09 = amount rounded to 0.10</p> <p>The rounded result will be displayed on the operator and customer displays, printed on the customer receipt and journal report.</p> <p>The total adjustments are indicated on the financial reports.</p>
POWER SAVING	NO, 3 Min, 5 Min, 10 Min	Energy saving functionality. The cash register turns off after detecting an idle period of the time specified. NO - Power saving disabled.
DATE FORMAT	DDMMYY, MMDDYY	Choose the date format from the two possibilities available.
DATE SETUP	(Current date)	Enter date using the format specified for DATE FORMAT above.
TIME SYSTEM	12H, 24H	Choose the time format from the two possibilities available.
TIME SETUP	(Current time)	Enter the time using same format as that specified for TIME SYSTEM above.

Menu Item	Possible Values	Description
ECR NUMBER	(Numeric)	Enter a 4-digit Cash Register Identification Number. This number is printed on the sales receipts, journal records and management reports issued by the cash register. It is useful to identify the cash register when more than one cash register is used in the business.
KEY TONE	YES, NO	Key touch-tone audible signal: YES - Enable, NO - Disable.
RECEIPT MODE	RECEIPT, JOURNAL	RECEIPT = Print receipts, JOURNAL - Save data in journal only, no receipt printing.
WINDING MOTOR	EJ RPT, PG/X/Z	Paper winding motor activation: EJ RPT - Motor is activated only when EJ report is being printed, PG/X/Z - Motor is activated during Programming, X and Z modes.

OPERATION MODE

In this form you can specify options affecting financial transactions such as VAT rates, and other system options.

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> OPERATION MODE**. Navigate to the field you want to personalize and

enter its data (see "Data Entry Mode" for the keys to use). At the end, press  to return to the **Main menu**, or



to return to the previous menu.



NOTE: Before changing a VAT rate it is recommended that you first print a Z Financial report (see "X and Z Reports"). For other VAT-related features, see "Printing VAT Information on Customer Receipts".

Menu Item	Possible Values	Description
VAT Calc Mode	VAT, ADD-ON	Tax rate to apply to calculations: ADD-ON - Add-on tax rate, VAT - Value Added Tax.
Tax1 Rate	(Numeric)	Enter a 5-digit number to represent the VAT rate to associate with Tax Rate 1 - THREE digits come after the decimal point.
Tax2 Rate	(Numeric)	The same criteria apply as for entering Tax 1 rate.
Tax3 Rate	(Numeric)	The same criteria apply as for entering Tax 1 rate.
Tax4 Rate	(Numeric)	The same criteria apply as for entering Tax 1 rate.
FC Conv Type	DIVIDE, MULTIPLY	DIVIDE = Use division for foreign currency conversion calculation, MULTIPLY = Use multiplication for foreign currency conversion.
%& +/- DEP CALC	NET, BRUT	Assign +/- and %+/- results to departments.
0 Price Reg	YES, NO	Allow zero prices to be registered. YES - Enable, NO - Disable.
Post Tender	YES, NO	Allow other transactions to be entered after tender has been registered. YES - Enable (default), NO - Disable.
Decimal	0, 1, 2, 3	Set the number of digits after the decimal point. Enter 1 digit for the decimal position. For example, if 2 is specified, the format used for decimal numbers is to two decimal places: x.xx
Rounding	DOWN, UP, OFF	Activate fraction rounding in calculations. Fraction rounding is used to round figures with decimals up or down to the nearest whole numbers, and is used for percent tax and percent discount calculations. UP - a fraction of one pence is rounded up one pence, DOWN - a fraction of one pence is rounded down one pence, OFF - a fraction over half a pence is rounded up, a fraction equal to or under half a pence is rounded down.

RECEIPT PRINTING MODE

You can program the type of information you want the cash register to print on the customer receipt according to your business or country's requirements. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> RECEIPT PRINTING MODE**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can

press  to return to the **Main menu** or  to return to the previous menu.

Menu Item	Possible Values	Description
Tax Rate	YES, NO	Print tax rate on receipt. YES - Enable, NO - Disable.
Total Tax Amt	YES, NO	Print total tax amount on receipt. YES - Enable, NO - Disable.
Tax Amt/Rate	YES, NO	Print tax amounts on receipt, split per tax rate. YES - Enable, NO - Disable.
Total Taxable	YES, NO	Print total sales amount with tax on receipt. YES - Enable, NO - Disable.
Amt/Taxable/Rate	YES, NO	Print sales amounts with tax, split per rate, on receipt. YES - Enable, NO - Disable.
Tax Amt W/O Tax	YES, NO	Print sales amounts without tax, split per rate, on receipt. YES - Enable, NO - Disable.
T Txbl W/O Tax	YES, NO	Print total sales amount without tax on receipt. YES - Enable, NO - Disable.
Tax Symbol	YES, NO	Print tax symbol to right of amount. YES - Enable, NO - Disable.
Tx Detail Pos	AFTER, BEFORE	Position to print tax details: AFTER - after tender amount, BEFORE - before tender amount.
Line Space	0.50mm, 1.00mm, 1.50mm, 2.00mm	Line spacing between rows on receipt.
Print Font	NORMAL, COMP, DOUBLE	Font to be used for printing: COMP = compressed font, DOUBLE = double height font, NORMAL = normal.
Graphic Header	YES, NO	Print a graphic logo as header on receipt. YES - Enable, NO - Disable.
Footer	YES, NO	Print footer on receipt. YES - Enable, NO - Disable.
Header	YES, NO	Print header on receipt. YES - Enable, NO - Disable.
Date	YES, NO	Print date on receipt. YES - Enable, NO - Disable.
Time	YES, NO	Print time on receipt. YES - Enable, NO - Disable.
Clerk Name	YES, NO	Print clerk name on receipt. YES - Enable, NO - Disable.
ECR Number	YES, NO	Print cash register number on receipt. YES - Enable, NO - Disable.
Receipt Number	YES, NO	Print receipt number on receipt. YES - Enable, NO - Disable.
PLU Number	YES, NO	Print PLU number on receipt. YES - Enable, NO - Disable.
Subtotal	YES, NO	Print subtotal on receipt. YES - Enable, NO - Disable.
Multiple Rcpt	YES, NO	Allow printing/issuing of multiple receipts. YES - Enable, NO - Disable.

Sample Receipts

The following receipt is a typical receipt issued by the cash register.

*****		*****	
Time	* YOUR RECEIPT *	Date	* 18-12-2007 *
Machine number	* THANK YOU *	Consecutive receipt number	* 0088 *
*****		*****	
Clerk number or assigned name	11:07 MC NO.1962	Item price with department VAT rate identifier	DEPT 01 *10.00T1
Departments	CLERK01	Item price in non-taxable department	DEPT 02 *2.50T3
	DEPT 07 *12.95		DEPT 03 *5.00T2
	DEPT 04 *15.50T4		
-----		-----	
	SUBTOTAL *45.95	Total balance due	
Cash tendered	TOTAL *45.95		
	AMOUNT *50.00		
	CHANGE *4.05	Change due	
-----		-----	
/ HAVE A NICE DAY /			
/ PLEASE COME AGAIN /			
/			
-----		-----	
Customer receipt footer with max. 24 characters per line			

The following example receipt contains the least information possible. To obtain this receipt, the options described in the previous table must be programmed appropriately:

Departments	DEPT 01 *10.00	Item price
	DEPT 02 *2.50	
	DEPT 07 *12.95	
	DEPT 03 *5.00	
	DEPT 04 *15.50	

	TOTAL *45.95	Total balance due
Cash tendered	AMOUNT *50.00	
	CHANGE *4.05	Change due

Printing VAT Information on Customer Receipts

Receipt with Sales Total with VAT - **Total Taxable** option enabled.

TOTAL	*26.00	
AMOUNT	*50.00	
CHANGE	*24.00	
TXBL_TL_W	*26.00	Overall sales total with VAT

Receipt with Sales Totals Without VAT - **T Txbl W/O Tax** option enabled.

TOTAL	*26.00	
AMOUNT	*50.00	
CHANGE	*24.00	
TXBL_TL_0	*22.44	Sales total without VAT

Receipt with Taxed Sales Totals Split per Rate - **Tax Amt/Rate** option enabled.



TOTAL	*26.00	
AMOUNT	*50.00	
CHANGE	*24.00	
VAT1 5.5%	*0.08	VAT totals per programmed rate
VAT2 10%	*0.68	
VAT3 19%	*0.80	
VAT4 20%	*2.00	

Receipt with Sum of all VAT Amounts Calculated - **Total Tax Amt** option enabled.

TOTAL	*26.00	
AMOUNT	*50.00	
CHANGE	*24.00	
TL-VAT	*3.56	Sum of the individual VAT totals

REPORT PRINTING MODE

You can program what you want to see in reports and the fonts to be used. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> REPORT PRINTING MODE**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode"

for the keys to use). At the end, you can press  to return to the **Main menu** or  to return to the previous menu.


Menu Item	Possible Values	Description
X/Z Font	NORMAL, COMP	Font to be used for printing X and Z reports: NORMAL - normal, COMP-compressed font.
EJ Font	NORMAL, COMP	Font to be used for printing EJ reports: NORMAL - normal, COMP-compressed font.
PRG Font	NORMAL, COMP	Font to be used for printing in Programming mode: COMP - compressed font.
Z1 Z2 Counter	YES, NO	Print Z1 and Z2 Counters. YES - Enable, NO - Disable.
GT	YES, NO	Print Grand Total. YES - Enable, NO - Disable.
Refund	YES, NO	Print Refund total. YES - Enable, NO - Disable.
Void	YES, NO	Print Void operations. YES - Enable, NO - Disable.
% in Dept & PLU	YES, NO	Print % ratio Dept/PLU. YES - Enable, NO - Disable.
Duplicate Z	YES, NO	Allow duplicate Z reports to be printed. YES - Enable, NO - Disable.
Zero Skip RPT	YES, NO	Activate zero skip for report. YES - Enable, NO - Disable.
Header on X/Z	YES, NO	Print a header on X/Z reports. YES - Enable, NO - Disable.


CLERK SYSTEM


The Clerk System is a security feature that enables you to control access to the cash register and monitor the number of transactions and sales of up to 15 Clerks. With the Clerk System activated you can create a password and an operational status for each clerk, enabling or disabling the transactions they can perform (see "Individual Clerk"). By default, all the clerks are programmed as **Normal**, enabled to perform special transactions such as Voids, Refunds, Negative entries, Negative % entries, Paid Out and Negative Depts. If certain operations are disabled for a clerk the same clerk can, however, still perform these operations if they are authorized to use Manager mode. In this case, they can switch to Manager mode so all the activities indicated above, excluding Training Mode operation, can be performed. Your cash register is configured at the factory with the Clerk System deactivated. When the Clerk System is deactivated, the cash register can be used freely to register sales transactions.

Listed in the table below are the options for activating the clerk system.

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> CLERK SYSTEM**. Navigate to the field you want to personalize and

enter its data (see "Data Entry Mode" for the keys to use. At the end, you can press  to return to the **Main menu**

or  to return to the previous menu.

Menu Item	Possible Values	Description
Clerk System	YES, NO	Activate the Clerk System . YES - Enable, NO - Disable.
PWD Mandatory	YES, NO	Password entry is mandatory for all clerks. YES - Enable, NO - Disable.
Clerk Entry	STAY, ONE TRN	Password control for registering sales transactions: ONE TRN - the Clerk has to log on before performing each transaction. STAY - Once logged on, the Clerk remains logged on until  is pressed
Clerk Display	YES, NO	Display clerk Id on display. YES - Enable, NO - Disable.

INDIVIDUAL CLERK

With the Clerk System active, you can assign an operational status to each clerk that defines whether the clerk can perform certain types of transaction. You can then also define a 3-digit password that the clerk must enter to operate the cash register.

Listed in the table below are the activities that you can enable or disable for each clerk.

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> INDIVIDUAL CLERK**.

Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end,


you can press  to return to the **Main menu**,  to return to the previous menu or  to skip to the next form in sequence.

Menu Item	Possible Values	Description
Name	(Alphanumeric)	24-digit clerk name that can be entered using the keypad or the Character Table. It will be automatically printed on all receipts, journal records and management reports.
Clerk Pwd	(Numeric)	3-digit password that the clerk must enter to access cash register functions (when Clerk System is active).
Clerk Mode	NORMAL, TRAINING	If the related Clerk login is only going to be used for Training activities, select TRAINING. Default: NORMAL.
Void Enable	YES, NO	Void transactions allowed. YES - Enable, NO - Disable.
Refund Enable	YES, NO	Refunds allowed. YES - Enable, NO - Disable.
(%-) Enable	YES, NO	Percent discounts/add-ons allowed. YES - Enable, NO - Disable.
(-) Enable	YES, NO	Discounts/add-ons allowed. YES - Enable, NO - Disable.
PO Enable	YES, NO	Paid Out operations allowed. YES - Enable, NO - Disable.
Neg Dept Enable	YES, NO	Negative department transactions allowed. YES - Enable, NO - Disable.

Manager Intervention During Clerk Transaction Entry

During transaction entry, if a clerk is not enabled to perform a certain type of operation (such as a VOID, REFUND and


so on), an authorized operator can intervene, pressing  to enter Manager mode, and entering the Manager password if one is programmed.

