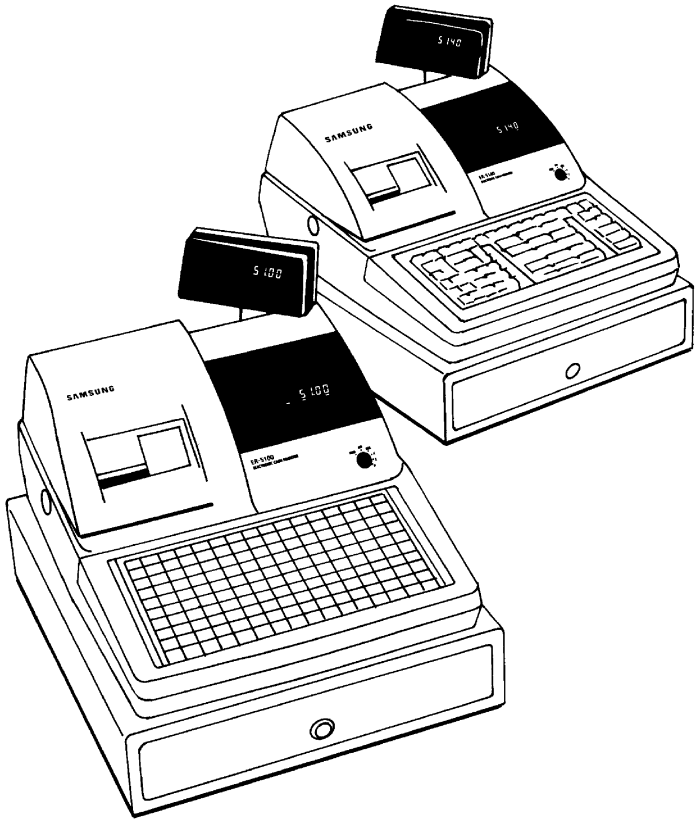
Samsung SER-6500/6540 Electronic Cash Register

Operator's and Programming Manual



SAMSUNG ELECTRONICS LTD.

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Important Notations

[00] : SER6500 only.

[40] : SER6540 only.

INSTALLATIONS

Ribbon cassette installation

1. Before inserting ribbon cassette (②), turn knob (①) counterclockwise to prevent twisting the ribbon.
2. After inserting the ribbon cassette (②) at the center (③) of the printer, turn the knob (①) counterclockwise again to make sure the ribbon moves freely in the cassette.

Receipt/journal paper insertion

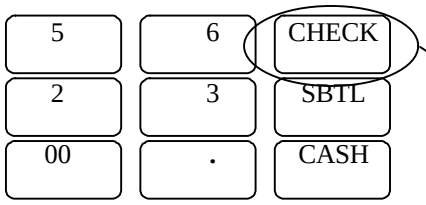
1. Using a new roll of paper, unroll the paper about 150mm and fold the paper as shown in the right figure.

2. Insert folded paper into the chute (②) of the ERP300V printer. While holding the lever (①) down, pull the paper out until the fold point (③) is completely out of the printer. And turn the knob (④)counterclockwise.
3. Cut the receipt paper.

4. Insert the journal paper into the slit (③) of the rewind spindle. Wind the spindle three or four times.
5. Push end disk (④) onto the spindle as shown in the right figure.
6. Insert the spool to the printer part (⑤).
7. when the journal paper is loose, rewind the spindle to tighten the paper.

All clear procedure

Turn key to S-Mode. Unplug the register, hold down the third key up from the lower right key on the keyboard, while holding down this key plug the register back in. An all clear keyboard receipt is issued.



Use this key for all clear procedure regardless of what key function is programmed at that location

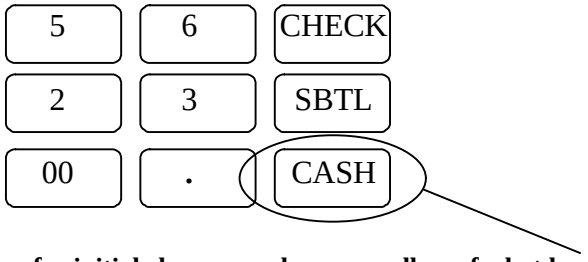
REGI NO.	X/TIME	: This machine's register no.
DDMMYYHHMM	X/TIME	: Current date and time.
Z3(SER6500) / Z2(SER6540)	X/TIME	: If you press "1" and X/TIME key the ECR makes Z3/Z2 report area. Otherwise it will not make Z3/Z2 area.
NO. OF CLERKS	X/TIME	: Enter no. of clerks. If you press only X/TIME key then machine's no. of clerk will be one.
CHECK TYPE	X/TIME *	: If you press "1" and X/TIME key, the check type will be SOFT CHECK. Otherwise it will be HARD CHECK.
CHECK LINE	X/TIME **	: If you select check type as SOFT CHECK, it requires CHECK LINE.
NO. OF CHECKS	X/TIME	: Enter no. of checks. If you press only X/TIME key then no. of check will be zero.
CLERK INT	X/TIME	: If you press "1" and X/TIME key, this machine will allocate memory for clerk interrupt / floating clerk.
PLU STOCK	X/TIME	: If you press "1" and X/TIME key, this machine will allocate memory for PLU stock taking feature.
NO. OF PLUs	X/TIME	: Enter no. of PLU. If you press only X/TIME key then no. of PLU will be automatically set as a maximum value.

* There are two check types. HARD CHECK and SOFT CHECK.
HARD CHECK carries only sales amount No Detail of the bill is stored.
SOFT CHECK carries all information regarding a check, this option would normally be used where full detail of the check is required.

** CHECK LINE means the no. of detail lines which contain sales information. i.e. number of items sold on a bill. HARD CHECK only hold the sales amount, so if your check type is HARD CHECK it does not require "Check Line" preset and skips this part.

Initial clear procedure

Turn key to P-Mode. Unplug the register, hold down the lower right key on the keyboard, while holding down this key plug the register back in. An initial clear receipt should be issued.

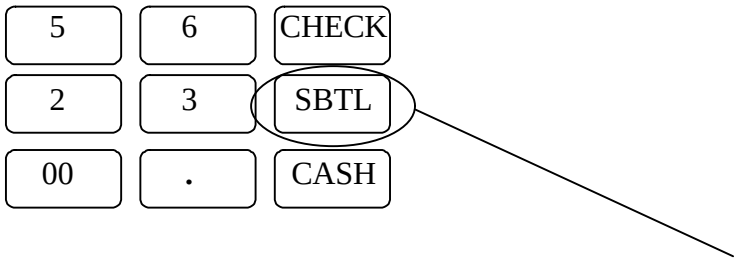


Use this key for initial clear procedure regardless of what key function is programmed at that location

Note : After initial clear procedure the working memory is cleared.
Working memory means all data memory except report and program file.
So, if you were in the middle of transaction, the transaction is canceled.

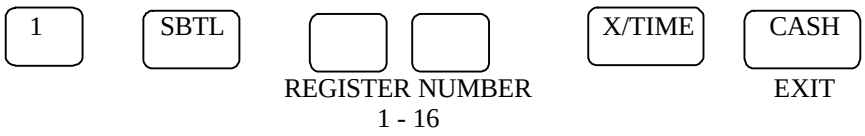
Install default keyboard

Turn key to S-Mode. Unplug the register, hold down the second key up from the lower right key on the keyboard, while holding down this key plug the register back in. An install default keyboard receipt is issued.

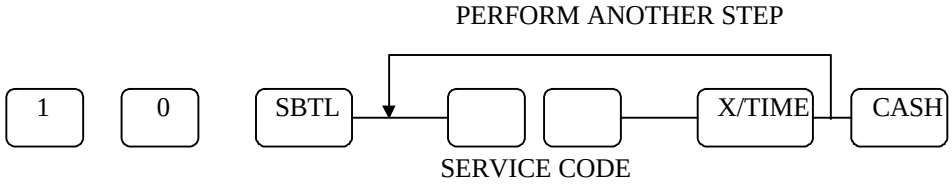


Use this key for install default keyboard procedure regardless of what key function is programmed at that location

S-POSITION REGISTER NUMBER PROGRAMMING



S-POSITION SERVICE FUNCTIONS



CODE	FUNCTION
1	All reports and grand totals clear*
2	Clear reports only*
3	Clear grand totals only*
4	Printer test
5	Printer dot alignment test
6	Display test
7	Ram test
8	EPROM checksum print out
9	S-mode programming print out
10	Clear plu file*
11	Check unlock**
12	Clerk unlock***
13	Pole display test
14	Reset receipt consecutive no.*

* Press 1 - X/TIME to go on, or press 0 - X/TIME to cancel.

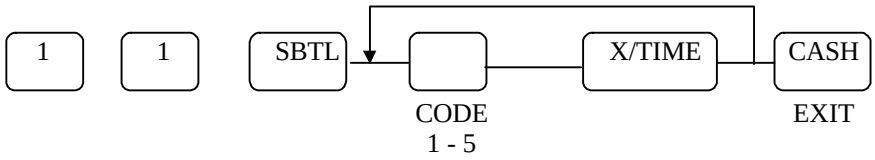
** Press check # - X/TIME

*** Press clerk # - X/TIME for floating clerk system,

or press register # - X/TIME - clerk # - X/TIME for non - floating clerk system.

S-POSITION COMMUNICATION TEST

PERFORM ANOTHER STEP



CODE	FUNCTION
1	Test serial port #1 *
2	Test serial port #2 *
3	Test serial port #3 *
4	Test serial port #4 *
5	IRC test

* Requires hardware strap on serial connector

Loop Back Test Connections

1: Serial Ports 1 and 2 (9 Pin D Type)

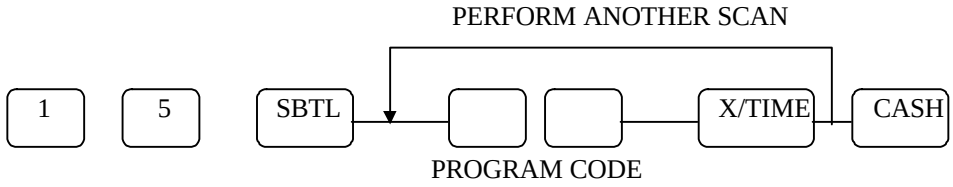
TXD (3) ---------- RXD (2)
DTR (4) ---------- DSR (6)
CTS (8) ---------- RTS (7)

2: Serial Ports 3 and 4 (Modular)

TXD (3) ---------- RXD (4)
DTR (8) ---------- DSR (2)
CTS (6) ---------- RTS (5)