After performing the required operation, the operator can log off by pressing  again. At this point, the Clerk can continue with the transaction and terminate it in the normal way.

ELECTRONIC JOURNAL

When you first switch on your cash register, or when backup batteries are not installed and you switch the cash register off and on, you are prompted to choose the memory device on which you want to save the electronic journal (as outlined in "Setting Your Language and EJ/PLU Requirements"). You can also change this setup at a later time, if desired, from **SYSTEM INITIALIZATION** in the **PROGRAMMING MODE** menu (see "System Initialization"). Apart from this basic initialization of the electronic journal, you can also configure a few additional parameters which are described below.

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> ELECTRONIC JOURNAL**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use).



At the end, press  to return to the **Main menu** or  to return to the previous menu.

Menu Item	Possible Values	Description
EJ System	STNDARD, DYNAMIC, ON SD	Set operation mode for EJ: STNDARD - Standard Mode - data is registered sequentially with memory nearly-full condition signaled (an indicator appears at bottom left of display). See below for further details. DYNAMIC - Dynamic Mode - data is registered cyclically in memory, starting again from the first line when memory is full. No memory full condition is signaled. ON SD - On Storage Device - the electronic journal data in the buffer is automatically saved on the SD memory card until the card is full.
EJ Store	SALES, ALL TRN	Type of transaction data to store in EJ: SALES - store only sales transactions recorded in Registration and Manager modes, ALL TRN - store all transactions registered on the system.
Beep at Beginning	YES, NO	For full or nearly-full conditions, enable Beep at beginning of transaction. YES - Enable, NO - Disable.
Beep at End	YES, NO	For full or nearly-full conditions, enable beep at end of transaction. YES - Enable, NO - Disable.

Standard Mode Operation - EJ Internal Memory Full and Nearly-Full Conditions

When the Electronic Journal is programmed for Standard mode operation and it reaches the nearly-full condition or full condition, a message is displayed and a warning beep can be programmed to sound at the beginning and/or end of each transaction. When the nearly-full condition is signalled, there are less than 700 lines free in memory, for the full condition there are less than 300. The operator display indicates the number of lines left.

For the nearly-full condition, you can continue with the transaction by pressing one of these keys:

-  to continue with the transaction, recording it in the journal
-  to continue with the transaction but not recording it in the journal.


For the full condition, the transaction in course cannot be recorded in the journal.

Press either  or  to continue with the transaction.

You can then either print the contents of the electronic journal (as explained for **EJ Reports** in "Reports Common to X and Z Modes"), or you can continue with other transactions ignoring the full/nearly-full condition. Remember, however, that in the case of the full condition, further transaction data will NOT be stored in journal and the consecutive receipt counter will not increase.



NOTE: To know how many lines are left in the Electronic Journal, in Registration mode outside of a sales


transaction, press .


FUNCTION KEY SETUP

You can program various parameters that affect how these function keys operate:

- CASH, CHECK, CHARGE, CREDIT1, CREDIT2, CREDIT3, CREDIT4, CREDIT5, CREDIT6
- PO/RA
- #/NS

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> FUNCTION KEY SETUP**. Navigate to the field you want to personalize

and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main**

menu or  to return to the previous menu.

Cash, Check and Credit1 to Credit6 Function Keys

You can program a status for each of the payment tender types.

Menu Item	Possible Values	Description
Name	(alphanumeric)	12-digit name for the tender media key.
HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	NO LMT - no limit is set for the amount that can be entered. The other values indicate the limit. For example, 0.99 = 0.01 to 0.99, 9.99 = 0.01 to 9.99 and so on.
TNDR Mandatory	YES, NO	Tender entry mandatory. YES - tender must be entered. NO - tender entry is not mandatory.
Change Allowed	YES, NO	YES - Change can be given when the function key is pressed. NO - change cannot be given.
Drawer Open	YES, NO	YES - Cash drawer opens. NO - drawer does not open.

PO/RA Function Key


Menu Item	Possible Values	Description
PO HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	The Paid Out (PO) key is used to register any money taken out of the cash drawer that is not part of a sale. NO LMT - no upper limit is set for the amount that can be registered with this key. The other values indicate the upper limit.
PO Header Print	YES, NO	YES - Print header on receipt for PO transaction. NO - do not print header.
RA HALO	NO LMT, 0.99, 9.99, 99.99, 999.99	The Received on Account (RA) key is used to register money paid into the cash drawer that is not part of a sale. NO LMT - no upper limit is set for the amount that can be registered with this key. The other values indicate the upper limit.
RA Header Print	YES, NO	YES - Print header on receipt for RA transaction. NO - do not print header.

#/NS Function Key

Menu Item	Possible Values	Description
Drawer Open	YES, NO	Cash drawer can be opened without the need to register a sales amount. YES - Enable, NO - Disable.
Mode Allowed	MGR, REG/MGR	When cash drawer open is enabled above, you can specify for which modes it is enabled: MGR - Manager mode, REG/MGR - both Registration and Manager modes.
Receipt Print	YES, NO	Print a receipt when the No-Sales key is used. YES - Enable, NO - Disable.
Header Print	YES, NO	Print a header on receipt. YES - Enable, NO - Disable.
Save in EJ	YES, NO	Save transaction details in Electronic Journal. YES - Enable, NO - Disable.
Update Recpt	YES, NO	Update consecutive number of receipt. YES - Enable, NO - Disable.

ADVANCED SETTINGS

You can set up manager passwords, change how the keys are configured on the keyboard, program key sequences and report printing.


Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> ADVANCED SETTINGS**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, press  to return to the **Main menu** or



to return to the previous menu.

Menu Item	Description
Free Key Layout	<p>Allows you can change the key mapping of the 59 functions provided with the cash register. Not all functions are mapped onto keys on the keyboard by default - some are provided in pop-up lists only (see Popup List Functions below), while others such as [ADD PLU], [PLU INQUIRY] and the [CHAIN FUNCTIONx] keys are not provided at all.</p> <p>Unmapped functions can be configured by mapping them onto keys that you do not normally use. In the Free Key Layout list, unmapped functions can be recognized by the value 00 indicated in the column on the right. Pop-up list functions also have the value 00. When numbers appear in the right column, they represent the physical key on the keyboard to which the function is mapped (see figure 12).</p>

To assign a function to a key:

1. Select the function in the **Free Key Layout** list using **(number)**  to jump to the function.
2. Press the key on the keyboard you want to map the function onto. The key mapping number is inserted automatically.



CAUTION: The function previously mapped onto this key is assigned the value 00.

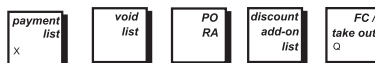
3. Press  to return to the **Main menu**.

Set **RESTORE DEFAULT** to **YES** to restore default keys at any time.

For further information on these unmapped keys, see "Unmapped Key Functions".

Popup List Function

The cash register has five **[POP-UP LIST]** keys:



In Registration mode, when one of the **[POP-UP LIST]** keys is pressed, a list of operations is displayed allowing you to select one to execute.


From **Popup List Function**, you can reprogram the operations displayed in the list; specifying a maximum of 8 operations for each list. When you select this option, the programming for







[POP-UP LIST1] is displayed first. To display the next **[POP-UP LIST]** press .


The form displayed contains a list of all the sales functions that can be programmed for the pop-up list. Those indicated as **YES** are those currently displayed in the list, those indicated as **NO** are not. You can change the settings by specifying **YES** for each operation to include in the list.

Set **RESTORE DEFAULT** to **YES** to restore the default settings for the pop-up lists at any time.



Menu Item	Description
Chain Functions	You can associate a 5-key sequence with each of the chain functions from [CHAIN FUNCTION1] to [CHAIN FUNCTIONS5] to simplify and speed up the entry of repetitive cash register operations. As the [CHAIN FUNCTIONx] keys are not provided by default on the keyboard, you must first of all map the key you want to use onto a key as described in Free Key Layout above. You can then program the key sequence that must be executed whenever the [CHAIN FUNCTIONx] key is pressed. How to do this is explained by means of an example below.

Example: Let's assume that **[CHAIN FUNCTION1]** is mapped onto the key . To register a cash payment of £10.00 every time this key is pressed:

1. Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> ADVANCED SETTINGS -> CHAIN FUNCTIONS**.
2. Press .
3. Enter the key sequence by pressing:    .
4. Press  again.

 **NOTE:** The **[CHAIN FUNCTIONx]** keys themselves cannot be used in a chain function, nor can the following:



While programming a chain function, the keys  and  cannot be used.



Chain Report

You can program 5 chain reports. For each report, you can select the entities to be included by changing their values from **NO** to **YES** for: Department & Financial, Department Group, All PLUs, Sales Clerk, Training Clerk, Hourly Report, Training, Dept & Financial Grand Total, Full EJ.





Manager Password

See below.



Setting Up Manager Passwords

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> ADVANCED SETTINGS->MANAGER PASSWORDS**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main menu** or  to return to the previous menu.

Menu Item	Possible Values	Description
PRG & Z Mode	0000 to 9999	4-digit password to protect access to PRG & Z mode. Default: 0000 (not activated). A single management password can be set up to control use of Programming functions and printing of financial reports in Z mode. Programming Mode is used to set up and program the cash register, so password controlled access may be necessary in multiuser environments. Management reports taken in the Z mode reset the transaction totals to zero, so setting up a password can guarantee against accidental resetting of these totals by unauthorized personnel.
X Mode	0000 to 9999	4-digit password to protect access to X mode. Default: 0000 (not activated). A management password can be set up to control printing of financial reports in X mode so as to safeguard the confidentiality of transaction report data.

Menu Item	Possible Values	Description
Manager mode	0000 to 9999	<p>4-digit password to protect access to Manager mode. Default: 0000 (not activated).</p> <p>A password can be set up for the cash register Manager: the user authorized to perform all sales transaction functions.</p> <p> NOTE: During transaction entry, if a clerk is not enabled to perform a certain type of operation (such as a VOID or REFUND), an authorized operator can intervene, pressing  to enter Manager mode, and entering the Manager password if it is programmed. After performing the required operation, the operator can log off by pressing  again. At this point, the Clerk can continue with the transaction and terminate it in the normal way.</p>
Training mode	0000 to 9999	<p>4-digit password to control activation of Training mode. Default: 0000 (not activated).</p> <p>When a password is setup, a normal clerk or the Manager can activate Training mode, outside of a transaction, by entering: (password) .</p> <p>The same sequence can be used to exit Training mode (see "Activating and Disactivating Training Mode").</p>




COUNTER SETTINGS

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> COUNTER SETTINGS**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main menu** or  to return to the previous menu.

Menu Item	Possible Values	Description
Receipt Number	1 to 9999	Max. 4-digits to specify from which number to start sequentially numbering receipts.
Z1 Counter	1 to 9999	Z1 Financial report counter. Max. 4 digits indicating number from which to start Z1 counter. You can override the cash register's default Z1 financial report counter by programming the number from which you want the counter to start counting consecutively each time a financial report is printed.
Z2 Counter	1 to 9999	Z2 Financial report counter. Max. 4 digits to specify number from which to start Z2 counter. You can override the cash register's default Z2 financial report counter by programming the number from which you want the counter to start counting consecutively each time a financial report is printed.
GT Value	(Numeric)	Grand Total value. Max. 12 digits to specify Grand Total. You can program the transaction grand total value printed on the management reports.
Receipt# Reset	YES, NO	Receipt number reset. YES - Enable, NO - Disable.
Z1&2 CT Reset	YES, NO	Z1 and Z2 counter reset. YES - Enable, NO - Disable.
GT Reset	YES, NO	GT counter reset. YES - Enable, NO - Disable.



SHORT CAPTIONS

You can personalize the 59 short captions, each of maximum length 10 characters appearing on the cash register.

Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> SHORT CAPTIONS**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). To jump to a specific line, enter the line number and press . At the end, you can press  to return to the **Main menu** or  to return to the previous menu.

LONG CAPTIONS

You can personalize the 14 long captions, each of maximum length 24 characters appearing on the receipt.



Select **PROGRAMMING MODE -> CONFIGURATION SETUP -> LONG CAPTIONS**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main menu** or  to return to the previous menu.

LOGGING ONTO THE SYSTEM


The programming manager should keep a track of all passwords set up on the system so as to be able to provide users with them when they need to access the system. For the clerk login to be necessary, the Clerk System must be active (see "Clerk System").

CLERK LOGON

If the Clerk System is set up, all Clerks must log onto the cash register using their clerk number and optional password before they can enter sales transactions.

1. Press  to activate the **Main menu**.
2. Select **Registration mode**.
3. A prompt appears: **Type the clerk number**. Using the numeric keypad, enter your clerk number from 1 to 15 and press .
4. If a password has been set up for this Clerk number, another prompt appears asking you to enter it: **Type the clerk password**. Enter the corresponding three-digit code and press




 **NOTE:** If you do not know the password ask your Manager


The message **Start Registration** appears. You can now enter sales transactions using the keypad.

TRAINING CLERK LOGON

The procedure is the same as for the ordinary clerk logon (described above). The only difference is that at step 3 you must specify the number of a Clerk that has been set up as a *Training Clerk*. Once logged on, you can perform all sales transactions but *in training mode only*.


To exit from Registration mode and return to the **Main menu**, press .

MANAGER LOGONS

1. Press  to activate the **Main menu**.
2. Select the mode you want to log onto from:
 - **Manager mode**
 - **Programming mode**
 - **X1 & 2 Report mode**
 - **Z1 & 2 Report mode**
3. If a password has been set up for the chosen mode, a prompt requests you to enter it: **Enter the Manager password**. Enter the corresponding four-digit code and press



LOGGING OFF

To log off and return to the **Main menu**, press . To switch off the display, select **Off mode** from the **Main menu**.

If any sales transactions are in course, before pressing



, first terminate the transaction, otherwise an

error is signaled. Press  to stop the error key tone.

PRINTING PROGRAMMING REPORTS





This section explains how to print the different reports that show how your cash register is programmed.

All programming reports can be requested from **MAIN MENU -> PROGRAMMING MODE -> PROGRAMMING DUMP**.

Make sure you have enough paper in the printer to print the report.



NOTE: To interrupt printing, press and hold down .

1. Select **PROGRAMMING MODE -> PROGRAMMING DUMP**.
2. Use  to navigate to the report you want to print.
3. Press  to select the report. If the report is a range report go to step 4, otherwise go to step 5.
4. For range reports, you are prompted to specify the number the range report must start and end with. Type in the number pressing  after entering each.
5. The report prints. To interrupt printing, press and hold down .

Menu Item	Possible Values	Description
All Departments	(no entry)	Report showing how all the departments are programmed:
Department Range	1 to 99	Report showing how a range of departments is programmed. In reply to the prompt, enter the number of the department you want the range to start from and the number to end with.
Department Groups	0 to 11	Report showing the departments linked to a given department group. Enter the number of the department group. 11= All department groups.
All PLUs	(no entry)	Report showing how all PLUs are programmed:
PLU Range	1 to 99999999999999	Report showing how a range of PLUs is programmed. In reply to the prompt, enter the number of the PLU you want the range to start from and the number to end with.
PLU Link Department	1 to 99	Report showing the PLUs linked to a given department. Enter the number of the department.
Other Sales Prog	(no entry)	Report showing sales function settings.
Print Mode	(no entry)	Report showing how receipt printing mode and report printing mode are programmed.
Clerk	(no entry)	Report showing how all clerks are programmed:
Advanced Settings	(no entry)	Report showing how the Advanced Settings options in the Configuration Setup menu are programmed.
Free Caption - 10 Chars	(no entry)	Report showing the reprogrammable 10-character entries.
Free Caption - 24 Chars	(no entry)	Report showing the reprogrammable 24-character entries.
Other Settings	(no entry)	Report showing other configuration settings.

TRAINING MODE

Training mode allows you to use the cash register to perform true sales transactions for learning purposes. All transactions performed in this mode are not recorded in the management financial reports and sales receipts are not numbered consecutively. When the cash register is switched to training mode, all training transactions can be performed in Registration and Manager modes. You can also print a detailed training report to keep track of the transactions performed, see "X and Z Reports" for details. To keep track of training activities, you can program a clerk specifically as a Training clerk. In this way, any operator needing to perform training activities can log on as the Training clerk. See "Individual Clerk" for how to create this type of clerk.




ACTIVATING AND DISACTIVATING TRAINING MODE

Training mode can be activated in one of these three ways:

- from Programming mode
- from Registration mode
- when a Training clerk logs on.


Programming mode:

1. Select **Training Mode On/Off**.


2. The prompt appears: **Now off, turn on?** Use  or  to highlight **YES** and press .

Training mode is now active and you can log on either as a Clerk or the Manager and perform sales transactions and programming in Training mode.

To deactivate Training Mode the procedure is identical, except that at step 2 the prompt appears **Now on, turn off?**

Highlight **YES** and press .

Registration mode:

To activate Training mode from Registration mode, a Training mode password must have been set up (see "Setting Up Manager Passwords"). Outside of a transaction, enter the password and press .

The Training mode symbol appears at bottom left to indicate that Training mode is active.

To exit Training mode, repeat the same procedure again.


Training Clerk Logon:

When a clerk is programmed as a **Training** clerk and the Clerk System is active, all sales transactions are registered exclusively as training activities.

USING THE MEMORY STORAGE DEVICE (SD)

This section explains how to perform standard operations on the SD card such as loading programming and PLU data from it, and saving data to it. The SD card can also be used for storing electronic journal data as described in "System Initialization". Select **MAIN MENU -> PROGRAMMING MODE -> SD MAINTENANCE**. Navigate to the field you want to personalize

and enter its data (see "Data Entry Mode" for the keys to use). At the end, you can press  to return to the **Main**


menu or  to return to the previous menu.

Menu Item	Possible Values	Description
Load from SD Card	All Programming Data, PLU Data, Graphic Logo.	Select the data to load from the Storage Device.
Save to SD Card	All Programming Data, PLU Data, Graphic Logo.	Select the data to save to the Storage Device.
Format SD Card	YES, NO	Select this option to format the SD card, canceling all data on it.

SYSTEM INITIALIZATION

This section explains how to set system initialization parameters. This procedure is also described in the "Quick Start Programming". Select **MAIN MENU -> PROGRAMMING MODE -> SYSTEM INITIALIZATION**. Navigate to the field you want to personalize and enter its data (see "Data Entry Mode" for the keys to use).

At the end, select **YES** for the prompt **Are you sure?** and press . Press  to return to the **Main menu**

or  to return to the previous menu.

Menu Item	Possible Values	Description
Language	ENGLISH, SPANISH, FRENCH, GERMAN, DUTCH, PORTUGUESE, DANISH, SWEDISH	Set the language you require for the cash register from the 8 languages available:
PLU/EJ Memory	1500/12000, 2000/11000, 3000/SD	<p>Set the maximum number of PLUs that can be stored on the cash register and the type of device you want to use for storing Electronic Journal data, either:</p> <ul style="list-style-type: none"> Cash register internal memory Storage Device (SD) - memory card <p>The SD card can be used in alternative to the internal memory, leaving more capacity for the storage of PLU codes. The number of transaction lines that can be stored depends on the capacity of the card. For example, a 1GB card provides storage for 40 million transaction lines.</p> <p>The possible choices are:</p> <p>1500/12000- 1500 PLU codes & max. 12000 lines stored in internal memory</p> <p>2000/11000- 2000 PLU codes & max. 11000 lines stored in internal memory</p> <p>3000/SD - 3000 PLU codes & storage on SD card only</p>
SW Download	NO, YES	Download software from the PC (when connected). YES - Enable, NO - Disable. If this is selected, PLU/EJ memory settings are ignored.

MANAGEMENT REPORTS


Transaction data is maintained in the memory of the cash register as long as the battery back-up system is in effect. This data can be printed as a report for management review. The Management Report can be printed in either X or Z report mode.

If a password is set up for PRG&Z mode or X mode you must enter it before you can access, respectively, Z Report mode or X Report mode (see "Setting Up Manager Passwords" for how these passwords are set up).


X AND Z REPORTS

X mode prints the accumulated transaction information and **RETAINS ALL TOTALS IN MEMORY**. Take this report any time of the day to print periodic reading of the transactions performed (some users call the X report a mid-day report). X reports include the PLU Report, Clerk Report, and the X1 and X2 Financial Reports.

Z mode prints the same information as the X report, the only difference is that after a Z report printout **ALL TRANSACTION TOTALS ARE RESET TO ZERO**, except for the grand total unless programmed otherwise. This report is usually taken at the end of the day so that all the transaction totals are cleared to start from zero the following day.

 **NOTE:** To prevent accidental printing of the Z report, assign a Programming and Z mode manager password as explained in "Setting Up Manager Passwords".


An X2 report is called a period-to-date financial report which is usually taken on a weekly basis. It accumulates all the transaction totals. A Z2 report is the same as an X2 report with the exception that all the transaction totals are reset to zero after it is taken. It is usually taken as a monthly sales report to view end-of-month sales totals for each department.



 **NOTE:** Before printing a management report, make sure that you have plenty of paper loaded in the cash register.

PRINTING X REPORTS


To print X1 & X2 reports follow this procedure:

1. Select **MAIN MENU -> X1 & 2 REPORT MODE**.

2. If a password has been set up, enter the 4-digit code in reply to the prompt and press .

3. Use  to highlight the report you want to print and press .



NOTE: If no report is available a key tone signals the error condition - press  to clear the error and continue.

If the report chosen is not a range report it starts printing immediately.

4. For a range report, highlight the **START** field, type in the number from which the report must start then press



. Next highlight the **END** field, type in the number at which the report must end then press



. The report prints. To interrupt printing, press and hold down .

PRINTING Z REPORTS


To print Z1 & Z2 reports the procedure is the same as above, except that at step 1 you must select **MAIN MENU -> Z1 & 2 REPORT MODE**.

REPORTS COMMON TO X AND Z MODES

Menu Item	Description
X1/Z1 Dept & Financial Report	X1/Z1 Department and Financial report. Lists the number of transactions per department and their related sales totals, followed by the number and totals for each sales operation type (by tender, FC and so on). See "Example X1/Z1 Dept and Financial Report".
All PLUS Report	This report provides the number of times a particular PLU is used, the totals for that PLU code and the sales totals for all PLUs.
Clerk Sales Report	Lists the number of transactions and sales totals for each Clerk. At the end of the receipt you are given the sales total of all sales clerks.
Clerk Training Report	Lists the number of transactions and sales totals for each Clerk for training activities only.
Clerk Sales Without Train	Lists the number of transactions and sales totals for each Clerk without training activities.
Hourly Report	The time report provides the net total sales performed by the cash register on an hourly basis.
Training Report	This report provides a report of the transactions performed in the training mode.
X2/Z2 Dept & Financial Report	X2/Z2 department and financial report. As for X1 Department and Financial report but prints only transaction totals.

Menu Item	Description
EJ Report	<p>An EJ report executed in X mode does not clear the electronic journal memory (and therefore all transaction data is retained). On the other hand, when it is executed in Z mode, the electronic journal memory is cleared and restored to its maximum line capacity programmed.</p> <p>Four types of report are available:</p> <ul style="list-style-type: none"> • Full EJ Report - This report is a complete listing of transaction receipts and X financial reports taken within the maximum line capacity programmed. No entry is required. In Z mode, when the contents of the electronic journal are printed, a message is displayed along with a beep to indicate that the EJ memory capacity has been restored to its programmed line capacity. • Oldest EJ Report - By entering the number of transactions you wish to view, this report prints the selected number of oldest receipts and X financial reports performed and stored within the programmed line capacity. Type a number between 1 and 999 indicating the number of oldest report wanted. • Latest EJ Report - By entering the number of transactions you wish to view, this report prints the most recent receipts and X financial reports performed and stored within the programmed line capacity. Type a number between 1 and 999 indicating the number of latest report wanted. • Daily EJ Report - By entering the number of X financial reports that you wish to view, this report prints the receipts recorded before the defined X financial report along with the report itself. Type a number between 1 and 99 indicating the number of oldest end-of-day reports wanted. • EJ Memory Clear - Clears EJ memory without printing EJ report. Confirm when requested by selecting YES.

To momentarily interrupt report printing, press . Press this key again to resume printing

(for example, to load paper and avoid an out-of-paper condition). Press  to completely interrupt report printing, terminated with "*****".

X MODE-SPECIFIC REPORTS

Menu Item	Possible Values	Description
Flash Report	(no entry)	Displays summary report (net, gross, cash-in-drawer, check totals and so on).
Dept Range Report	1 to 99	Department Range Report. Enter max. 2 digits for number of department for report to start from and end with. This report lists the number of transactions and their totals for the defined range of Departments.
Department GRP Report	0 to 11	Department Group Report. Enter max. 2 digits for number of Department Group number. This report provides the same information as a Department Range Report but only for the departments linked to the department group specified. 11= All department groups.
PLU Range Report	(numeric)	PLU Range Sales Report. Enter max. 14 digits for the number of the PLU to start from and end with. This report provides the same transaction information as the All PLUs Report but pertaining to the defined range of PLUs.

Z MODE-SPECIFIC REPORTS

Menu Item	Description
Chain Report	Prints the chain reports that have been programmed in "Advanced Settings".
Duplicate Z Report	Prints the Z Report a second time.