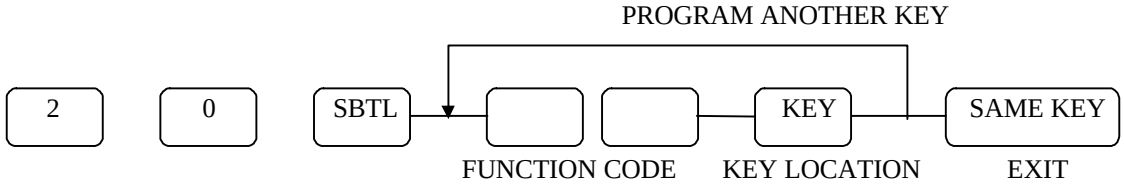
PROGRAMMING

P-POSITION PROGRAMMING SCANS



CODE	FUNCTION
1	P-mode options
2	Printing options
3	Communication options
4	Function keys
5	Keyboard layout
6	Range plu's — Start PLU# PLU code key; Ending PLU# PLU code key; or; Push starting assigned PLU key; Push ending assigned PLU key
7	Clerks
8	Tax programming
9	Macro programming
10	Normal group programming
11	Labour group programming
12	Display message
13	Financial report messages
14	Logo message
15	Error message
16	Clerk report message
17	String report
18	Time schedule
19	KV/KP route ^{00}
20	NLU
21	Department
22	Mix & match table
23	Batch PLU
24	Non PLU^{40}
25	Set menu
26	Menu level schedule

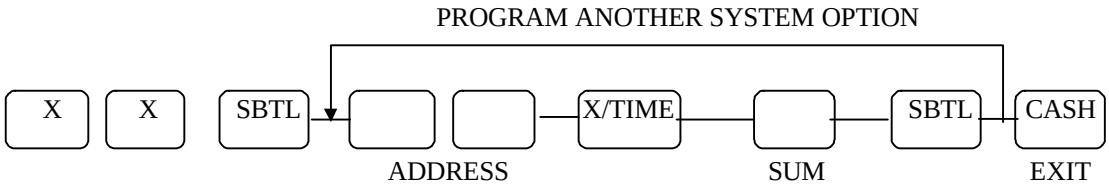
S-MODE KEY RELOCATION PROGRAMMING



CODE	FUNCTION	CODE	FUNCTION	CODE	FUNCTION
0	N/A	41	TAX SHIFT	84	SET MENU #
1	CASH	42	ADD CHECK	85	NOT FOUND PLU
2	CHEQUE	43	SEPARATE CHECK	86	2^{ND} PRICE
3	CHARGE #	44	TRANSFER CHECK	87	LEVEL #1
4	CHARGE1	45	SUBTOTAL	88	LEVEL #2
~		46	X/TIME	89	LEVEL #3
11	CHARGE8	47	VALID	90	NUMERIC 0
12	CUR CONV1	48	P/BAL	~	
13	CUR CONV2	49	CHECK #	99	NUMERIC 9
14	%1	50	TABLE #	100	NUMERIC 00
~		51	GUEST #	101	NUMERIC 000
23	%10	52	SERVICE	102	DECIMAL POINT (.)
24	ERR CORRECT	53	PRINT CHECK	130	ADD-STOCK
25	VOID	54	CHARGE TIP	131	DEDUCT-STOCK
26	CANCEL	55	SLIP PRINT	132	STOCK-OVERWRITE
27	P/O	56	PRICE CHANGE	133	STOCK-ENQUIRY
28	R/A	57	OPEN PRICE	136	DEPOSIT
29	MDSE RETN	58	PRICE ENQUIRY	140	INACTIVE
30	EXEMPT TAX	59	MACRO 1	150	SET MENU 1
31	EAT IN	~		~	
32	TAKE OUT	68	MACRO 10	179	SET MENU 30
33	DRIVE THROUGH	69	CLERK #1	200	PLU 1
34	PRINT ^{00}	~		~	
35	# / NO SALE	78	CLERK #10	319	PLU 120
36	VALID-SLIP	79	CLEAR	600	DEPT 1
37	PROMO	80	PLU #	~	
38	WASTE	81	DEPT #	639	DEPT 40
39	TIME IN/OUT	82	POST RECEIPT		
40	CASHIER	83	RECEIPT ON/OFF		

<u>FIXED LOCATIONS</u>
RECEIPT FEED
DETAIL FEED
RECEIPT ON/OFF

OPTION PROGRAMMING



Option	XX	Mode
S-mode system options	30	S
P-mode system options	40	P
P-mode printing options	50	P
P-mode communications options	60	P

S-Mode Program Option

Add.	Meaning	VALUE	=	SUM
1	Print Gross Sales Grand Total on financial report.	YES = 2 NO = 0	A	
	Reset Gross Sales Grand Total after Z financial report.	YES = 1 NO = 0	B	A+B
2	Prohibit tax totals adding to the net sales grand total	YES = 4 NO = 0	A	
	Print Net Sales Grand Total on financial report.	YES = 2 NO = 0	B	
	Reset Net Sales Grand Total after Z financial report.	YES = 1 NO = 0	C	A+B+C
3	Print Negative Sales Grand Total on financial report.	YES = 2 NO = 0	A	
	Reset Negative Sales Grand Total after Z financial report.	YES = 1 NO = 0	B	A+B
4	Reset Stock after Z stock report.	YES = 2 NO = 0	A	
	Print grand totals on X-Reports. (if Yes must also print on Z-Report)	YES = 1 NO = 0	B	A+B
5	Consecutive number resets after Z financial report.	YES = 2 NO = 0	A	
	Z-Counter resets after Z financial reports.	YES = 1 NO = 0	B	A+B
6	VAT tax is subtracted from individual PLU totals.	YES = 1 NO = 0	A	A
7	Disable increase in consecutive no. during training mode.	YES = 1 NO = 0	A	A
8	Prohibit addition of VOID mode totals to the grand totals	YES = 2 NO = 0	A	
	Deactivate void mode.	YES = 1 NO = 0	B	A+B
9	Disable programming of date & time	YES = 2 NO = 0	A	
	Time that prints on receipt is	AM/PM = 1 MILITARY = 0	B	A+B
10	Decimal Position is :	X.XX = 0 XX.X = 1 XXX. = 2 X.XXX = 3		

S-Mode Program Option (Cont.)

Add.	Meaning	VALUE	=	SUM
11	Send item to KP when SUBTOTAL is pressed [00]	YES = 4 NO = 0	A	A+B+C
	KP/KV communication is [00]	real time = 2 batch = 0	B	
	KP/KV prints/displays the total amount of the sale? [00] (batch mode only)	YES = 1 NO = 0	C	
12	Inhibit printing of condiment PLU on slip/bill	YES = 1 NO = 0	A	A
13	Stop item consolidation on KP	YES = 4 NO = 0	A	A+B+C
	Inhibit printing of Train mode print at start of receipt during training.	YES = 2 NO = 0	B	
	Inhibit KP/KV from printing in void mode [00]	YES = 1 NO = 0	C	
14	Inhibit printing of training total on financial report	YES = 1 NO = 0	A	A
15	Soft check print at tender is stub	YES = 2 NO = 0	A	A+B
	Allow open check report in Z mode	YES = 1 NO = 0	B	
16	PLU level is	Stay down = 0 Item popup = 1 Ticket popup = 2	A	A+B
	Level shift in X mode only	YES = 4 NO = 0	B	
17	Price level is	Stay down = 0 Item popup = 1 Ticket popup = 2	A	A+B
	Price shift in X mode only	YES = 4 NO = 0	B	
18	One out of EAT IN, TAKE OUT or DRIVE THROUGH is compulsory before tender	YES = 1 NO = 0		

P-Mode Program Option

Add.	Meaning	VALUE	=	SUM
1	Cash Declaration is compulsory before X/Z reports.	YES = 2 NO = 0	A	
	Stop cash drawer opening when reports are run.	YES = 1 NO = 0	B	A+B
2	Disable zero sales.	YES = 4 NO = 0	A	
	Disable negative sales.	YES = 2 NO = 0	B	
	Allow Post Tender Function.	YES = 1 NO = 0	C	A+B+C
3	Compulsory drawer is disabled.	YES = 2 NO = 0	A	
	Open Drawer alarms is activated.	YES = 1 NO = 0	B	A+B
4	Number of seconds before the open drawer alarm SOUNDS (default value = 30)	1 - 99		
5	Enable floating clerk	YES = 4 NO = 0	A	
	Clerks are :	Popup = 2 Stay down = 0	B	
	Clerk sign on method is	Real clerk key = 1 Keyboard = 0	C	A+B+C
6	Rounding at tender is 0.00~0.02 : 0.00 / 0.03~0.07 : 0.05 / 0.08~0.09 : 0.10 0.00~0.24 : 0.00 / 0.25~0.74 : 0.50 / 0.75~0.99 : 1.00 0.00~0.04 : 0.00 / 0.05~0.09 : 0.10	Inactive = 0 European = 2 Swedish = 4 Finnish = 6	A	
	Description PGM is from alpha-numeric key on KEYBOARD or from character code.	Character code = 1 Keyboard = 0	B	A+B
7	% and Tax calculations will :	Round up at .50= 0 Round up = 1 Round down = 2		
8	Rounding factor for split pricing and decimal multiplication.	Round up at .50= 0 Round up = 1 Round down = 2		
9	Hash feature is :	Normal = 1 Non-add = 0	A	A
10	Maximum digit entry for all entries 0 = No limit	0-14		
11	De-activate split pricing.	YES = 2 NO = 0	A	
	Allow direct multiplication.	YES = 1 NO = 0	B	A+B

P-Mode Program Option (Cont.)

Add.	Meaning	VALUE	=	SUM
12	Prohibit sale zero price condiment at start of sale.	YES = 2 NO = 0	A	
	PLU/DEPT NO. is automatically increased.*	YES = 1 NO = 0	B	A+B
13	Disable DEPT. preset/HALO override.	YES = 2 NO = 0	A	
	Disable PLU preset/HALO override.	YES = 1 NO = 0	B	A+B
14	Drawer is opened in training mode.	YES = 2 NO = 0	A	
	Orders are sent to kitchen in training mode? [00]	YES = 1 NO = 0	B	A+B
15	Activate paper near end sensor	YES = 2 NO = 0	A	A+B
	Activate validation sensor	YES = 1 NO = 0	B	
16	Cash in drawer limit	1-9999999		
17	Standard labour rate	1-9999		
18	Password for training mode. (1111 by default)	0001-9999		
19	No beep on key depressions.	YES = 1 NO = 0	A	A
20	Compulsory SUBTOTAL when finalising CHECK	YES = 4 NO = 0	A	
	Compulsory SUBTOTAL when cashing off.	YES = 2 NO = 0	B	
	Enable clerk interrupt	YES = 1 NO = 0	C	A+B+C
21	Future use			
22	Disable Group link compulsory in DEPT programming	YES = 4 NO = 0	A	
	DEPT. link entry skip in Not Found PLU programming	YES = 2 NO = 0	B	A+B+C
	Description entry skip in Not Found PLU programming.	YES = 1 NO = 0	C	
23	Clerk #1 code is (1 - 99, default is 1)			
~				
32	Clerk #10 code is (1 - 99, default is 10)			
33	Clerk sign on/off is using	Clerk no. = 1 Secret code = 0		

* This option is invalid if the PLU code reach 999999.