Example X1/Z1 Dept and Financial Report

X report identifier	15: 12	18-07-2007	Consecutive receipt number
	MC NO. 1962	0173	
	X 1	0001	X counter
	DEPT 01	80	
Department number or assigned name	14.89%	*785.00T1	Department 1 activity counter
	DEPT 02	78	
	19.48%	*1027.09T3	Department 1 sales total
	DEPT 03	106.5	
	29.18%	*1538.68T2	
	DEPT 04	70	
	33.64%	*1773.49T4	
Department 1 ratio %	DEPT 05	-1	
		*-1.00	
	DEPT 06	2	
	0.13%	*6.65	
	DEPT 07	7	
	1.54%	*81.20	
	DEPT 09	1	
	0.09%	*5.00	
	DEPT 10	2	
	0.14%	*7.50	
	DEPT 40	1	
	0.09%	*4.50	
	DEPT 45	1	
	0.01%	*0.50	
	DEPT 52	9	
	0.83%	*44.00	
	TOTAL	*5272.61	Sales total for all departments
	VAT1 5.5%	*46.62	
	TXBL_O_1 5.5%	*846.53	
	TXBL_W_1 5.5%	*893.15	
	VAT2 10%	*137.43	
	TXBL_O_2 10%	*1374.63	Total amount VAT 1, 2, 3 and 4
	TXBL_W_2 10%	*1512.26	
	VAT3 19%	*146.25	
	TXBL_O_3 19%	*769.67	
	TXBL_W_3 19%	*915.92	
	VAT4 20%	*296.80	
	TXBL_O_4 20%	*1484.27	Coupon (-) total
	TXBL_W_4 20%	*1781.07	
	NON TAX	*170.35	
	TL-COUPON	*-65.20	Percent add-on total
	TL-ADD ON	*0.00	
Net sales total in local currency		*0.83%1	Percent discount total
	DISCOUNT	*0.49%1	
		*-32.95%2	
		*-0.35%2	
Void total	NET	*5272.75	Refund total
	REFUND	*-74.98	
	VOID/CORR	*-39.89	
	GROSS	*5125.12	Gross sales total
	CASH	-0129	Cash sales total
Cash sales counter		*2890.60	
Check sales counter	TL-CHECK	0011	Check sales total
Charge sales counter	TL-CHARGE	0012	Charge sales total
Card 1 sales counter	CARD 1	0008	Card 1 sales total
Card 2 sales counter	CARD 2	0003	Card 2 sales total
	TL-RECD AC	*371.50	
Received on account counter		0004	Received on account total
Paid out counter	T-PAID OUT	*421.00	Paid out total
No sale counter	TL-NS	0004	Cash in drawer total
Charge in drawer total	CHECK ID	*2886.76	
	CHARGE ID	*595.33	Check in drawer total
Card 1 in drawer total	C CRED1 ID	*779.19	
Card 2 in drawer total	C CRED2 ID	*670.97	
Foreign currency rate and sales total	FC 1	*1.471	
	GT	*5272.75*	Grand total

EXAMPLE CLERK SALES REPORT

Time	15: 16	18-07-2007	Consecutive receipt number
	MC NO. 1962	0176	
	CLERK REPORT	X	X report identifier
	CLERK01		
Clerk 1 number or assigned name	TOTAL	*2778.98	Sales total of clerk 1
	VAT1 5.5%	*18.21	
	TXBL_O_1 5.5%	*330.34	
	TXBL_W_1 5.5%	*348.55	
	VAT2 10%	*82.83	
	TXBL_O_2 10%	*828.77	
	TXBL_W_2 10%	*911.60	
	VAT3 19%	*69.01	
	TXBL_O_3 19%	*363.14	
	TXBL_W_3 19%	*432.15	
	VAT4 20%	*172.66	
	TXBL_O_4 20%	*863.47	
	TXBL_W_4 20%	*1036.13	
	NON TAX	*50.50	
	TL-COUPON	*-50.00	
	TL-ADD ON	*0.83%1	
		*0.30%1	
	DISCOUNT	*-11.60%2	
		*-0.35%2	
	NET	*2778.93	Summary of clerk 1 activities
	REFUND	*-37.00	
	VOID/CORR	*-4.50	
	GROSS	*2631.49	
	CASH	0073	
	TL-CHECK	*1582.26	
		0004	
	TL-CHARGE	*162.00	
		0008	
	CARD 1	*593.69	
		0004	
	CARD 2	*249.48	
		0002	
	TL-RECD AC	*191.50	
		0002	
	T-PAID OUT	*215.00	
		0001	
	TL-NS	*150.00	
		0002	
	C-C-I-D	*1647.26	
	CHECK ID	*162.00	
	CHARGE ID	*593.69	
	C CRED1 ID	*249.48	
	C CRED2 ID	*191.50	
	FC 1	*1.471	
	GT	*72.74	Machine Grand Total
		5272.75	

EXAMPLE ALL PLUS REPORT

PLU number or assigned name	15: 19	18-07-2007	PLU 1 sales counter
	MC NO. 1962	0177	
	PLU REPORT	X	
	PLU 0001	16	
	13.86%	*214.65T2	PLU 1 sales total
	PLU 0002	5	
	4.84%	*75.00T4	
	PLU 0042	1	
	0.13%	*2.00	
	PLU 0201	7	
	4.97%	*76.93T4	
	PLU 0202	4	
	0.39%	*6.00T1	
	PLU 0301	5	
	4.13%	*64.00T2	
	PLU 0302	5	
	3.11%	*48.23T1	
	TL-PLU	*1549.24	Total PLU sales

FLASH REPORT









NET	5348.77	Cash in drawer total
GROSS	5497.77	Check in drawer total
C-I-D	*2886.76	Charge in drawer total
CHECK ID	*595.33	Credit 1 in drawer total
CHARGE ID	*779.19	
C CRED1 ID	*670.97	
C CRED2 ID	*371.50	Credit 2 in drawer total

SALES TRANSACTION EXAMPLES

REGISTERING A SINGLE ITEM SALE WITH CHANGE TENDER

Up to eight digits can be used for entering the amount.




















Example: Register a £1.00 item in Department 1. Compute change for £5.00.

1. Press    .
2. Press    .

The transaction is terminated and the change due to the customer is displayed.




















REGISTERING A MULTIPLE ITEM SALE WITH EXACT CASH TENDER

Example: Register a £2.50 item to Department 1, a £0.50 item to Department 45 and a £1.65 item to Department 37, with an exact tender of £4.65.

1. Press     .
2. Press      .
3. Press      .
4. Press  .

REGISTERING A MULTIPLE ITEM SALE WITH EXACT CASH TENDER IN FOREIGN CURRENCY














Example: Register a £10.00 item to Department 1, a £20.00 item to Department 2, with an exact tender in the programmed foreign currency number 1.

1. Press     .
2. Press     .
3. Press   to display and print the current balance due in the Local Currency.
4. Press  for the foreign currency programmed as number 1 and press   then  .
5. Press  .

REGISTERING A SALE OF MULTIPLE ITEMS AT SAME COST

Up to two digits can be used for the quantity multiplied.

Example: Multiply two items costing £1.50 and register the sale to Department 1. Compute change for £5.00.





























1. Press  .
2. Press     .
3. Press  .
4. Press    . The change due to the customer is displayed.

Steps 1 and 2 in the procedure above could be replaced with the following to achieve the same result:

Press       .

REGISTERING A MULTIPLE DEPARTMENT SALE WITH PAYMENT IN FOREIGN CURRENCY AND CHANGE TENDER IN LOCAL CURRENCY











Example: Register a £6.99 item to Department 1, a £5.99 item to Department 4 and a £3.50 item to Department 19. Compute change for €150.00 (Euro = foreign currency number 1).

1. Press     .
2. Press     .
3. Press     .
4. Press   to display and print the current balance due in the Local Currency.
5. Press  for the foreign currency programmed as number 1 and press    .
6. Type the amount tendered in the foreign currency     and press  .

The change due to the customer is displayed.
















REGISTERING A CHARGE CARD TRANSACTION

Example: Register a £2.50 item to Department 1 and a £3.00 item to Department 2 as an exact charge card transaction.

1. Press    .
2. Press   .
3. Press .
4. Press  -> **CHARGE** then .













SPLIT CASH/CHARGE CARD TENDER

Example: Register a £10.00 item and a £15.00 item to Department 2. Split the amount tendered between £20.00 cash and £5.00 charge card.

1. Press    .
2. Press    .
3. Press .
4. Press    .
The remaining balance due (5.00) is displayed.
5. Press  -> **CHARGE** then .







CREDIT CARD 1 TENDER

Example: Register a £120.00 item to Department 2 and a £50.00 item to Department 3. Complete the transaction with payment using credit card 1.

1. Press     .
2. Press    .
3. Press .
4. Press  -> **CREDIT 1** then .




















CHECK TENDER

Example: Register a £70.00 item paid by check to Department 4.

1. Press    .
2. Press  -> **CHECK** then .























CHECK TENDER WITH CHANGE

Example: Register a £19.50 item to Department 4, a £2.50 item to Department 5 and a £5.00 item to Department 29. Compute the change for a £30.00 check tender.

1. Press     .
2. Press    .
3. Press    .
4. Press .
5. Press    then  -> **CHECK**
followed by . The change due to the customer is displayed.

CHECK TENDER IN FOREIGN CURRENCY WITH CHANGE IN LOCAL CURRENCY

Example: Register a £19.50 item to Department 4, a £2.50 item to Department 5 and a £5.00 item to Department 28. Compute the change in Local currency for a EUR 40.00 check tender.

1. Press     .
2. Press    .
3. Press    .
4. Press  to display and print the current balance due in Local Currency.
5. Press  for foreign currency number 1 (previously programmed as Euro), and press  -> **FC**  to display the balance due in the foreign currency.
6. Type the amount tendered by check in the foreign currency    then press  -> **CHECK** . The change due in the local currency is displayed.

SPLIT CHECK/CASH TENDER

Example: Register a £24.00 item to Department 1, a £36.00 item to Department 3 and a £4.00 item to Department 4. Split the tender between £60.00 check and £4.00 cash.

1. Press .
2. Press .
3. Press .
4. Press .
5. Press then -> **CHECK** followed by . The remaining balance due to the customer is displayed.
6. Press .

REGISTERING (-) REDUCTION COUPONS

Up to 8 digits can be used to enter the amount for a transaction.

Example: Register a £0.10 reduction (coupon) on a £2.00 item to Department 2 and a £1.00 discount on an item costing £5.00 to Department 52.

NOTE: The -> **-/+** key must have been programmed to apply a discount.

1. Press .
2. Press -> **-/+** .
3. Press .
4. Press .
5. Type the discount followed by -> **-/+** .
6. Press .

DISCOUNTING TOTAL SALE USING A PROGRAMMED DISCOUNT RATE

Example: Register a programmed 10% discount to an entire sales transaction. Compute the change tender.

The -> **%1** function must have been programmed to apply a 10% percent discount.

1. Press .
2. Press .
3. Press .
4. Press -> **%1** . The amount discounted is displayed.
5. Press .
6. Press . The change due to the customer is displayed.

DISCOUNTING THE TOTAL SALE USING A RANDOM DISCOUNT RATE

Up to 4 digits can be used to specify the discount percentage (in the range 0.01 - 99.99%).

Example: Register a 20% discount to a sales transaction. Compute the change tender.

The -> **%1** function must have been programmed to apply discounts.

If you specify a percentage before -> **%1**, it overrides the programmed percentage value.

1. Press .
2. Press .
3. Press .
4. Press -> **%1** . The amount discounted is displayed.
5. Press .
6. Press . The change due to the customer is displayed.

DISCOUNTING INDIVIDUAL ITEMS USING PROGRAMMED AND RANDOM DISCOUNT RATES

Example: Register a £2.50 item to Department 1, apply the programmed discount to a £3.50 item of Department 23 and apply a discount rate of 5% to a £5.00 item of Department 2. Compute change tender.

NOTE: The -> %2 function must have been programmed to apply a 5% percent discount.

- Press .
- Press .
- Press -> %2 = enter. The amount discounted is displayed.
- Press .
- Press -> %2 = enter. The amount discounted is displayed.
- Press w.
- Press = enter. The change due to the customer is displayed.

APPLYING THE PROGRAMMED PERCENT PLUS RATE TO A TOTAL SALE

Example: Register a programmed 10% add-on to an entire sales transaction. Compute the change tender.

NOTE: The -> %1 function must have been programmed to apply a 10% add-on.

- Press .
- Press .
- Press w.
- Press -> %1 = enter. The amount added on is displayed.
- Press w.
- Press = enter. The change due to the customer is displayed.

APPLYING A RANDOM PERCENT ADD-ON RATE TO A TOTAL SALE

Up to 4 digits can be used for the percent add on rate (from 0.01 to 99.99%).

Example: Register a 20% add-on to a sales transaction. Compute the change tender.

NOTE: The -> %1 function must have been programmed to apply percent add-ons.

- Press .
- Press .
- Press w.
- Press -> %1 = enter. The add-on amount is displayed.
- Press w.
- Press = enter. The change due to the customer is displayed.

REGISTERING A SALES TRANSACTION USING PRESET PLU ITEM PRICES

To use this feature, PLU item prices must have been previously programmed.

Example: Use preset PLU item prices to register an entire transaction: register PLU1 and enter PLU2 3 times. End the transaction with an exact cash tender.

- Press .
- Press . The amount of the multiplication is displayed.
- Press w.
- Press = enter.

OVERWRITING A PRESET PLU PRICE ASSOCIATED WITH A BARCODE


Example: Overwrite the preset price associated with a barcode with £3.50. Compute change for a £5.00 tender.

- Press DW.
- Scan the barcode to register the PLU code.
- Press w.
- Press = enter. The change due to the customer is displayed.

VOIDING A COMPLETE SALES TRANSACTION

Example: Register a £2.50 item to Department 1, a £5.00 item to Department 66 and a £1.65 item to Department 40, then void the entire transaction.

- Press **2** **5** **0** **Y** **20**.
- Press **5** **00** **dept shift & code** **D** **6** **6** **dept shift & code** **D**.
- Press **1** **6** **5** **dept shift & code** **D** **4** **0** **dept shift & code** **D**.
- Press **S.Total** **w**.
- Press **void list** **=** **enter** **-> FULL VOID**.

 **NOTE:** A full void cannot be performed when the number of items registered in the transaction exceeds 50.

VOIDING THE PREVIOUS ENTRY IN THE MIDDLE OF A SALE

Example: Void a £2.50 entry erroneously made to Department 2, then register a £3.00 item to this same Department. Void an incorrect £10.00 entry. End the transaction with an exact cash tender.