P-Mode Printing Option

Add.	Meaning	VALUE	=	SUM
1	Subtotal without tax will be printed on receipt.	YES = 2 NO = 0	A	
	Inhibit printing of tax amount charged on receipt on tender.	YES = 1 NO = 0	B	A+B
2	Print taxable totals.	YES = 2 NO = 0	A	
	Value Added Tax (VAT) will print a separate line.	YES = 1 NO = 0	B	A+B
3	Print nothing in training mode	YES = 2 NO = 0	A	
	Tax amount to be printed on receipt at tender is :	Combined = 1 Itemised = 0	B	A+B
4	Print Department report at beginning of financial report.	YES = 4 NO = 0	A	
	Print abbreviated Financial report.	YES = 2 NO = 0	B	
	Print "ABBREVIATED" on top of abbreviated reports.	YES = 1 NO = 0	C	A+B+C
5	Does not print AUDACTION on financial report	YES = 4 NO = 0	A	
	Print media totals with zero activity on financial report.	YES = 2 NO = 0	B	
	Print total labour cost on financial report.	YES = 1 NO = 0	C	A+B+C
6	Print Group report at beginning of financial report.	YES = 4 NO = 0	A	
	Print PLU report at beginning of financial report.	YES = 2 NO = 0	B	
	Print clerk report at end of financial report.	YES = 1 NO = 0	C	A+B+C
7	Print average sales amount per item on financial report.	YES = 4 NO = 0	A	
	Print average sales amount per customer on financial report.	YES = 2 NO = 0	B	
	Print average item per customer on financial report.	YES = 1 NO = 0	C	A+B+C
8	Inhibit printing time on receipt and detail.	YES = 4 NO = 0	A	
	Inhibit printing date on receipt and detail.	YES = 2 NO = 0	B	
	Skip positive entries on detail.	YES = 1 NO = 0	C	A+B+C

P-Mode Printing Option (Cont.)

Add.	Meaning	VALUE	=	SUM
9	Inhibit printing of consecutive # in receipt/detail	YES = 4 NO = 0	A	
	Stop all printing on detail.	YES = 2 NO = 0	B	
	Print subtotal when subtotal key is pressed.	YES = 1 NO = 0	C	A+B+C
10	Check validation amount is :	Total = 2 Tender = 0	A	
	Final validation amount is :	Total = 1 Tender = 0	B	A+B
11	Inhibit printing of TIME on receipt	YES = 4 NO = 0	A	
	Inhibit printing of DATE on receipt	YES = 2 NO = 0	B	
	The date format will be printed in form of :	mm/dd/yyyy = 1 dd/mm/yyyy = 0	C	A+B+C
12	Inhibit printing of audaction on clerk report	YES = 4 NO = 0	A	
	Print media totals on cashier report.	YES = 2 NO = 0	B	
	Print sales % on reports.	YES = 1 NO = 0	C	A+B+C
13	Allow multiple receipts	YES = 2 NO = 0	A	
	Allow multiple validations.	YES = 1 NO = 0	B	A+B
14	Inhibit printing of SERVICE TOTAL on slip	YES = 4 NO = 0	A	
	Inhibit printing of CLERK on slip	YES = 2 NO = 0	B	
	Buffered receipt is :	SUBTOTAL = 1 FULL = 0	C	A+B+C
15	Pre-amble logo.	YES = 4 NO = 0	A	
	Post-amble logo.	YES = 2 NO = 0		
	Logo stamp	YES = 1 NO = 0		A
16	Print PLU code on PLU report.	YES = 4 NO = 0	A	
	Print PLU code with the item description.	YES = 2 NO = 0	B	
	Print zero totals on all reports other than financial.	YES = 1 NO = 0	C	A+B+C

P-Mode Printing Option (Cont.)

Add.	Meaning	VALUE	=	SUM
17	Hours worked will print in	HHMM = 2 Hours = 0	A	
	Total hours worked will be printed when clerks time-out.	YES = 1 NO = 0	B	A+B
18	Number of lines feeds after the total/change line on receipt.	0 - 10	A	A
19	Print number of PLU's used on PLU report.	YES = 2 NO = 0	A	
	Print individual linked dept. on PLU report.	YES = 1 NO = 0	B	A+B
20	Print 2nd price total separately on Financial report	YES = 1 NO = 0	A	A
21	Print total number of items at bottom of sale on detail	YES = 2 NO = 0	A	
	Print total number of items at bottom of sale on receipt	YES = 1 NO = 0	B	A+B
22	Inhibit printing of begin/exit training mode on receipt & detail	YES = 4 NO = 0	A	
	Prohibit issue of a receipt when a clerk is time in/out	YES = 2 NO = 0	B	
	Issue a receipt when a clerk is logging on/off	YES = 1 NO = 0	C	A+B+C
23	Inhibit printing of tax symbol	YES = 4 NO = 0	A	
	Print tax exempt total on financial report	YES = 2 NO = 0	B	
	Print tax exempt description and totals on receipt	YES = 1 NO = 0	B	A+B+C
24	Print Kitchen Printer name(ID) ^{00}	YES = 4 NO = 0	A	
	Kitchen Printer Order No. will be printed on receipt.	YES = 2 NO = 0	B	A+B+C
	Disable auto cutter on receipt printer.	YES = 1 NO = 0	C	
25	Inhibit printing of check at finalisation.	YES = 4 NO = 0	A	
	Print full check at finalisation.	YES = 2 NO = 0	B	
	Receipt Consecutive No. is random	YES = 1 NO = 0	C	A+B+C
26	Home Currency Symbol is*	30-185 (ASCII)	A	A
27	Currency 1 Symbol is*	30-185 (ASCII)	A	A
28	Currency 2 Symbol is*	30-185 (ASCII)	A	A
29	Print PLU detail on receipt in Set Menu	YES = 1/ NO = 0	A	A

* About what ASCII codes are available, refer to the ASCII code table of APPENDIX.

P-Mode Communication Option

Add.	Meaning	VALUE	=	SUM
1	Register # that holds the clerk time I/O data	1-16		
2	IRC number of first register in IRC system.	1-16		
3	IRC number of last register in IRC system.	1-16		
4	IRC retry count (default = 10)	0 - 99		
5	Store number (default = 0000)	1 - 9999		
6	Register # that holds the check tracking data and stock data	1-16		
7	Register # that holds the backup check tracking data and stock data	1-16		
8	Activate Time Schedule report feature	YES = 1 NO = 0	A	A
9	Register # that holds the KP order no.	1-16		
10	Future use			
11	Individual Financial reports print at master during consolidation.	YES = 1 NO = 0	A	A
12	Individual SALES-TIME reports print at master during consolidation.	YES = 1 NO = 0	A	A
13	Individual PLU reports print at master during consolidation.	YES = 1 NO = 0	A	A
14	Individual CLERK reports print at master during consolidation.	YES = 1 NO = 0	A	A
15	Individual CASH IN DRAWER reports print at master during consolidation.	YES = 1 NO = 0	A	A
16	Individual CHECK IN DRAWER reports print at master during consolidation.	YES = 1 NO = 0	A	A
17	Individual DEPARTMENT reports print at master during consolidation.	YES = 1 NO = 0	A	A
18	Individual GROUP reports print at master during consolidation.	YES = 1 NO = 0	A	A
19	Individual DAILY SALES reports print at master during consolidation. [00]	YES = 1 NO = 0	A	A
20	Individual ITEM by DEPT reports print at master during consolidation.	YES = 1 NO = 0	A	A
21	Future use			
22	Future use			
23	Future use			
24	Future use			
25	Future use			
26	Future use			
27	Future use			
28	Future use			
29	Future use			
30	Future use			

P-Mode Communication Option (Cont.)

Add.	Meaning	VALUE	=	SUM
31	Individual Financial reports print at slave during consolidation.	YES = 1 NO = 0	A	A
32	Individual SALES-TIME reports print at slave during consolidation.	YES = 1 NO = 0	A	A
33	Individual PLU reports print at slave during consolidation.	YES = 1 NO = 0	A	A
34	Individual CLERK reports print at slave during consolidation.	YES = 1 NO = 0	A	A
35	Individual CASH IN DRAWER reports print at slave during consolidation.	YES = 1 NO = 0	A	A
36	Individual CHECK IN DRAWER reports print at slave during consolidation.	YES = 1 NO = 0	A	A
37	Individual DEPARTMENT reports print at slave during consolidation.	YES = 1 NO = 0	A	A
38	Individual GROUP reports print at slave during consolidation.	YES = 1 NO = 0	A	A
39	Individual DAILY SALES reports print at slave during consolidation. [00]	YES = 1 NO = 0	A	A
40	Individual ITEM by DEPT reports print at slave during consolidation.	YES = 1 NO = 0	A	A
41	Future use			
42	Future use			
43	Future use			
44	Future use			
45	Future use			
46	Future use			
47	Future use			
48	Future use			
49	Future use			

P-Mode Communication Option (Cont.)

Add.	Meaning	VALUE	=	SUM
50	Baud Rate for serial port #1 is :	2400 = 0 4800 = 1 9600 = 2	A	A
51	Port #1 number of stop bits :	2 = 2 1 = 0	A	
	Port #1 bits per character :	7 = 1 8 = 0	B	A+B
52	Port #1 Parity :	Even = 2 Odd = 1 None = 0		
53	Port #1 is dedicated to : (0 = Port disabled)	Port disabled = 0 PC / Polling = 1 KP / Slip = 2 Scale = 4 Scanner = 5 Pole display = 7	A	A
54	Number of retry seconds for port #1 (default = 30)	1 - 999		
55	Device Type is :	Text Printer CITIZEN 3540/41 EPSON TM-300 EPSON TM-T80 EPSON TM-290II STAR SP-200 DIGI DS-640scale	=0 =1 =2 =3 =4 =5 =9	
56	Printer feeds before printing	0 - 49		
57	Printer feeds after printing	0 - 49		
58	Maximum slip line	0 - 99		
59	Reserved for Future Use			
60	Baud Rate for serial port #2 is :	2400 = 0 4800 = 1 9600 = 2	A	A
61	Port #2 number of stop bits :	2 = 2 1 = 0	A	
	Port #2 bits per character :	7 = 1 8 = 0	B	A+B
62	Port #2 Parity :	Even = 2 Odd = 1 None = 0	A	A

P-Mode Communication Option (Cont.)

Add.	Meaning	VALUE	=	SUM
63	Port #2 is dedicated to : (0 = Port disabled)	Port disabled = 0 PC / Polling = 1 KP / Slip = 2 Scale = 4 Scanner = 5 Pole display = 7	A	A
64	Number of retry seconds for port #2 (default = 30)	1 - 999		
65	Printer Type is :	Text Printer CITIZEN 3540/41 EPSON TM-300 EPSON TM-T80 EPSON TM-290II STAR SP-200 DIGI DS-640scale	=0 =1 =2 =3 =4 =5 =9	
66	Printer feeds before printing	0 - 49		
67	Printer feeds after printing	0 - 49		
68	Maximum slip line	0 - 99		
69	Reserved for Future Use			
70	Baud Rate for serial port #3 is :	2400 = 0 4800 = 1 9600 = 2		
71	Port #3 number of stop bits :	2 = 2 1 = 0	A	
	Port #3 bits per character :	7 = 1 8 = 0	B	A+B
72	Port #3 Parity :	Even = 2 Odd = 1 None = 0		
73	Port #3 is dedicated to : (0 = Port disabled)	Port disabled = 0 PC / Polling = 1 KP / Slip = 2 Scale = 4 Scanner = 5 Pole display = 7	A	A
74	Number of retry seconds for port #3 (default = 30)	1 - 999		
75	Printer Type is :	Text Printer CITIZEN 3540/41 EPSON TM-300 EPSON TM-T80 EPSON TM-290II STAR SP-200 DIGI DS-640scale	=0 =1 =2 =3 =4 =5 =9	

P-Mode Communication Option (Cont.)

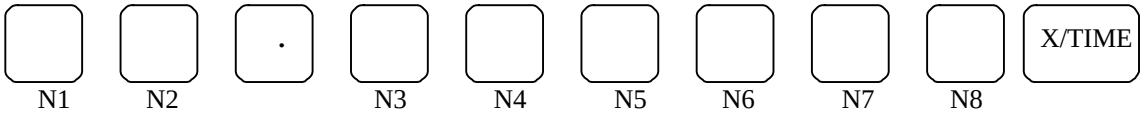
Add.	Meaning	VALUE	=	SUM
76	Printer feeds before printing	0 - 49		
77	Printer feeds after printing	0 - 49		
78	Maximum slip line	0 - 99		
79	Reserved for Future Use			
80	Baud Rate for serial port #4 is :	2400 = 0 4800 = 1 9600 = 2		
81	Port #4 number of stop bits :	2 = 2 1 = 0	A	
	Port #4 bits per character :	7 = 1 8 = 0	B	A+B
82	Port #4 Parity :	Even = 2 Odd = 1 None = 0		
83	Port #4 is dedicated to : (0 = Port disabled)	Port disabled = 0 PC / Polling = 1 KP / Slip = 2 Scale = 4 Scanner = 5 Pole display = 7	A	A
84	Number of retry seconds for port #4 (default = 30)	1 - 999		
85	Printer Type is :	Text Printer CITIZEN 3540/41 EPSON TM-300 EPSON TM-T80 EPSON TM-290II STAR SP-200 DIGI DS-640scale	=0 =1 =2 =3 =4 =5 =9	
86	Printer feeds before printing	0 - 49		
87	Printer feeds after printing	0 - 49		
88	Maximum slip line	0 - 99		
89	Reserved for Future Use			

TAX PROGRAMMING

Straight Tax Programming

Control Lock Position: PGM
Programming Step

1) Press 72 SUBTOTAL to enter the tax program procedure.
2) Enter the desired Tax Rate and status from the table below and press the X/TIME key.
   Then push the CASH key.



Add.	Meaning	VALUE	=	SUM
N6	Tax is straight % / VAT	YES = 1		
	Tax is straight % / Add On	YES = 0	A	A
N7	GST (Tax 4) is Taxable by Rate 3	YES = 4		
		No = 0	A	
	GST (Tax 4) is Taxable by Rate 2	YES = 2		
		No = 0	B	A+B+C
	GST (Tax 4) is Taxable by Rate 1	YES = 1		
		No = 0	C	

Programming Example: (6.5% ON TAX 1)

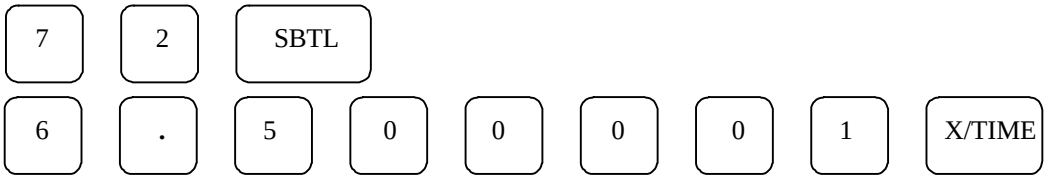


Table Tax rate Programming

Programming Information

A) Maximum 60 tax breaks.
B) Tax breaks determine at what dollar amount an additional .01 will be added to the tax total of the sale.
C) Determine break points by subtracting the high side of a dollar range from the high side of the dollar range. (See example on the next page)
D) The pattern of break points is the break pattern. (Repeat breaks repeat themselves)
E) The beginning break points that do not fit into the repeat breaks are the non-repeat breaks.

Programming steps

Control Lock Position: PGM

1) Press 72 SUBTOTAL to enter the tax program procedure.
2) Enter the desired table and press the X/TIME key.
3) Enter the correct tax number and then enter your table tax breaks according to your specific tax rate.

TABLE TAX RATE PROGRAMMING
Programming Example
Tax 1 is a 6.0% Illinios Table Tax

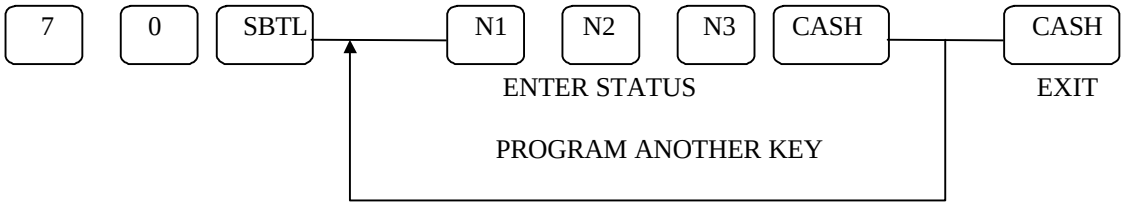
TAX CHARGED	SALE AMOUNT RANGE	BREAK POINT	
0.00	0.00 - 0.10		
0.01	0.11 - 0.21	11	Non - Repeat Breaks
0.02	0.22 - 0.38	17	
0.03	0.39 - 0.56	18	
0.04	0.57 - 0.73	17	
0.05	0.74 - 0.91	18	
0.06	0.92 - 1.08	17	Repeat Breaks
0.07	1.09 - 1.24	16	
0.08	1.25 - 1.41	17	
0.09	1.42 - 1.58	17	Repeat Breaks
0.10	1.59 - 1.74	16	
0.11	1.75 - 1.91	17	
0.12	1.92 - 2.08	17	Repeat Breaks
0.13	2.09 - 2.24	16	
0.14	2.25 - 2.41	17	

Enter 72 and Press SUBTOTAL key.	72	SUBTOTAL
Enter “1” for tax1 and Press X/TIME key.	1	X/TIME
Enter the maximum amount that is not taxed (0.10) and Press the X/TIME key.	10	X/TIME
Enter the first tax amount charged (0.01) and Press the X/TIME key.	1	X/TIME
Enter the high side of the dollar range for the first non-repeat break which charges tax (0.21) and Press the X/TIME key.	21	X/TIME
Repeat for each non-repeat break.	38	X/TIME,
	56	X/TIME,
	73	X/TIME
Enter “91” and Press the SUBTOTAL key.	91	SUBTOTAL
Enter the high side of the dollar range for the first repeat break in the repeat breaks pattern (1.08) and Press the X/TIME key.	108	X/TIME
Repeat for each repeat break.	124	X/TIME,
	141	X/TIME
Press CASH key to finalise.		CASH

FUNCTION KEY PROGRAMMING

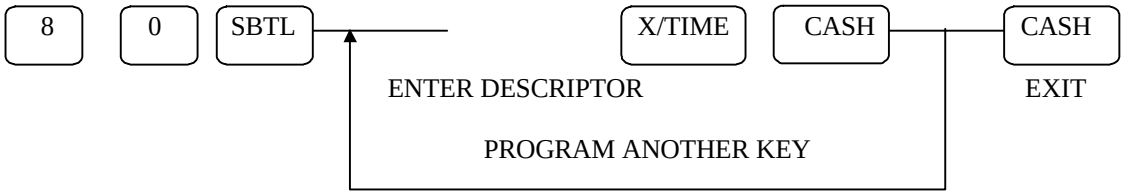
CASH Key Programming

CASH key status programming

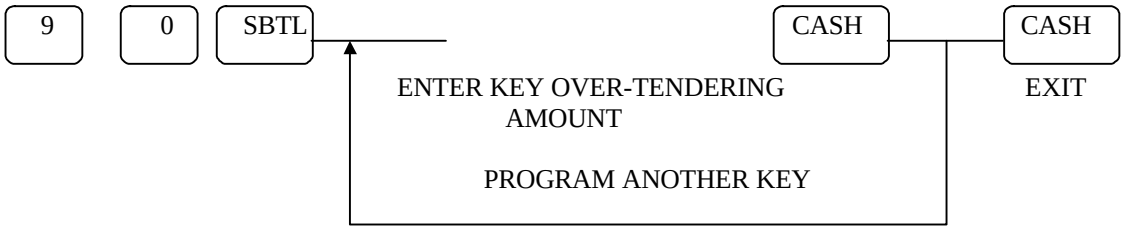


	KEY OPTION	VALUE	=	SUM
N1	EXEMPT TAX 1	YES = 1 / NO = 0	A	
	EXEMPT TAX 2	YES = 2 / NO = 0	B	A+B+C
	EXEMPT TAX 3	YES = 4 / NO = 0	C	
N2	EXEMPT TAX 4	YES = 1 / NO = 0	A	
	CASH DRAWER DOES NOT OPEN	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY	YES = 4 / NO = 0	C	
N3	AMOUNT TENDER COMPULSORY	YES = 1 / NO = 0	A	
	DISABLE UNDER-TENDERING	YES = 2 / NO = 0	B	A+B+C
	DISABLE HALO CHECK IN X-MODE	YES = 4 / NO = 0	C	