- Press **2** **5** **0** **2** **S** **27** **clear** **C**.
- Press **void list** **=** **enter** **-> EC/VOID**.
- Press **2** **5** **0** **2** **S** **27**.
- Press **3** **00** **2** **S** **27**.
- Press **1** **0** **00** **2** **S** **27**.
- Press **4** **00** **4** **G** **23**.
- Press **void list** **=** **enter** **-> EC/VOID** **1** **0** **00** **2** **S** **27**.
- Press **S.Total** **w**.
- Press **TOTAL** **=** **enter**.

REFUNDING MULTIPLE ITEMS


Example: Refund a £4.99 item to Department 4 and three £2.00 items to Department 5.

- Press **void list** **=** **enter** **-> REFUND** **TOTAL** **=** **enter**.
- Press **4** **9** **9** **4** **G** **23**. The amount to be refunded is displayed.
- Press **void list** **=** **enter** **-> REFUND** **TOTAL** **=** **enter**.
- Press **3** **X/date/time** **2** **00** **5** **A** **24**. The amount to be refunded is displayed.
- Press **S.Total** **w**.
- Press **TOTAL** **=** **enter**.

REGISTERING MULTIPLE VOID AND REFUND TRANSACTIONS

Example: Overwrite preset PLU 6 with £3.00, register the sale of a £2.50 item to Department 1, and of a £1.00 item to Department 2. Void the £3.00 sale to PLU 6 and then register the sale of four £5.00 items to PLU 6. Void the sale of the £2.50 item previously made to Department 1 and then refund 3 items costing £4.00 each. Subtotal the sale and end the transaction with an exact cash tender.






- Press **3** **00** **PLU alt** **6** **PLU code**.
- Press **2** **5** **0** **1** **Y** **20**.
- Press **1** **00** **2** **S** **27** **clear** **C**.
- Press **void list** **=** **enter** **-> EC/VOID** **TOTAL** **=** **enter** **3** **00** **PLU alt** **6** **PLU code**.
- Press **4** **X/date/time** **5** **00** **PLU alt** **6** **PLU code** **clear** **C**.
- Press **void list** **=** **enter** **-> EC/VOID** **TOTAL** **=** **enter** **2** **5** **0** **1** **Y** **20**.
- Press **void list** **=** **enter** **-> REFUND** **TOTAL** **=** **enter** **3** **X/date/time** **4** **00** **1** **Y** **20**.
- Press **S.Total** **w**.


9. Press  .

REGISTERING MONEY RECEIVED ON ACCOUNT

Up to 8 digits can be used for registering money received on account.

Example: Register £200.00 received on account.

Press      -> **RA**

 .

The cash drawer opens and the transaction is recorded on receipt.

REGISTERING NEGATIVE DEPARTMENT TRANSACTIONS

As prerequisite to negative department transactions, program a normal department to a negative status as explained in "Programming Departments". These transactions are useful when the clerk pays back money to the customer, such as the refund of a deposit.


Example: With Department 38 activated for Single, negative item sales, register a deposit refund of £1.00 for the return of bottles.


1. Press     .

REGISTERING PRODUCT QUANTITY TRANSACTIONS

Example: Register the sale of 1.5 Kg of apples costing £3.00 per kilogram to Department 3.

1. Press     .

    .

2. Press  .

PAYING MONEY OUT

Up to 8 digits can be registered for money paid out.

Example: Pay out £150.00.






Press      -> **PO**.





The cash drawer opens and the transaction is recorded on receipt.


REGISTERING AN IDENTIFICATION NUMBER TO A TRANSACTION

Up to 10 digits can be used for the identification number. This entry can be made prior to any operation. The identification number is not added to the management report or totals.

Example: Assign the identification number 3459 to a £1.00 sale to Department 4. Enter an exact cash tender sale.

1. Press      .

2. Press     .

3. Press  .

REGISTERING A NO SALE


This operation opens the cash drawer and prints a No Sales receipt. The activity is registered in the activity counter of the financial report. If you do not want to allow a No Sales receipt to be printed see "#/NS Function Key".

1. Press  .

ISSUING A COPY OF THE LAST SALES RECEIPT







You can print one or more copies of the last receipt issued. **For this feature to be operational, the multiple receipts option must be set**, see "Receipt Printing Mode" for details.

To be able to issue a copy of the last sales receipt, the cash register can accumulate a maximum of 60 transaction lines in Random Access Memory (RAM). If the last sales receipt has more than 60 lines, the copy will only provide the resulting sales total.

 **NOTE:** This feature will override non-print mode if it was previously activated by pressing

 .

Example: Register a £13.50 sale to Department 3 and enter an exact cash tender sale. Print a copy of the sales receipt.

1. Press       .

2. Press  .






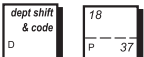



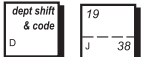


3. Press  .

HOLDING AND RECALLING A SALES TRANSACTION

You can temporarily put a sales transaction on hold, start and conclude a separate transaction in the mean time, then recall and conclude the held transaction. This allows the clerk to serve a second customer to avoid delays if for any reason the customer being currently served is not ready to finalize the transaction.

Only one transaction can be held at a time.

Example: Register a £13.50 sale to Department 3 and a £23.00 sale to Department 2. Subtotal the transaction and then put it on Hold. Serve another customer by registering the sale of a £2.00 item to Department 4, a £5.00 item to Department 37 and finalizing the sale with a Credit card 1 tender. Recall the suspended transaction, register the sale of a £4.50 item to Department 38 and finalize the transaction with a check tender.

- Type **1** **3** **5** **0** and press , then type **2** **3** **00** and press .
- Press .
- Press . A line is displayed to indicate that the transaction was put on hold. Tear off the sales receipt and put it aside.
- Start the second transaction. Type **2** **00** and press , then type **5** **00** and press .
- Press  -> **CREDIT 1**  to finalize the second transaction. A beep sounds to remind you to conclude the transaction that you previously put on hold.
- Press . The transaction that was put on hold resumes from where you left off.
- Type **4** **5** **0** and press .
- Finalize the transaction by pressing  -> **CHECK** .







TRANSFERRING A FINALIZED PAYMENT TO ANOTHER MEANS OF PAYMENT

Upon conclusion of a sales transaction, you can transfer the payment just made to another form of payment. This is particularly useful if the customer decides to pay with another means after the finalization of the sales transaction.

Payment transfers also allow you to give the customer cash back as long as the payment is transferred to a cash tender and you specify an amount that is greater than the sales transaction total.

Payment transfer operations can be performed only once after finalization. No receipt is issued, but the transfer is recorded in the management reports. Payment transfers do not apply to tenders with foreign currencies.





Example: Register a £5.00 sale to Department 3 and a £23.00 sale to Department 2 as a charge transaction. Transfer payment to a £50.00 cash tender with cash back to the customer.

- Type **5** **00** and press , then type **2** **3** **00** and press .
- Press  -> **CHARGE** .
- Press , type **5** **0** **00** and then press . The cash drawer opens and the cash back amount due to the customer is displayed.

AFTER-TENDER CHANGE TRANSACTIONS

Allowed only for cash tenders, with this feature the clerk can finalize a sales transaction as an exact cash tender and then afterwards register the cash collected from the customer and give the required change.

Example: Register a £5.00 sale to Department 3 and a £23.00 sale to Department 2 as an exact cash tender. Register the collection of £50.00 and compute the related change.

- Type **5** **00** and press , then type **2** **3** **00** and press .
- Press .
- Type the cash collected **5** **0** **00** and then press . The cash drawer opens and the change due to the customer is displayed.

ERROR CONDITIONS


Clearing an Error

Press  to clear an error. The key tone ends, the displays clear and the keypad unlocks, allowing you to continue with the transaction.


If an error condition cannot be cleared by pressing , reset the cash register by performing one of the cash register reset operations.

Out-of-Paper

When the paper runs out, the message **OUT OF PAPER** appears on the operator display. Load the paper and press

 to clear the error.

CASH REGISTER RESET OPERATIONS



If the cash register does not function, for example while programming and the error signal cannot be stopped by pressing , reset the cash register in **Off mode**.

There are four reset operations; **be very careful when choosing the one to perform since you could unnecessarily cancel report data and cash register programming data.**

- **Partial Reset** - just clears the cash register's working memory. If the cash register still remains in an error condition, proceed with the **Sales Report Reset** operation below.
- **Sales Report Reset** - erases the cash register's working memory, and all totals and counters (all report data). If the cash register still remains in an error condition, proceed with the **Full Reset Without Language** operation.
- **Full Reset Without Language** - erases the cash register's working memory, all totals and counters (all report data) and cancels all cash register programming data with the exclusion of the language-specific captions programmed. Be extremely careful when using this reset operation. If the cash register still remains in an error condition, proceed with the **Full Reset** operation.
- **Full Reset** - erases the cash register's working memory, all totals and counters (all report data) and cancels all cash register programming data. **Be extremely careful when using this reset operation.** Use this operation as a last resort only. After this reset operation you must reprogram the cash register.

Reset Procedure

The reset procedure must be carried out with the cash register switched off.

1. Press and hold down  for 2 seconds.
2. From the Reset Operation menu, choose the Reset operation you want to perform.
3. In reply to the prompt **Are you sure?**, select **YES** to confirm the reset operation, or **NO** to cancel it. The reset operation is performed.
4. Press  to activate the menu system again.

CAPTION TABLE

Line	Description	Digits	English	Spanish	French	German
2	COUPON	10	COUPON	CUPON	COUPON	COUPON
3	TOTAL COUPON	10	TL -COUPON	TL-CUPON	TL-COUPON	TL-COUPON
4	ADD ON	10	ADD ON	INCREMENTO	MAJORATION	AUFSCHLAG
5	TOTAL ADD ON	10	TL_ADD ON	TL_INCREM.	TL_MAJOR.	TL_AUFSCHL
6	DISCOUNT	10	DISCOUNT	DESCUENTO	REMISE	RABATT
7	CHARGE	10	CHARGE	CARGO	CREDIT	KREDIT
8	TOTAL CHARGE	10	TL-CHARGE	TL-CARGO	TL-CREDIT	TL-KREDIT
9	VOID/CORRECTION	10	VOID/CORR	ANUL/CORRC	CORR/ANNUL	STORNO
10	TOTAL VOID/CORRECTION	10	TL -VD/CORR	ANUL/CORRC	TL-COR/NUL	TL-STORNO
11	SUBTOTAL	10	SUBTOTAL	SUBTOTAL	SOUS-TOTAL	ZW.SUMME
12	CHANGE	10	CHANGE	CAMBIO	RENDU	RÜCKGELD
13	CASH	10	CASH	EFFECTIVO	ESPECES	BAR
14	TOTAL CASH	10	TL-CASH	T-EFFECTIVO	TL-ESPECE	TL-BARGELD
15	AMOUNT	10	AMOUNT	CANTIDAD	MONTANT	BETRAG
16	CHECK	10	CHECK	CHEQUE	CHEQUE	SCHECK
17	TOTAL CHECK	10	TL-CHECK	TL-CHEQUE	TL-CHEQUE	TL-SCHECK
18	TOTAL	10	TOTAL	TOTAL	TOTAL	GESAMT
19	TOTAL PLU	10	TL- PLU	TL- PLU	TL-PLU	TL-PLU
20	NO SALE	10	NO SALE	NO VENTA	NON-VENTE	NULL BON
21	TOTAL NO SALE	10	TL-NS	TL-NON-VTA	TL-NON-VTE	TL-NULLBON
22	RECEIVED on ACCOUNT	10	RECD ACCT	A CUENTA	ENTRÉE	EINZAHLUNG
23	TOTAL RECEIVED on ACCOUNT	10	TL-RECD AC	TL-A CUENT	TL-ENTRÉE	TL-EINZAHL
24	PAID OUT	10	PAID OUT	SALIDAS	SORTIE	AUSZAHLUNG
25	TOTAL PAID OUT	10	T-PAID OUT	TL-SALIDAS	TL-SORTIE	TL-AUSZAHL
26	NON TAX	10	NON TAX	SIN IVA	SANS TVA	OHNE MWST
27	TRANSFER	10	TRANSFER	TRANSFER.	TRANSFERT	TRANSFER
28	TOTAL DEPARTMENT	10	DEPT TOTAL	TOTAL DPTO	TL-DEPT	WG TOTAL
29	REFUND	10	REFUND	REEMBOLSO	RETOUR	RUCKZAHLNG
30	NET	10	NET	NETO	NET	NETTO
31	GROSS	10	GROSS	BRUTO	BRUT	BRUTTO
32	GRAND TOTAL	10	GT	GT	GT	GT
33	TAXABLE with TAX	10	TXBL_W_	IMP C/IMP.	MT-TTC	VERST.m.ST
34	TAXABLE without TAX	10	TXBL_O_	IMP S/IMP.	MT- HT	VERST.o.ST
35	TAX	10	VAT	IVA	TVA	MWST SATZ
36	TAX TOTAL	10	TL- VAT	TL-IVA	TL-TVA	TL-MWST
37	TAXABLE TOTAL with TAX	10	TXBL_TL_W	T.IMP.C/I.	TL -TTC	TAX_TL_M
38	TAXABLE TOTAL without TAX	10	TXBL_TL_O	T.IMP.S/I.	TL -HT	TAX_TL_O
39	Cash in Drawer	10	C-I-D	EFFECT CAJA	NET-TIROIR	BAR-IN-LAD
40	CHECK in Drawer	10	CHECK ID	CHEQ. CAJA	CHEQUE-TIR	SCHECK-I-L
41	CHARGE in Drawer	10	CHARGE ID	CARG. CAJA	CREDIT-TIR	RECHNG-I-L
42	CARD CREDIT1 in Drawer	10	C CRED1 ID	CRD1. CAJA	C CRD1-TIR	KARTE1-I-L
43	CARD CREDIT2 in Drawer	10	C CRED2 ID	CRD2. CAJA	C CRD2-TIR	KARTE2-I-L
44	CARD CREDIT3 in Drawer	10	C CRED3 ID	CRD3. CAJA	C CRD3-TIR	KARTE3-I-L
45	CARD CREDIT4 in Drawer	10	C CRED4 ID	CRD4. CAJA	C CRD4-TIR	KARTE4-I-L
46	CARD CREDIT5 in Drawer	10	C CRED5 ID	CRD5. CAJA	C CRD5-TIR	KARTE5-I-L
47	CARD CREDIT6 in Drawer	10	C CRED6 ID	CRD6. CAJA	C CRD6-TIR	KARTE6-I-L
48	CARD CREDIT1	10	CARD 1	CREDITO1	CARTE1	KARTE 1
49	CARD CREDIT 2	10	CARD 2	CREDITO2	CARTE2	KARTE 2
50	CARD CREDIT 3	10	CARD 3	CREDITO3	CARTE3	KARTE 3
51	CARD CREDIT 4	10	CARD 4	CREDITO4	CARTE4	KARTE 4
52	CARD CREDIT 5	10	CARD 5	CREDITO5	CARTE5	KARTE 5
53	CARD CREDIT 6	10	CARD 6	CREDITO6	CARTE6	KARTE 6
54	ADJUST	10	ADJUST	AJUSTE	AJUST	ANPASSEN
55	MACHINE NUMBER	6	MC NO.	N. MAQ	No MC	MC NR.
56	PLU	3	PLU	PLU	PLU	PLU
57	Department	4	DEPT	DEPT	DEPT	WGR
58	Department Group	5	DPT-G	G-DPT	G-DEP	WGR -G
59	CLERK	5	CLERK	CAJER	VEND	BED.
60	FC (Foreign Currency)	2	FC	DV	DE	FW