CASH key description programming

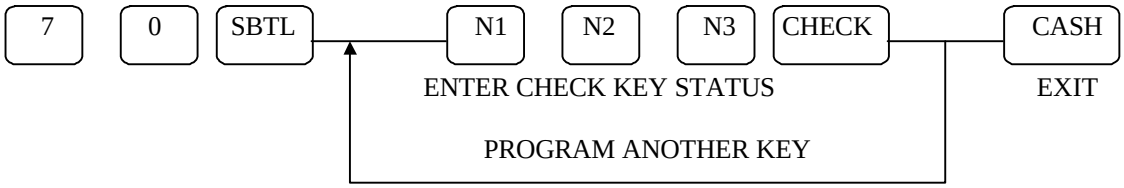


CASH key amount programming



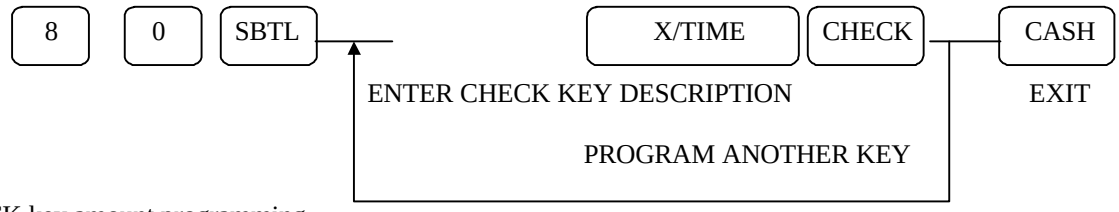
CHECK Key Programming

CHECK key status programming

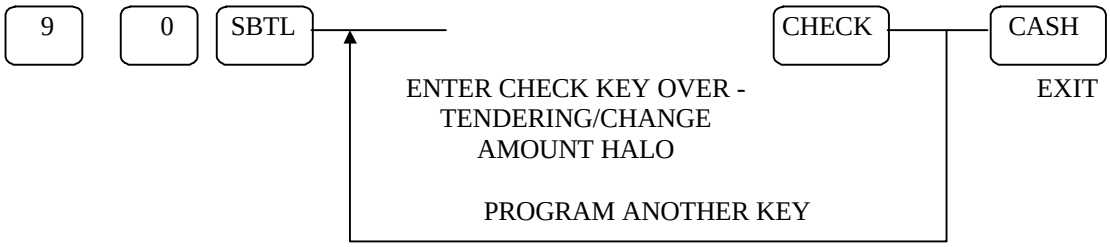


	KEY OPTION	VALUE	=	SUM
N1	EXEMPT TAX 1	YES = 1 / NO = 0	A	
	EXEMPT TAX 2	YES = 2 / NO = 0	B	A+B+C
	EXEMPT TAX 3	YES = 4 / NO = 0	C	
N2	EXEMPT TAX 4	YES = 1 / NO = 0	A	
	CASH DRAWER DOES NOT OPEN	YES = 2 / NO = 0	B	A+B+C
	VALIDATION IS COMPULSORY	YES = 4 / NO = 0	C	
N3	AMOUNT TENDER COMPULSORY	YES = 1 / NO = 0	A	
	DISABLE UNDER-TENDERING	YES = 2 / NO = 0	B	A+B+C
	DISABLE HALO CHECK IN X-MODE	YES = 4 / NO = 0	C	

CHECK key description programming

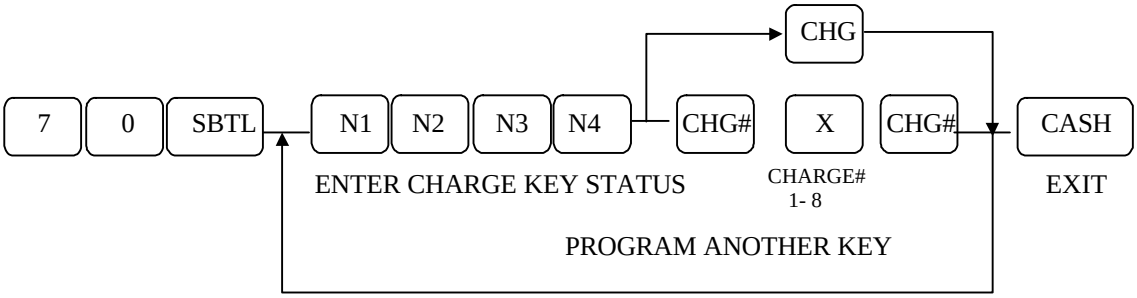


CHECK key amount programming



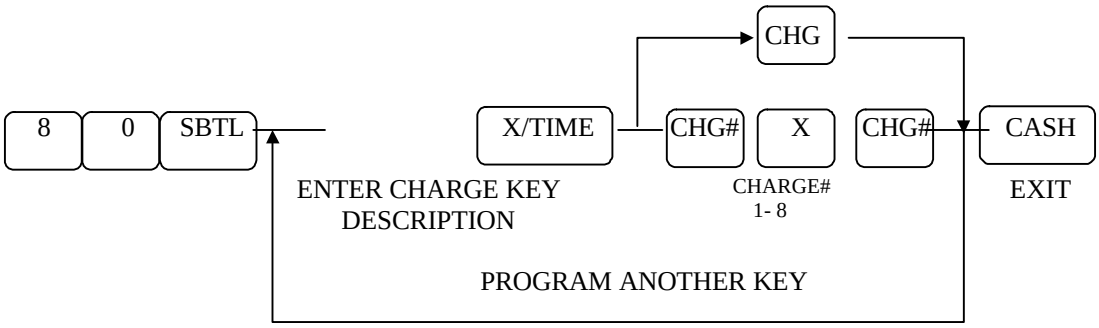
CHARGE Key Programming

CHARGE key status programming



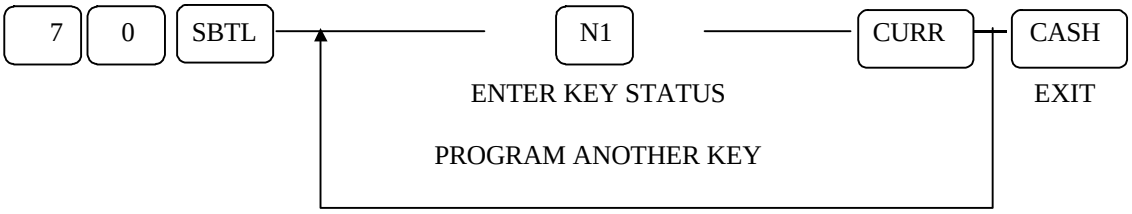
	KEY OPTION	VALUE	=	SUM
N1	EXEMPT TAX 1	YES = 1 / NO = 0	A	
	EXEMPT TAX 2	YES = 2 / NO = 0	B	A+B+C
	EXEMPT TAX 3	YES = 4 / NO = 0	C	
N2	EXEMPT TAX 4	YES = 1 / NO = 0	A	
	CASH DRAWER DOES NOT OPEN	YES = 2 / NO = 0	B	A+B+C
	VALIDATION IS COMPULSORY	YES = 4 / NO = 0	C	
N3	AMOUNT TENDER COMPULSORY	YES = 1 / NO = 0	A	
	DISABLE UNDER-TENDERING	YES = 2 / NO = 0	B	A+B+C
	UNDER TENDERING IN X-MODE	YES = 4 / NO = 0	C	
N4	NON-ADD # ENTRY COMPULSORY	YES = 1 / NO = 0	A	
	ENABLE CHARGE OVER-TENDERING	YES = 2 / NO = 0	B	A+B

CHARGE key description programming



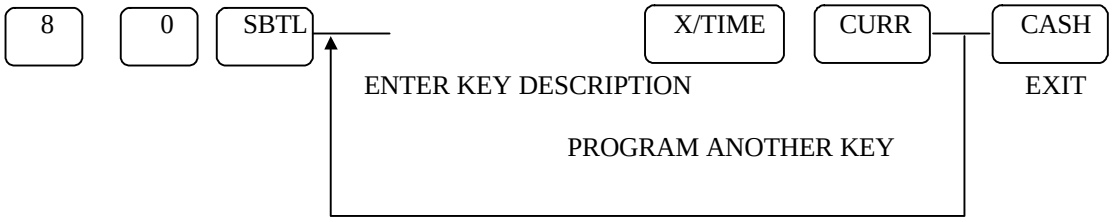
CURRENCY Key Programming

CURRENCY key status programming

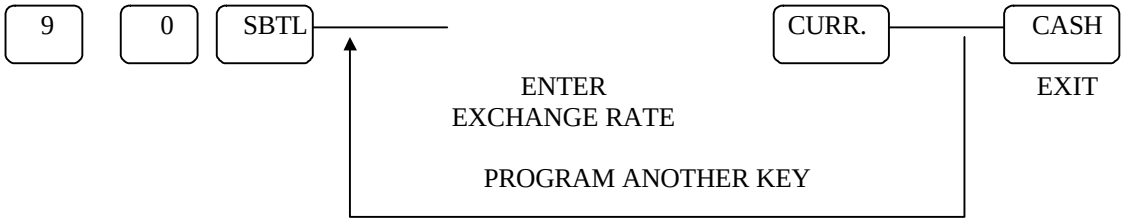


	KEY OPTION	VALUE	=	SUM
N1	LINKED DRAWER NO.	0 ~ 3		

CURRENCY key description programming



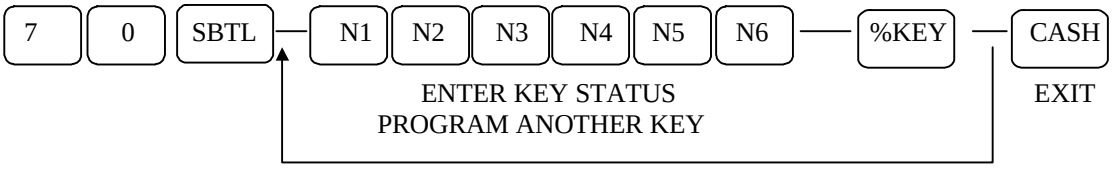
CURRENCY key amount programming



* In the exchange rate, the last digit is used to designate the decimal position.
For example, 12003 at program is rate for 1.200 and 12002 at program is rate for 12.00.

% Key Programming

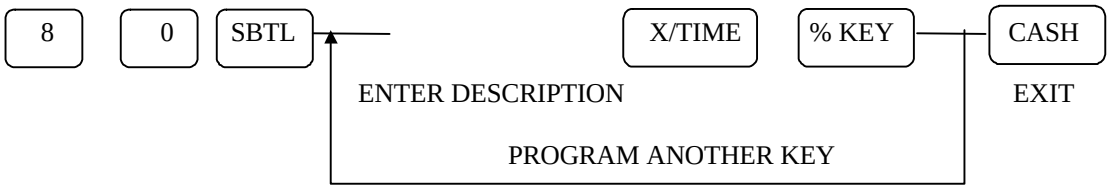
% key status programming



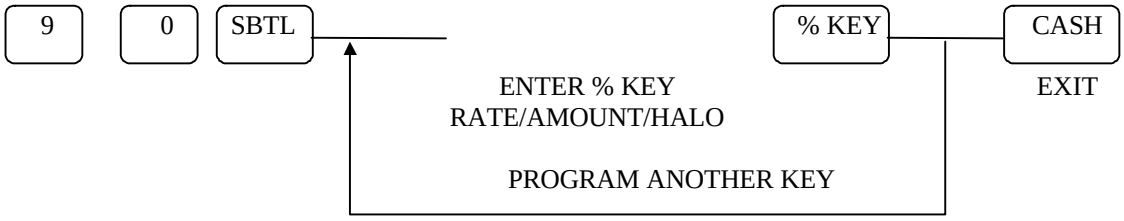
	KEY OPTION	VALUE	=	SUM
N1	ALLOW % KEY PRESET OVERRIDE	YES = 1 / NO = 0	A	
	PRESET OVERRIDE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	% KEY ACTIVE IN X-MODE ONLY	YES = 4 / NO = 0	C	
N2	% KEY IS	SALE = 1 / ITEM = 0	A	
	% KEY IS *	AMOUNT = 2 /	B	A+B+C
		PERCENTAGE = 0		
	% KEY IS	INACTIVE = 4 /	C	
		ACTIVE = 0		
N3	TAXABLE BY TAX 1	YES = 1 / NO = 0	A	
	TAXABLE BY TAX 2	YES = 2 / NO = 0	B	A+B+C
	TAXABLE BY TAX 3	YES = 4 / NO = 0	C	
N4	TAXABLE BY TAX 4	YES = 1 / NO = 0	A	
	% KEY IS *	POSITIVE = 2 /	B	A+B+C
		NEGATIVE = 0		
	% KEY IS	OPEN = 4 /	C	
		PRESET = 0		
N5	% KEY NETS TOTAL	YES = 1 / NO = 0	A	A+B
	% KEY REQUIRE VALIDATION	YES = 2 / NO = 0	B	
N6	ALLOW AMOUNT COUPONS			
	WITHOUT PUSHING SUBTOTAL **	YES = 1 / NO = 0	A	A+B
	ALLOW ONLY ONE SUB,DISCOUNT	YES = 2 / NO = 0	B	

* You can not set these two options at the same time.
** Set the N2-A and N2-B to set this option.

% key description programming



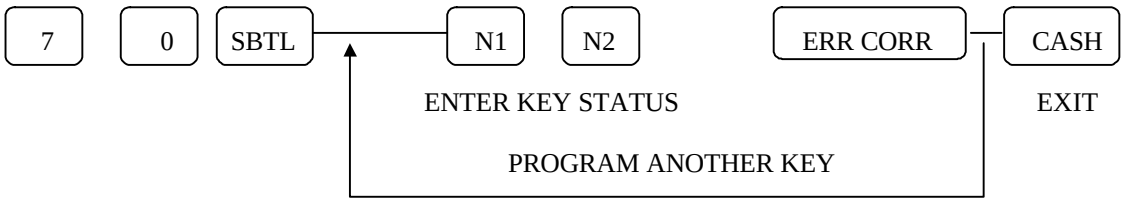
% key amount programming



Number of decimal places is 3 if the key option (N2) is set to PERCENTAGE 2. If the key option (N2) is set to AMOUNT the number of decimal places is 2.

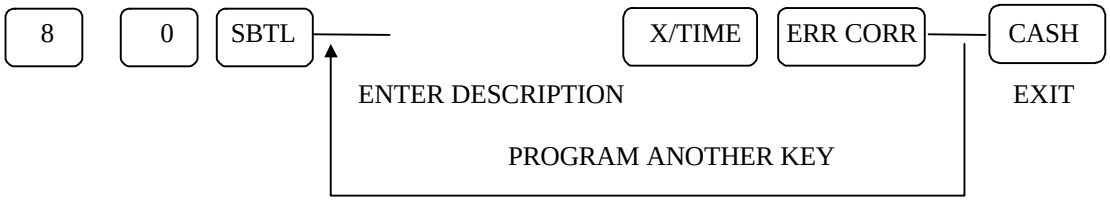
ERR CORR Key Programming

ERR CORR key status programming

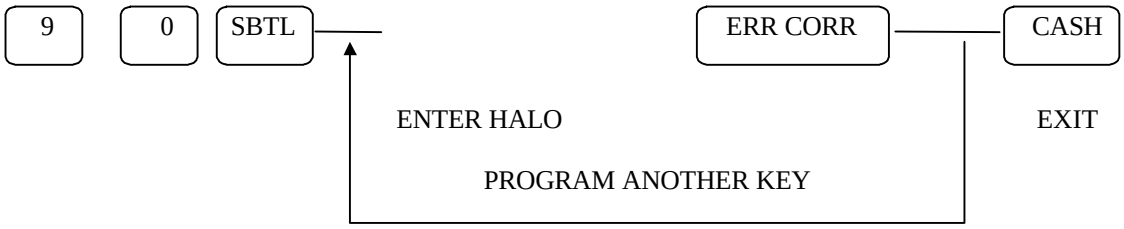


	KEY OPTION	VALUE	=	SUM
N1	KEY IS INACTIVE	YES = 1 / NO = 0	A	
	KEY IS ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY	YES = 4 / NO = 0	C	
N2	INHIBIT PRINTING ON REPORT	YES = 1 / NO = 0	A	A

ERR CORR key description programming

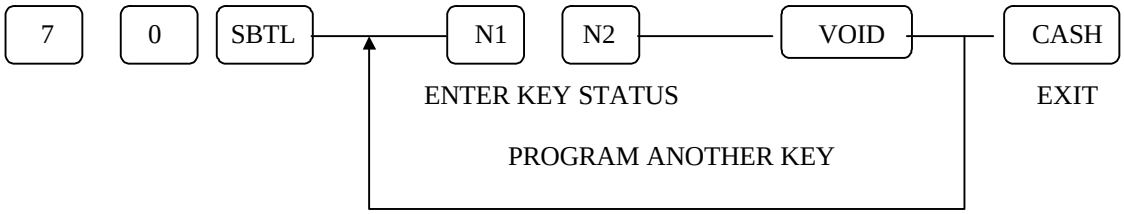


ERR CORR key amount programming



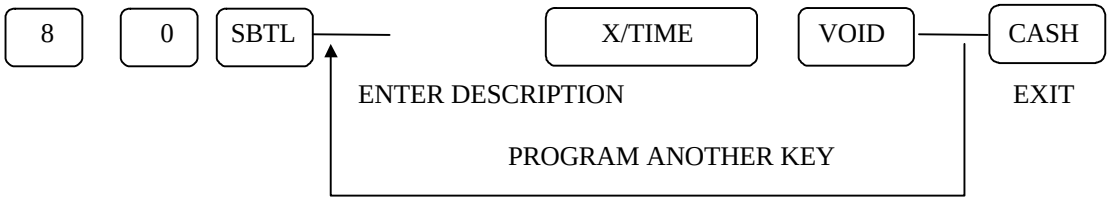
VOID Key Programming

VOID key status programming

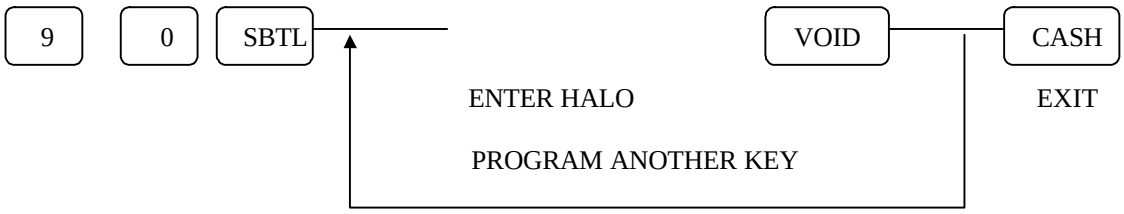


	KEY OPTION	VALUE	=	SUM
N1	KEY IS INACTIVE	YES = 1 / NO = 0	A	
	KEY IS ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY	YES = 4 / NO = 0	C	
N2	INHIBIT PRINTING ON REPORT	YES = 1 / NO = 0	A	A

VOID key description programming

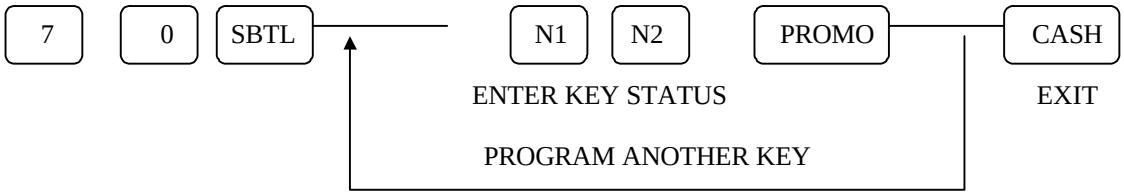


VOID key amount programming



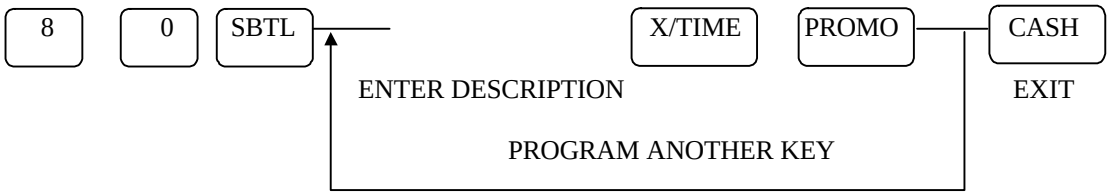
PROMO Key Programming

PROMO key status programming



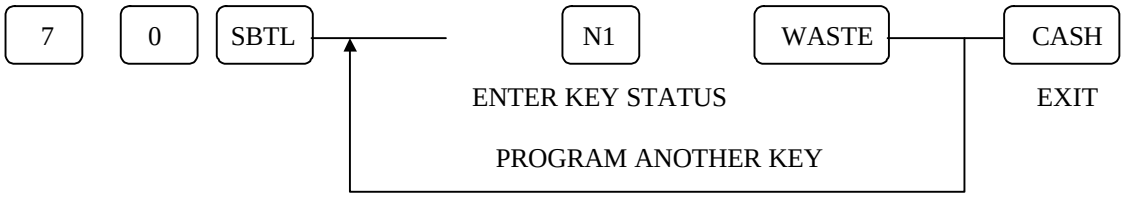
	KEY OPTION	VALUE	=	SUM
N1	KEY IS INACTIVE	YES = 1 / NO = 0	A	
	KEY IS ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	TAXABLE BY TAX1	YES = 4 / NO = 0	C	
N2	TAXABLE BY TAX2	YES = 1 / NO = 0	A	
	TAXABLE BY TAX3	YES = 2 / NO = 0	B	A+B+C
	TAXABLE BY TAX4	YES = 4 / NO = 0	C	

PROMO key description programming



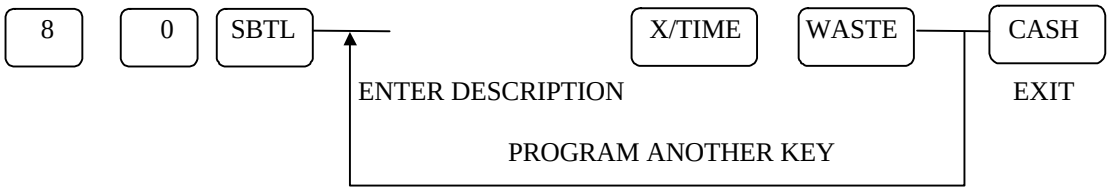
WASTE Key Programming

WASTE key status programming



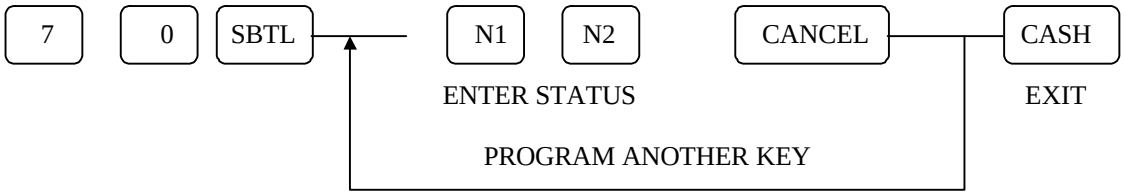
	KEY OPTION	VALUE	=	SUM
N1	KEY IS INACTIVE	YES = 1 / NO = 0	A	
	KEY IS ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY	YES = 4 / NO = 0	C	