CAPTION TABLE

Line	Description	Digits	Dutch	Portuguese	Danish	Swedish
2	COUPON	10	REDUCTIE	CUPAO	DEKORT	KUPONG
3	TOTAL COUPON	10	TL_REDUCT.	TL CUPAO	TOT_DEKORT	KUPONG_TOT
4	ADD ON	10	TOESLAG	AUMENTO	TILLÆG	TILLÄGG
5	TOTAL ADD ON	10	TL_TOESLAG	TL_AUMENTO	TL_TILLÆG	TL_TILLÄGG
6	DISCOUNT	10	KORTING	DESCONTO	RABAT	RABATT
7	CHARGE	10	BET_OP_REK	PAGAMENTO	DANKORT	KREDIT
8	TOTAL CHARGE	10	TL_OP_REK	TL COBRADO	TOTDANKORT	TL-KREDIT
9	VOID/CORRECTION	10	ANNUL/CORR	ANUL/CORRE	KORREKTION	FEL/KORR
10	TOTAL VOID/CORRECTION	10	T_ANN/CORR	ANUL/CORRC	TOTAL_KORR	FEL/KORR
11	SUBTOTAL	10	SUBTTL	SUBTOTAL	SUBTOTAL	SUBTOTALT
12	CHANGE	10	WISSELGELD	TROCO	BYTTEPENGE	VÄXEL
13	CASH	10	CONTANT	DINHEIRO	KONTANT	KONTANT
14	TOTAL CASH	10	TL_CONTANT	TL DINHRO	TOTAL_KONT	TL_KONTANT
15	AMOUNT	10	BEDRAG	QUANTIA	BELØB	BELOPP
16	CHECK	10	CHEQUE	CHEQUE	CHECK	CHECK
17	TOTAL CHECK	10	TL_CHEQUE	CHEQUE	TOT_CHECK	TL_CHECK
18	TOTAL	10	TOTAAL	TOTAL	TOTAL	TOTALT
19	TOTAL PLU	10	TL_PLU	TL_PLU	TOTAL_PLU	TOTAL_PLU
20	NO SALE	10	NIET-VERK	SEM_VENDA	INTET_SALG	LÅDÖPPNING
21	TOTAL NO SALE	10	TL_NT-VERK	TL S_VENDA	TOT_0-SALG	LADÖPPNING
22	RECEIVED on ACCOUNT	10	ONTV_REK	REC_CONTA	INDBETALT	INBETALT
23	TOTAL RECEIVED on ACCOUNT	10	T_ONTV_REK	REC_CONTA	TOT_INBET	INBET_TOT
24	PAID OUT	10	KASBETAL	PAGO	UDBETALT	UTBETALT
25	TOTAL PAID OUT	10	TL_KASBET	TL PAGO	TOT_UDBET	UTBETALT
26	NON TAX	10	ZONDER BTW	SEM IVA	EJ_MOMS	EJ_MOMS
27	TRANSFER	10	TRANSFER	TRANSFER	OVERFØR	ÖVERFÖR
28	TOTAL DEPARTMENT	10	TL_OMZETGR	TOTAL_DPTO	TOTAL_VGRP	VGR_TTL
29	REFUND	10	RETOUR	TROCO	RETURVARER	RETUR
30	NET	10	NETTO	LIQUIDO	NETTO	NETTO
31	GROSS	10	BRUTO	BRUTO	BRUTTO	BRUTTO
32	GRAND TOTAL	10	GT	GT	GT	GT
33	TAXABLE with TAX	10	BELB_M	IMP C/IMP.	BEL_M/MOMS	BEL_M/MOMS
34	TAXABLE without TAX	10	BELB_Z	IMP S/IMP.	BEL_U/MOMS	BEL_U/MOMS
35	TAX	10	BTW	IVA	MOMS	MOMS
36	TAX TOTAL	10	BTW_TL	TL-IVA	TOT_MOMS	TOT_MOMS
37	TAXABLE TOTAL with TAX	10	BELB_TL_M	TL C/IVA	TOT_M/MOMS	TOT_M/MOMS
38	TAXABLE TOTAL without TAX	10	BELB_TL_Z	TL S/IVA	TOT_U/MOMS	TOT_U/MOMS
39	Cash in Drawer	10	KASGELD	E-E-C	KONT_I_KAS	KONT_I_LÅD
40	CHECK in Drawer	10	CHEQUE_KAS	CHEQUE CX	CHEC_I_KAS	CHEC_I_LÅD
41	CHARGE in Drawer	10	REKEN_KAS	CREDITO CX	DK_I_KASSE	KRE_I_LÅD
42	CARD CREDIT1 in Drawer	10	CRED1_KAS	CARTAO1 CX	KRE1_I_KAS	KRT1_I_LÅD
43	CARD CREDIT2 in Drawer	10	CRED2_KAS	CARTAO2 CX	KRE2_I_KAS	KRT2_I_LÅD
44	CARD CREDIT3 in Drawer	10	CRED3_KAS	CARTAO3 CX	KRE3_I_KAS	KRT3_I_LÅD
45	CARD CREDIT4 in Drawer	10	CRED4_KAS	CARTAO4 CX	KRE4_I_KAS	KRT4_I_LÅD
46	CARD CREDIT5 in Drawer	10	CRED5_KAS	CARTAO5 CX	KRE5_I_KAS	KRT5_I_LÅD
47	CARD CREDIT6 in Drawer	10	CRED6_KAS	CARTAO6 CX	KRE6_I_KAS	KRT6_I_LÅD
48	CARD CREDIT1	10	CREDIT1	CARTAO 1	KREDIT1	KORT1
49	CARD CREDIT 2	10	CREDIT2	CARTAO 2	KREDIT2	KORT2
50	CARD CREDIT 3	10	CREDIT3	CARTAO 3	KREDIT3	KORT3
51	CARD CREDIT 4	10	CREDIT4	CARTAO 4	KREDIT4	KORT4
52	CARD CREDIT 5	10	CREDIT5	CARTAO 5	KREDIT5	KORT5
53	CARD CREDIT 6	10	CREDIT6	CARTAO 6	KREDIT6	KORT6
54	ADJUST	10	AANPASS	AJUSTE	TILPAS	ANPASSA
55	MACHINE NUMBER	6	MC NR.	N.MAQ	MASKNR	MASKNR
56	PLU	3	PLU	PLU	PLU	PLU
57	Department	4	OMZG	DPTO	VGRP	VGR
58	Department Group	5	OMZ-G	G DPT	HVGRP	HVGRP
59	CLERK	5	MEDEW	FUNC.	EKSP.	KASSR
60	FC (Foreign Currency)	2	BV	ME	FC	UV

PRINT CAPTIONS

Line	Description	English	Spanish
1	E.J. USED LINE PRINT	E . JOURNAL USED	L DIA ELEC USADO
2	E.J. FREE LINE PRINT	E . JOURNAL FREE	L DIA ELEC LIBRE
3	REFUND	REFUND	REEMBOLSO
4	CLERK REPORT HEAD	CLERK REPORT	INFORME CAJERO
5	HOURLY REPORT HEAD	HOURLY REPORT	INFORME HORA
6	E.J. REPORT HEAD	ELECTRIC JOURNAL	DIARIO ELECTRONI
7	E.J. CLEAR PRINT	E . JOURNAL CLEAR	BORRAR DIA ELEC
12	TAKE OUT	* TAKE OUT *	* PARA LLEVAR *
13	PLU REPORT	P L U REPORT	INFORME P L U
15	HOLD PRINT	////////// HOLD	////////// RETENER
16	RECALL PRINT	////////// RECALL	////////// RECUPERAR
17	FULL VOID PRINT	////////// FULL VOID	////////// ANULACION TOTAL
18	RESET PRINT (n: Number of reset A - D)	<<< RESET n >>>	<<< PONER A CERO n >>>
19	POWER FAIL PRINT	- - - - - !!! - - - - -	- - - - - !!! - - - - -
22	RECEIPT HEADER LINE.1	*****	*****
23	RECEIPT HEADER LINE.2	* YOUR RECEIPT *	* SU RECIBO *
24	RECEIPT HEADER LINE.3	* THANK YOU *	* GRACIAS *
25	RECEIPT HEADER LINE.4	* *	* *
26	RECEIPT HEADER LINE.5	*****	*****
27	RECEIPT HEADER LINE.6		
28	RECEIPT HEADER LINE.7		
29	RECEIPT HEADER LINE.8		
30	RECEIPT HEADER LINE.9		
31	RECEIPT HEADER LINE.10		
32	RECEIPT FOOTER LINE.1	~ ~ ~ ~ ~	~ ~ ~ ~ ~
33	RECEIPT FOOTER LINE.2	/ HAVE A NICE DAY //	/ QUE TENGA UN BUEN DIA /
34	RECEIPT FOOTER LINE.3	/ PLEASE COME AGAIN //	/ VUELVA A VISITARNOS /
35	RECEIPT FOOTER LINE.4	/ //	/
36	RECEIPT FOOTER LINE.5	~ ~ ~ ~ ~	~ ~ ~ ~ ~
37	RECEIPT FOOTER LINE.6		
38	RECEIPT FOOTER LINE.7		
39	RECEIPT FOOTER LINE.8		
40	RECEIPT FOOTER LINE.9		
41	RECEIPT FOOTER LINE.10		

PRINT CAPTIONS

Line	Description	French								German							
1	E.J. USED LINE PRINT	E L J	U T I L I S E						L	E . J O U R N	E I N					L	
2	E.J. FREE LINE PRINT	E L J	D I S P O N I B L E						L	E . J O U R N	F R E I					L	
3	REFUND	R E T O U R	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	R Ü C K Z A H L U N G	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	
4	CLERK REPORT HEAD	R A P P O R T	V E N D E U R					X	K A S S I E R E R	B E R I C H T						X	
5	HOURLY REPORT HEAD	R A P P O R T	H O R A I R E					X	S T U N D E N	B E R I C H T						X	
6	E.J. REPORT HEAD	J O U R N A L	E L E C T R O					X	E L E K T R O N .	J O U R N A L						X	
7	E.J. CLEAR PRINT	R E M I S E	O E L J					X	E . J O U R N A L	L Ö S C H E N						X	
12	TAKE OUT	*		E M P O R T E					* *	V E R K A U F	A U S S E R	H A U S				*	
13	PLU REPORT	R A P P O R T	P L U					X	P L U -	B E R I C H T						X	
15	HOLD PRINT	/ /	T I C K E T	E N	A T T E N T E	/ / / / /	/ / / / /	/ / / / /	/ / / / /	A N H A L T E N	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	
16	RECALL PRINT	/ / / /	R A P P E L	T I C K E T	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	W E I T E R	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	
17	FULL VOID PRINT	/ /	A N N U L A T I O N	T I C K E T	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	V O L L	S T O R N O	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	
18	RESET PRINT (n: Number of reset A - D)	<<<	R E M I S E	A	Z E R O	n	>>>	<<<	R E S E T				n	>>>			
19	POWER FAIL PRINT	-	-	-	-	!!!	-	-	-	-	-	-	-	!!!	-	-	
22	RECEIPT HEADER LINE.1	*****															
23	RECEIPT HEADER LINE.2	*		V O T R E	T I C K E T				**	I H R E	R E C H N U N G					*	
24	RECEIPT HEADER LINE.3	*		M E R C I					**	V I E L E N	D A N K					*	
25	RECEIPT HEADER LINE.4	*							**							*	
26	RECEIPT HEADER LINE.5	*****															
27	RECEIPT HEADER LINE.6																
28	RECEIPT HEADER LINE.7																
29	RECEIPT HEADER LINE.8																
30	RECEIPT HEADER LINE.9																
31	RECEIPT HEADER LINE.10																
32	RECEIPT FOOTER LINE.1	~~~~~															
33	RECEIPT FOOTER LINE.2	/		B O N N E	J O U R N E E				//	A U F	W I E D E R S E H E N					/	
34	RECEIPT FOOTER LINE.3	/	R E V E N E Z	N O U S	V I S I T E R	/ /	K O M M E N	S I E	B A L D	W I E D E R	/					/	
35	RECEIPT FOOTER LINE.4	/							//							/	
36	RECEIPT FOOTER LINE.5	~~~~~															
37	RECEIPT FOOTER LINE.6																
38	RECEIPT FOOTER LINE.7																
39	RECEIPT FOOTER LINE.8																
40	RECEIPT FOOTER LINE.9																
41	RECEIPT FOOTER LINE.10																

PRINT CAPTIONS

Line	Description	Dutch										Portuguese																																																				
1	E.J. USED LINE PRINT	E . J O U R N .	G E B R U I K T							R J	E L E C T R .	U S A D O				L																																																
2	E.J. FREE LINE PRINT	E . J O U R N .	V R I J							R J	E L E C T R .	L I V R E				L																																																
3	REFUND	R E T O U R - - - - -										R E E M B O L S O - - - - -																																																				
4	CLERK REPORT HEAD	M E D E W E R K E R					R A P P O R T					X	R E L A T .					F U N C I O N A R I O					X																																									
5	HOURLY REPORT HEAD	U U R					R A P P O R T					X	R E L A T .					H O R A					X																																									
6	E.J. REPORT HEAD	E L E K T R O N .					J O U R N A A L					X	J O R N A L					E L E C T R O N I C O					X																																									
7	E.J. CLEAR PRINT	E . J O U R N A A L					W I S S E N					X	A P A G A R					J O R N A L					E L E C T .	X																																								
12	TAKE OUT	*	M E E N E M E N										*	*	R E T I R A R										*																																							
13	PLU REPORT	P L U		R A P P O R T					X	P L U												X																																										
15	HOLD PRINT	/ / / / / / / / H O L D										/ / / / / / / / / / / / / / R E T E R										/ / / / / / / /																																										
16	RECALL PRINT	/ / / / / / / / R E C A L L										/ / / / / / / / / / / / / / R E C U P E R A R										/ / / / / / / /																																										
17	FULL VOID PRINT	/ / / T I C K E T										W I S S E N										/ / / / / / / /										A N U L A Ç A O										T O T A L										/ / / / /												
18	RESET PRINT (n: Number of reset A - D)	< < < 0 S T E L L E N										n > > >										< < < R E I N I C I A R										n > > >																																
19	POWER FAIL PRINT	- - - - - ! ! ! - - - - -										- - - - - ! ! ! - - - - -																																																				
22	RECEIPT HEADER LINE.1	* * * * *																																																														
23	RECEIPT HEADER LINE.2	*	U W K A S S A B O N										*	O S E U R E C I B O										*																																								
24	RECEIPT HEADER LINE.3	*	D A N K U										*	O B R I G A D O										*																																								
25	RECEIPT HEADER LINE.4	*											*											*																																								
26	RECEIPT HEADER LINE.5	* * * * *																																																														
27	RECEIPT HEADER LINE.6																																																															
28	RECEIPT HEADER LINE.7																																																															
29	RECEIPT HEADER LINE.8																																																															
30	RECEIPT HEADER LINE.9																																																															
31	RECEIPT HEADER LINE.10																																																															
32	RECEIPT FOOTER LINE.1	~ ~ ~ ~ ~																																																														
33	RECEIPT FOOTER LINE.2	/	P R E T T I G E										D A G										V E R D E R	/	T E N H A										U M										B O M										D I A									
34	RECEIPT FOOTER LINE.3	/	T O T										Z I E N S										/	V O L T E										S E M P R E																														
35	RECEIPT FOOTER LINE.4	/											/																																																			
36	RECEIPT FOOTER LINE.5	~ ~ ~ ~ ~																																																														
37	RECEIPT FOOTER LINE.6																																																															
38	RECEIPT FOOTER LINE.7																																																															
39	RECEIPT FOOTER LINE.8																																																															
40	RECEIPT FOOTER LINE.9																																																															
41	RECEIPT FOOTER LINE.10																																																															

PRINT CAPTIONS

Line	Description	Danish										Swedish									
1	E.J. USED LINE PRINT	E . J .	L I N I E R	B R U G T						L	E . J	F Ö R B R U K .	R A D E R				L				
2	E.J. FREE LINE PRINT	E . J .	L I N I E R	F R I :						L	E . J	F R I A	R A D E R				L				
3	REFUND	R E T U R									R E T U R										
4	CLERK REPORT HEAD	E K S P E D I E N T	R A P P O R T						X		K A S S Ö R	R A P P O R T					X				
5	HOURLY REPORT HEAD	T I M E -	A K T I V I T E S	R A P P .					X		T I M	R A P P O R T					X				
6	E.J. REPORT HEAD	E L E K T R O N I S K	J O U R N A L						X		E L E K T R O N I S K	J O U R N A L					X				
7	E.J. CLEAR PRINT	N U L S T I L	E .	J O U R N A L					X		N O L L S T Ä L L	J O U R N A L					X				
12	TAKE OUT	* U D A F H U S E T * * A V H Ä M T N I N G *																			
13	PLU REPORT	P L U	R A P P O R T						X		P L U						X				
15	HOLD PRINT	/ / / / /	/ / / / /	H O L D	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	H O L D	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /				
16	RECALL PRINT	/ / / / /	/ / / / /	K A L D	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	Å T E R H Ä M T A	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /				
17	FULL VOID PRINT	/ / / / /	T O T A L	S L E T	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	/ / / / /	T O T A L	A N N U L E R I N G	/ / /	/ / /	/ / /	/ / /	/ / /				
18	RESET PRINT (n: Number of reset A - D)	<<<		N U L S T I L				n	>>>	<<<		N O L L S T Ä L L				n	>>>				
19	POWER FAIL PRINT	-	-	-	-	-	!!!	-	-	-	-	-	-	-	-	!!!	-	-	-	-	
22	RECEIPT HEADER LINE.1	*****																			
23	RECEIPT HEADER LINE.2	*		D E R E S	K A S S E B O N					*			V A R S Å G O D							*	
24	RECEIPT HEADER LINE.3	*		Å b n i n g s t i d e r :						*										*	
25	RECEIPT HEADER LINE.4	* M a n	F r e	0 6 : 0 0	&	2 3 : 0 0				*			D I T T	K V I T T O						*	
26	RECEIPT HEADER LINE.5	*****																			
27	RECEIPT HEADER LINE.6																				
28	RECEIPT HEADER LINE.7																				
29	RECEIPT HEADER LINE.8																				
30	RECEIPT HEADER LINE.9																				
31	RECEIPT HEADER LINE.10																				
32	RECEIPT FOOTER LINE.1	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	
33	RECEIPT FOOTER LINE.2			T A K	F O R	B E S Ø G E T															
34	RECEIPT FOOTER LINE.3					O G					*		V Ä L K O M M E N	Å T E R		*					
35	RECEIPT FOOTER LINE.4			P Å		G E N S Y N															
36	RECEIPT FOOTER LINE.5	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	~	
37	RECEIPT FOOTER LINE.6																				
38	RECEIPT FOOTER LINE.7																				
39	RECEIPT FOOTER LINE.8																				
40	RECEIPT FOOTER LINE.9																				
41	RECEIPT FOOTER LINE.10																				

ENGLISH

CASH REGISTER SPECIFICATIONS AND SAFETY

Technical Characteristics

Listed below are the technical characteristics of this cash register model.

Type:	Electronic cash register with clamshell thermal printer, 10 department groups, 99 departments, 15 clerks, up to 3,000 PLU settings. Max. 12,000-line Electronic Journal internal memory, expandable via memory storage device. Removable cash drawer.
Displays:	160x80 dot, tiltable, Operator LCD for displaying all transaction data with menu system for cash register programming. 10-digit Client alphanumeric display. Symbols for change, subtotal, minus, total, foreign currency value, department number and item count shown.
Capacity:	8-digit input and readout
Printer:	24-column line thermal printer with drop-in paper loading.
Paper supply:	58.5 ± 0.5 mm thermal paper.
Batteries:	3 standard "AA" size batteries which safeguard memory contents in the event of power failures.
Technology:	CMOS RAM.
Power cons.	Standby 12.1 W, Operating 41.8 W.
Operating Temperature:	32 – 104 °F (0 °C – 40 °C)
Dimensions:	10 mm (W) x 430 mm (D) x 294 mm (H)
Weight:	7.7 Kg (16,98 lbs)

FRANÇAIS

SPÉCIFICATIONS TECHNIQUES ET DE SÉCURITÉ DE LA CAISSE ENREGISTREUSE

Caractéristiques techniques

Voici la liste des caractéristiques techniques de ce modèle de caisse enregistreuse.

Type :	Caisse enregistreuse électronique équipée d'une imprimante à double coque, 10 groupes de départements, 99 départements, 15 vendeurs, jusqu'à 3.000 programmations de PLU. Mémoire interne du journal électronique de 12.000 lignes max. extensible par carte mémoire. Tiroir-caisse amovible.
Afficheurs :	Afficheur opérateur LCD, 160x80 points, inclinable, sur lequel sont indiquées toutes les données de transaction avec système de menu pour programmer la caisse enregistreuse. Afficheur Client alphanumérique 10 caractères. Symboles monnaie, sous-total, moins, total, valeur devise étrangère, numéro de département et affichage du nombre d'articles.
Capacité :	8 chiffres en entrée
Imprimante :	Imprimante thermique avec 24-colonnes
Rouleau de papier :	58,5 ± 0,5 mm papier thermique
Piles :	3 piles standard "AA" pour la sauvegarde du contenu de la mémoire en cas de coupure de courant.
Technologie :	CMOS RAM.
Consommation :	Au repos 12,1 W, en fonction 41,8 W.
Température de fonctionnement :	32 – 104 °F (0 °C – 40 °C)
Dimensions :	10 mm (W) x 430 mm (D) x 294 mm (H)
Poids :	7,7 Kg (16,98 lbs)

DEUTSCH

REGISTRIERKASSE: TECHNISCHE EIGENSCHAFTEN UND SICHERHEITSHINWEISE

Technische Eigenschaften

Im folgenden sind technischen Eigenschaften dieses Registrierkassenmodells zusammengestellt.

Typ:	Elektronische Registrierkasse mit Klappendrucker Klapp-Thermodrucker, 10 Abteilungsgruppen, 99 Abteilungen, 15 Kassierern, bis zu 3.000 PLU-Einstellungen. Interner Speicher des Elektronischen Journals mit max. 12.000 Zeilen, der durch ein Speichergerät erweitert werden. Herausziehbare Geldschublade.
Displays:	Raster 160x80, kippbar, LCD-Bedienungsgerät, um mit Hilfe des Menüsystems zur Registrierkassenprogrammierung alle Transaktionsdaten anzuzeigen. 10-stelliger, alphanumerischer Kundenbildschirm. Symbole für Wechselgeld, Zwischensummen, Subtraktionen, Gesamtbeträge, Fremdwährungswerte, Abteilungsnummern und Artikelbestände, die angezeigt werden.
Kapazität:	8-stellige Eingabe und Ausgabe
Drucker:	Thermodrucker mit 24 Spalten und Papierschnellladen
Papier:	58,5 ± 0,5 mm Thermopapier
Batterien:	3 Standard "AA" Batterien zur Speicherhaltung bei Stromausfall
Technologie:	CMOS RAM.
Stromverbrauch:	Bereitschaft 12,1 W, in Betrieb 41,8 W.
Betriebs-temperatur	32 – 104 °F (0 °C – 40 °C)
Abmessungen:	10 mm (W) x 430 mm (D) x 294 mm (H)
Gewicht:	7,7 Kg (16,98 lbs)

ESPAÑOL

DESCRIPCIONES Y SEGURIDAD DE LA CAJA REGISTRADORA

Características Técnicas

Se han incluido a continuación las características técnicas de este modelo de caja registradora.