WASTE key description programming



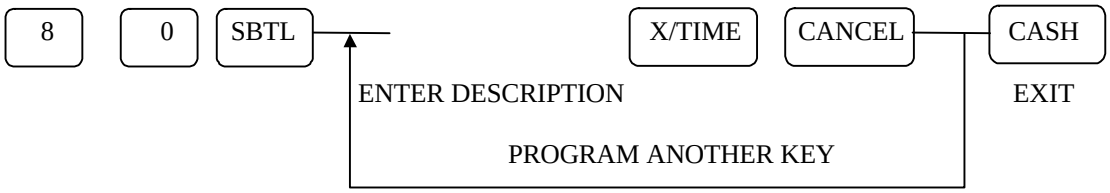
CANCEL Key Programming

CANCEL key status programming

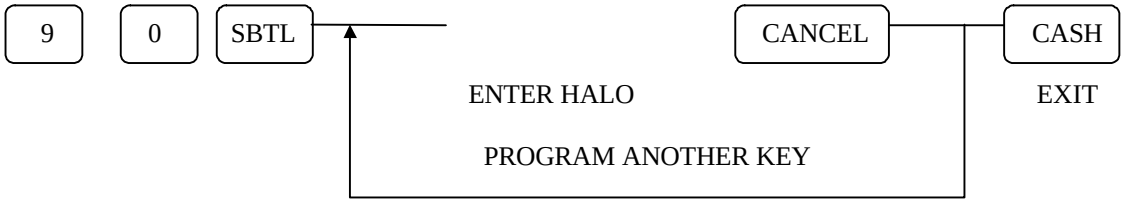


	KEY OPTION	VALUE	=	SUM
N1	CANCEL INACTIVE	YES = 1 / NO = 0	A	
	CANCEL ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY ON CANCEL	YES = 4 / NO = 0	C	
N2	INHIBIT PRINTING ON REPORTS	YES = 1 / NO = 0	A	A

CANCEL key description programming

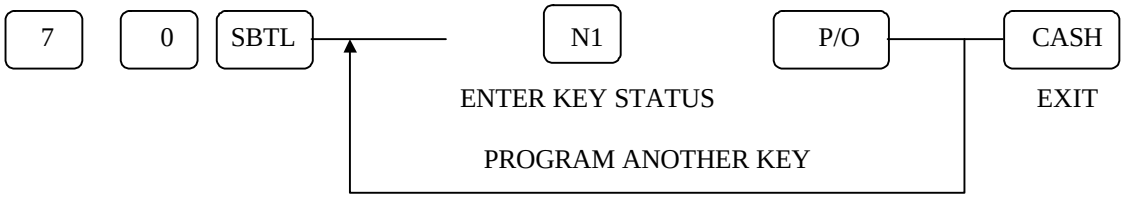


CANCEL key amount programming



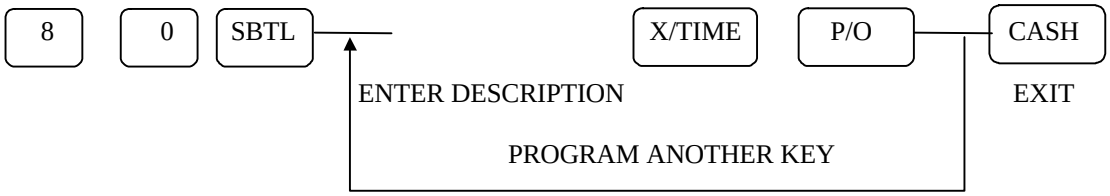
Paid Out Key Programming

Paid Out key status programming

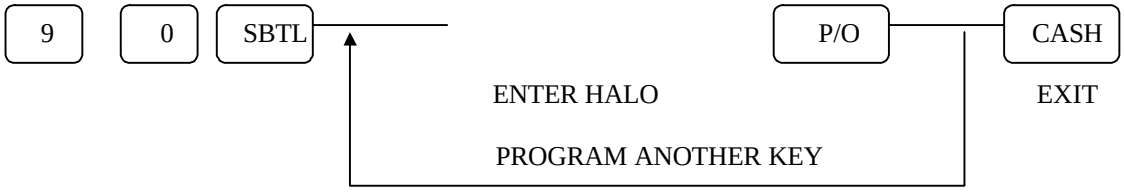


	KEY OPTION	VALUE	=	SUM
N1	P/O INACTIVE	YES = 1 / NO = 0	A	
	P/O ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY ON P/O	YES = 4 / NO = 0	C	

Paid Out key description programming

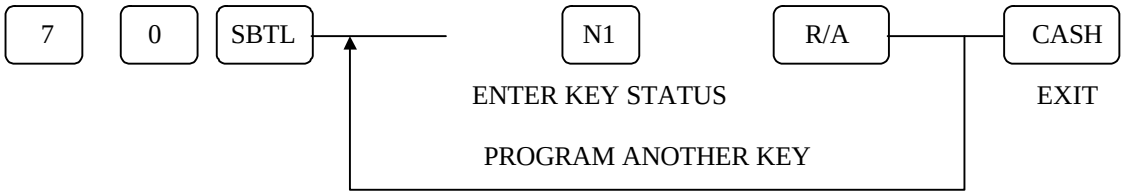


Paid Out key amount programming



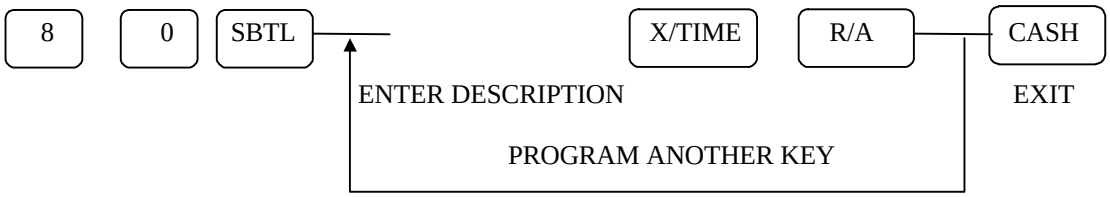
Received on Account Key Programming

Received on Account key status programming

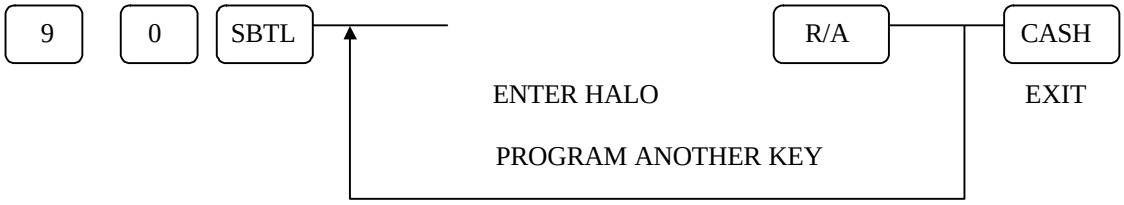


	KEY OPTION	VALUE	=	SUM
N1	R/A INACTIVE	YES = 1 / NO = 0	A	
	R/A ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY ON R/A	YES = 4 / NO = 0	C	

Received on Account key description programming

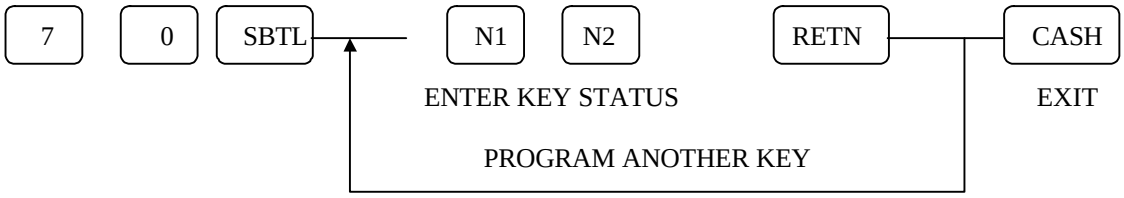


Received on Account key amount programming



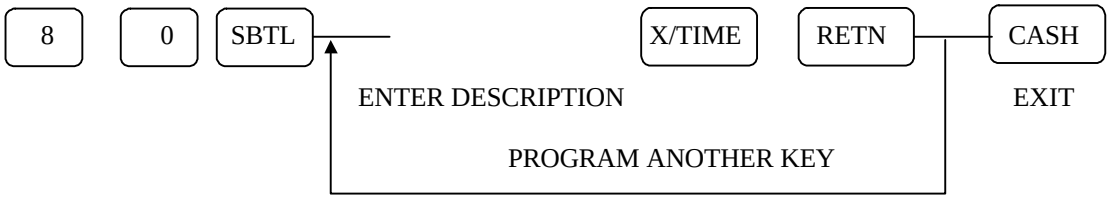
RETURN Key Programming

RETURN key status programming

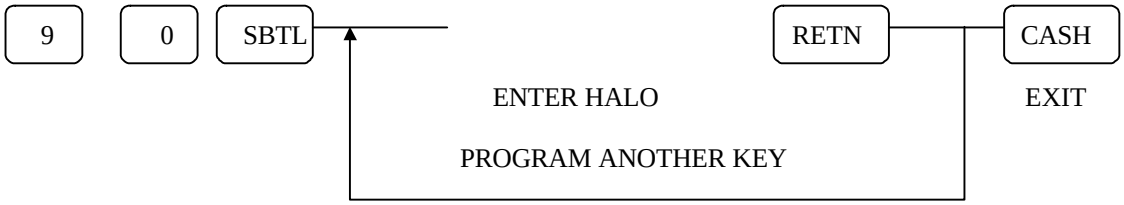


	KEY OPTION	VALUE	=	SUM
N1	RETURN INACTIVE	YES = 1 / NO = 0	A	
	RETURN ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY ON RETURN	YES = 4 / NO = 0	C	
N2	PROHIBIT ADDING TO GRAND TOTALS	YES = 1 / NO = 0	A	
	INHIBIT PRINTING ON REPORTS	YES = 2 / NO = 0	B	A+B+C
	PROHIBIT ADDING TO PLU TOTAL	YES = 4 / NO = 0	C	