Tipo:	Caja registradora electrónica con impresora térmica de pinza, 10 grupos de departamentos, 99 departamentos, 15 cajeros, hasta 3.000 entradas de PLU. Memoria interna de diario electrónico para un máximo de 12.000 líneas, ampliable a través de un dispositivo de memoria SD. Cajón de efectivo extraíble.
Pantallas:	LCD del operador de 160x80 puntos e inclinable para la visualización de todos los datos de transacciones con sistema de menús para la programación de la caja registradora. Pantalla alfanumérica de 10 dígitos para el cliente. Se muestran símbolos para cambio, subtotal, menos, total, valor de divisa extranjera, número de departamento y número de artículos.
Capacidad:	Introducción y lectura de 8 dígitos
Impresora:	Impresora térmica de 24 columnas por línea con carga del rollo "drop-in"
Soporte papel:	Papel térmico de 58,5 ± 0,5 mm.
Pilas:	3 pilas estándar formato "AA" que protegen el contenido de la memoria en caso de fallos de corriente.
Tecnología:	CMOS RAM.
Cons. corriente:	Standby 12,1 W, Operando 41,8 W.
Temp. operativa:	32 – 104 °F (0 °C – 40 °C)
Dimensiones:	10 mm (W) x 430 mm (D) x 294 mm (H)
Peso:	7,7 Kg (16,98 lbs)

NEDERLANDS	
SPECIFICATIES EN VEILIGHEID	
Technische eigenschappen	
Hieronder vindt u de technische eigenschappen van dit model kasregister.	
Type:	Elektronisch kasregister met inklapbare thermische printer, 10 omzetgroepen, 99 warencategorieën, 15 medewerkers, max. 3.000 PLU instellingen. Intern geheugen Elektronisch Journaal max. 12.000 regels, uit te breiden met systeem voor geheugenopslag. Verwijderbare kassa-lade.
Displays:	LC Medewerkersdisplay, 160x80 dots, kantelbaar, voor weergave van alle transactiegegevens, met menusysteem voor programmeren van kasregister. Alfnumeriek Klantendisplay, 10 digits. Symboolweergave voor wisselen, subtotaal, minbewerkingen, totaal, wisselkoers vreemde valuta, warencategorienummer en artikelnummer.
Capaciteit:	8 cijfers invoer en uitlezen.
Printer:	Thermisch, 24 tekens per regel met drop-in papertoevoer.
Papier:	58,5 ± 0,5 mm rol thermisch papier
Batterijen:	3 standaard "AA" batterijen die de inhoud van het geheugen waarborgen bij stroom uitval.
Technologie:	CMOS RAM.
Stroomverbruik:	Standby 12,1 W, bij gebruik 41,8 W.
Bedrijfs-temperatuur:	32 – 104 °F (0 °C – 40 °C)
Afmetingen:	10 mm (W) x 430 mm (D) x 294 mm (H)
Gewicht:	7,7 Kg (16,98 lbs)

PORTUGUÊS	
ESPECIFICAÇÕES E SEGURANÇA DA CAIXA REGISTRADORA	
Características Técnicas	
Abaixo estão descritas as características técnicas deste modelo de caixa registradora.	
Tipo:	Caixa registradora electrónica com impressora térmica de abertura em forma de concha, 10 grupos de departamento, 99 departamentos, 15 funcionários, até 3.000 definições PLU. Memória electrónica com máximo de 12.000 linhas para Registo Electrónico, que pode ser aumentada através de dispositivo de armazenamento. Gaveta de dinheiro amovível.
Visores:	Visor LCD do operador 160x80 pontos, inclinável, permite visualizar todos os dados da transacção com menu de sistema para programar a caixa registradora. Visor alfanumérico de 10 dígitos para o Cliente. Símbolos para troca, subtotal, menos, total, valor em moeda estrangeira, número de departamento e contagem de artigos.
Capacidade:	Entrada e leitura de 8 dígitos
Impressora:	Impressora térmica de linhas a 24 colunas
Abastecimento de papel:	Papel térmico de 58,5 ± 0,5 mm.
Pilhas:	3 pilhas normais de formato "AA" que mantêm o conteúdo da memória no caso de falhas de corrente.
Tecnologia:	CMOS RAM.
Consumo de energia:	Em espera 12,1 W, Em Operação 41,8 W.
Temperatura de Operação:	32 – 104 °F (0 °C – 40 °C)
Dimensões:	10 mm (W) x 430 mm (D) x 294 mm (H)
Peso:	7,7 Kg (16,98 lbs)

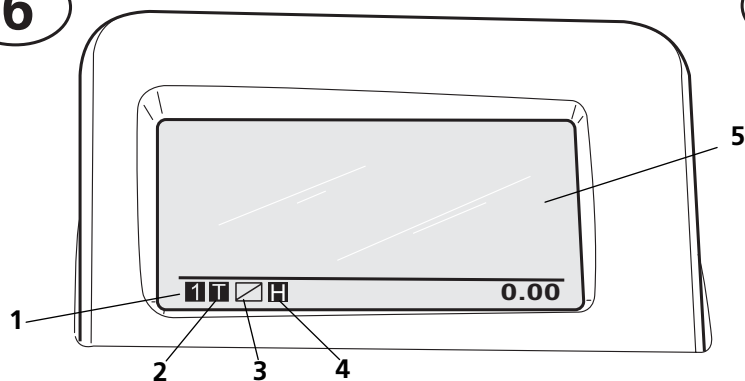
DANSK	
KASSEAPPARATETS SPECIFIKATIONER OG SIKKERHED	
Tekniske specifikationer	
Nedenfor finder de kasseapparatets tekniske specifikationer.	
Type:	Elektronisk kasseapparat med termisk Clamshell™ printer-mekanisme, 10 varegrupper, 99 varebetegnelser, 15 ekspedientnumre, op til 3.000 PLU opsætninger. Max 12.000-liniers Elektronisk Journal intern hukommelse, der kan udvides via et hukommelseslagringssoftware. Udtagelig kasseskuffe.
Displays:	160x80 punkts, vippelig operatør LCD-skærm, der viser alle transaktionsdata med et menusystem til kasseapparatsprogrammering. Et 10-cifret kunde alfanumerisk display. Symboler til byttepenge, subtotal, minus, total, fremmed valuta værdier, varenummer og synlig varetælling.
Kapacitet:	8-cifret indtastning og aflæsning
Printer:	24 kolonne linier termoprinter med drop-in papirfremføring.
Papir:	58,5 ± 0,5 mm thermal paper.
Batterier:	3 stk. standard AA batterier, der beskytter hukommelsen i tilfælde af strømsvigt.
Teknik:	CMOS RAM.
Forbrug:	Standby 12,1 W, i drift 41,8 W.
Driftstemperatur:	32 – 104 °F (0 °C – 40 °C)
Mål:	10 mm (W) x 430 mm (D) x 294 mm (H)
Vægt:	7,7 Kg (16,98 lbs)

SWENSKA	
KASSAREGISTERSPECIFIKATIONER OCH SÄKERHET	
Tekniska egenskaper	
Nedan beskrivs de tekniska egenskaperna för den här kassaregistermodellen.	
Typ:	Elektroniskt kassaregister med termisk skrivare Clamshell, 10 varugrupper, 99 avdelningar, 15 expediter, upp till 3 000 PL-inställningar. Max. 12 000 rader på den elektroniska journalens interna minne, expanderbart genom ett externt minne. Borttagbar kassalåda.
Displayer:	160x80 punkt, vridbar, LCD för expediter som visar all transaktionsdata med menysystem för programmering av kassaregistret. 10-siffrig alfanumerisk display. Symboler för växel, delsumma, minus, total, utländsk valuta, varugruppens nummer och artikelns räkning visas.
Kapacitet:	8-siffrig inknappning och avläsning
Skrivare:	24-teckens termisk skrivare med drop-in pappersladdning
Papper:	58,5 ± 0,5 mm värmekänsligt papper
Batterier:	3 standard AA batterier vilka skyddar innehållet i minnet i fall av strömbrott.
Teknik:	CMOS RAM.
Strömförbrukning:	Standby 12,1 W, i drift 41,8 W.
Driftstemperatur:	32 – 104 °F (0 °C – 40 °C)
Mått:	10 mm (W) x 430 mm (D) x 294 mm (H)
Vikt:	7,7 Kg (16,98 lbs)

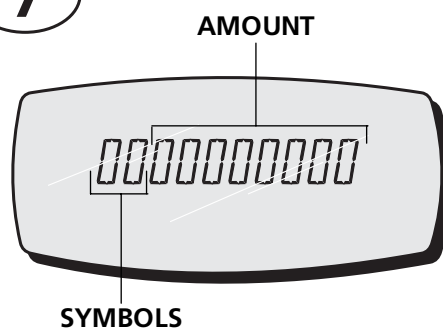


FIGURES - IMAGES
ABBILDUNGEN - FIGURAS
AFBEELDINGEN - FIGURAS
FIGURER - BILDER

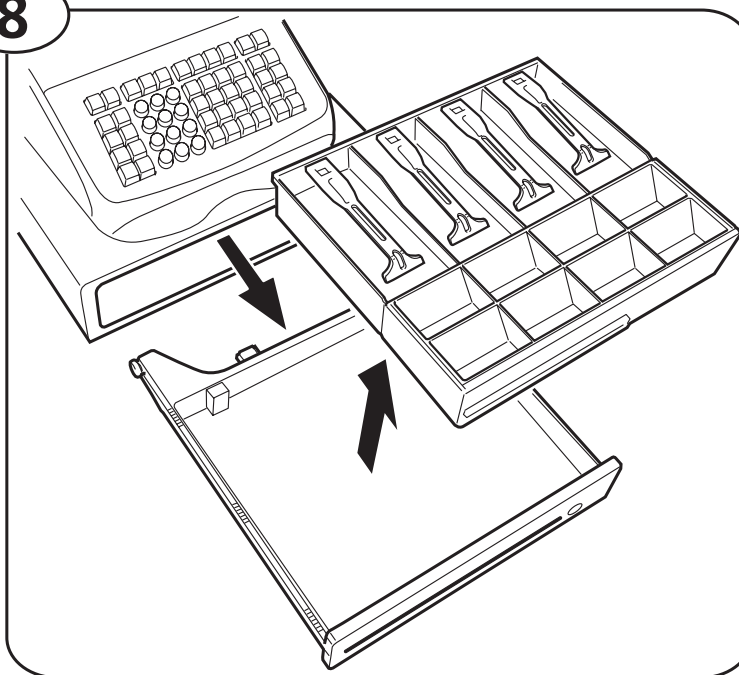
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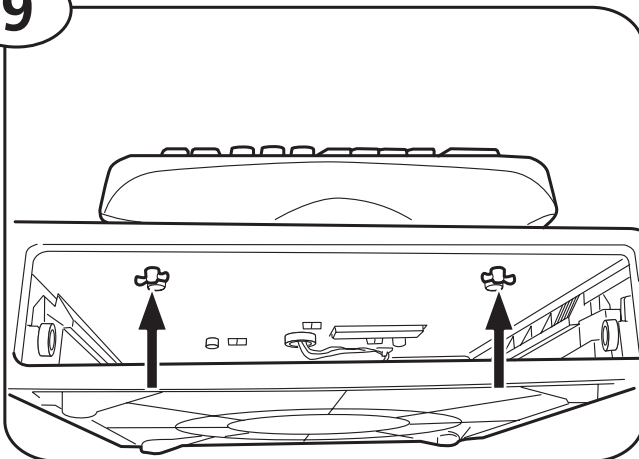
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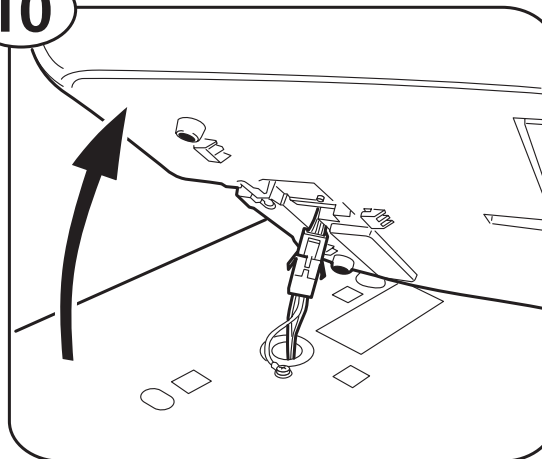
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FIGURES - IMAGES
ABBILDUNGEN - FIGURAS
AFBEELDINGEN - FIGURAS
FIGURER - BILDER

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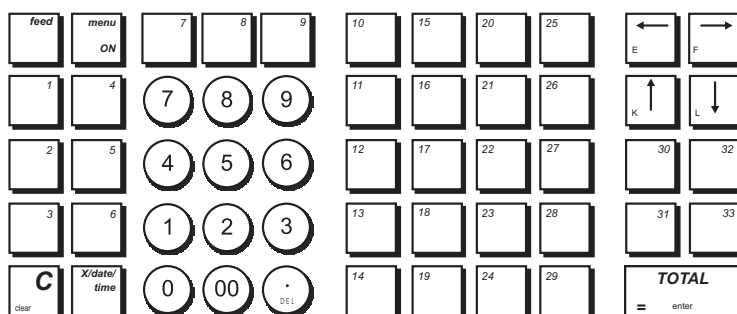
CHARACTER TABLE - TABLEAU DES CARACTÈRES - ZEICHENTABELLE - TABLA DE CARACTERES -
TEKENCODETABEL - TABELA DE CARACTERES - KARAKTERKODE TABEL - TECKENTABELL

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Non CAPS	1	2	3	4	5	6	7	8	9	10
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FREE KEY LAYOUT - PRG TOUCHE AU CLAVIER - FREIE TASTENANORDNUNG - DISEÑO TECLAS LIBRES
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