RETURN key description programming

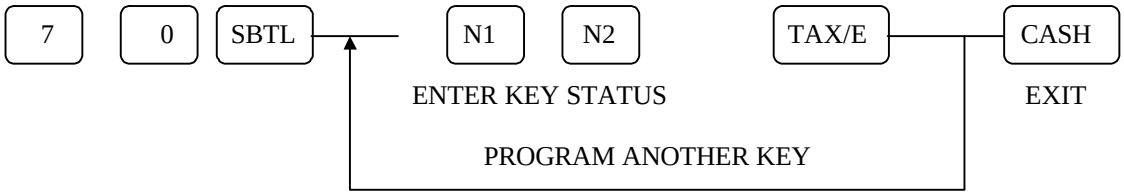


RETURN key amount programming



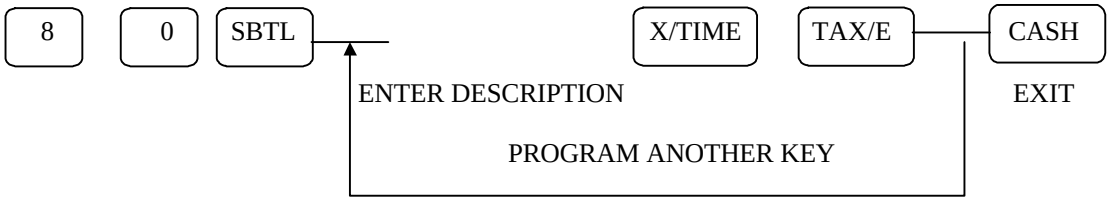
TAX EXEMPT Key Programming

TAX EXEMPT key status programming



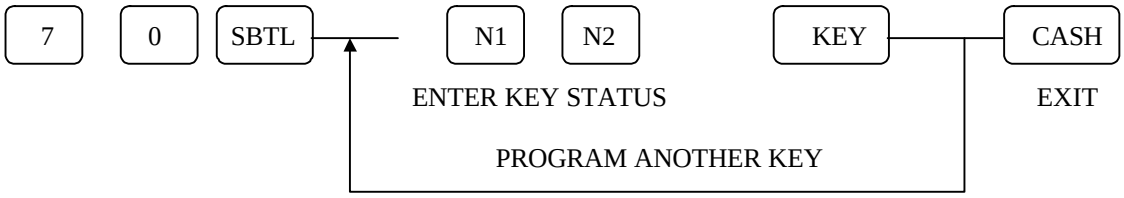
	KEY OPTION	VALUE	=	SUM
N1	EXEMPT TAX 1	YES = 1 / NO = 0	A	
	EXEMPT TAX 2	YES = 2 / NO = 0	B	A+B+C
	EXEMPT TAX 3	YES = 4 / NO = 0	C	
N2	EXEMPT TAX 4	YES = 1 / NO = 0	A	
	NON-ADD # ENTRY COMPULSORY	YES = 2 / NO = 0	B	A+B+C
	COMPULSORY VALIDATION	YES = 4 / NO = 0	C	

TAX EXEMPT key description programming



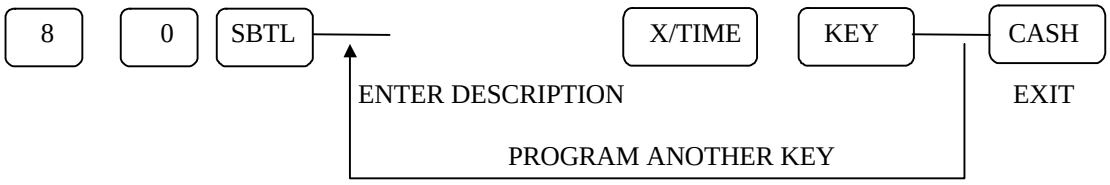
EAT-IN/TAKE-OUT/DRIVE-THROUGH Key Programming

EAT-IN/TAKE-OUT/DRIVE-THROUGH key status programming



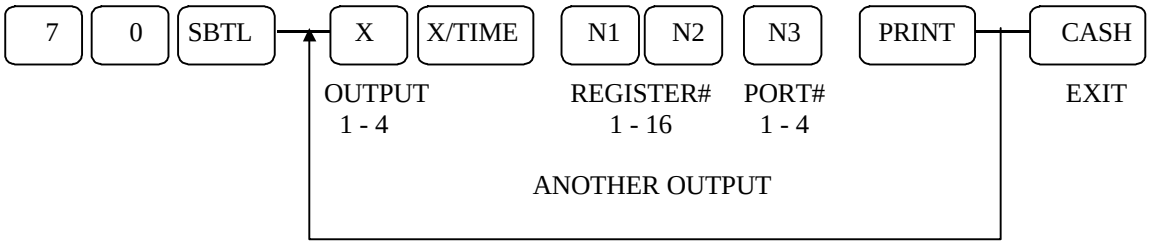
	KEY OPTION	VALUE	=	SUM
N1	EXEMPT TAX 1	YES = 1 / NO = 0	A	
	EXEMPT TAX 2	YES = 2 / NO = 0	B	A+B+C
	EXEMPT TAX 3	YES = 4 / NO = 0	C	
N2	EXEMPT TAX 4	YES = 1 / NO = 0	A	A+B
	VALIDATION COMPULSORY	YES = 2 / NO = 0	B	

EAT-IN/TAKE-OUT/DRIVE-THROUGH key description programming

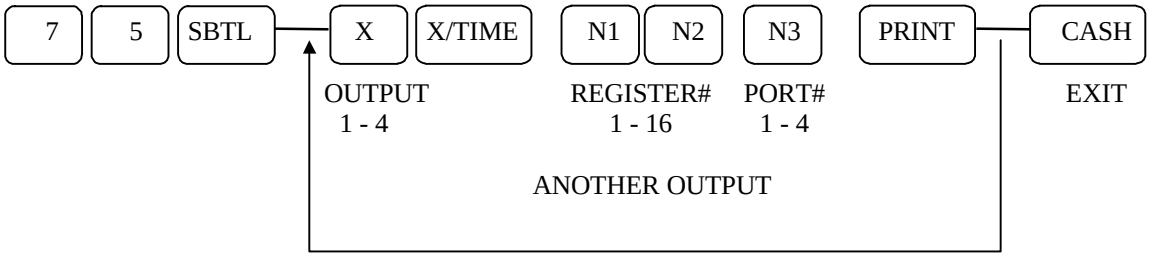


PRINT Key Programming [00]

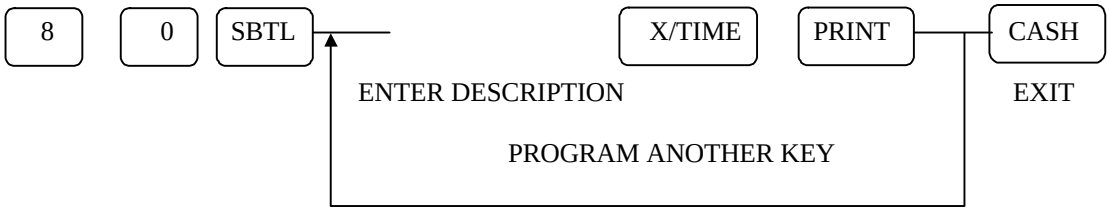
PRINT key output programming



PRINT key backup output programming

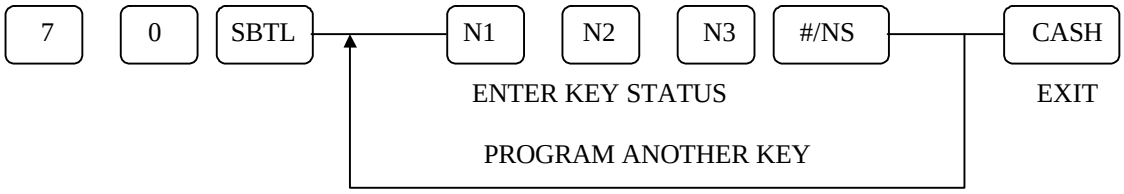


PRINT key description programming



NO SALE Key Programming

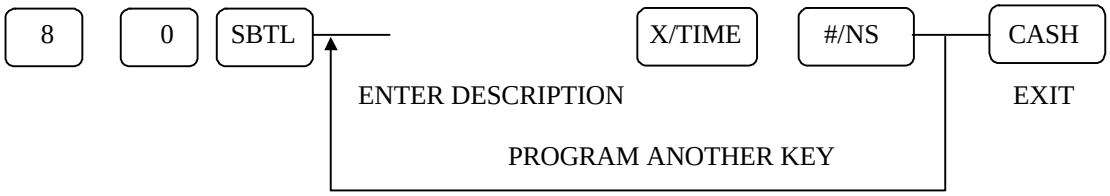
NO SALE key status programming



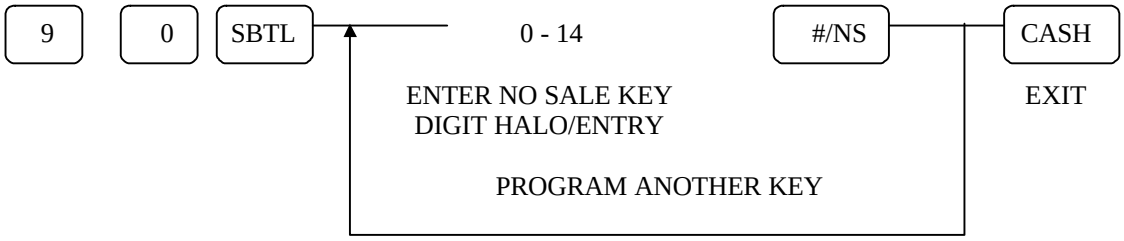
	KEY OPTION	VALUE	=	SUM
N1	NO SALE INACTIVE*	YES = 1 / NO = 0	A	
	NO SALE ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY ON NO SALE	YES = 4 / NO = 0	C	
N2	NO SALE INACTIVE AFTER # ENTRY	YES = 1 / NO = 0	A	
	ENFORCE # ENTRY AT START OF SALE	YES = 2 / NO = 0	B	A+B+C
	NON-ADD ENTRIES ARE INHIBITED	YES = 4 / NO = 0	C	
N3	COMPULSORY DIGIT ENTRY MUST BE		A	A+B
	NUMBER OF DIGITS OF THE DIGIT HALO	YES = 1 / NO = 0	B	

* The non-add # entry will still function even if the no sale key is programmed as inactive

NO SALE key description programming

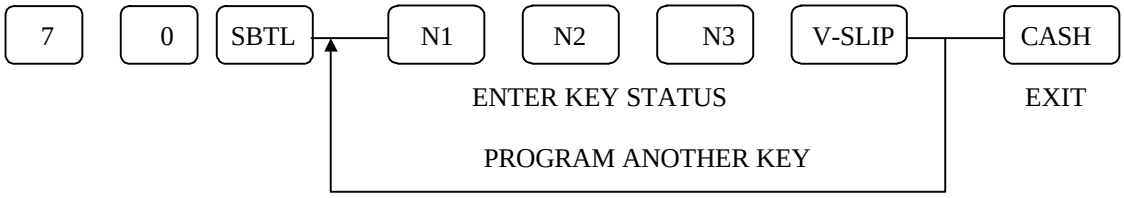


NO SALE key digit entry programming



VALIDATION ON SLIP PRINTERG Key Programming

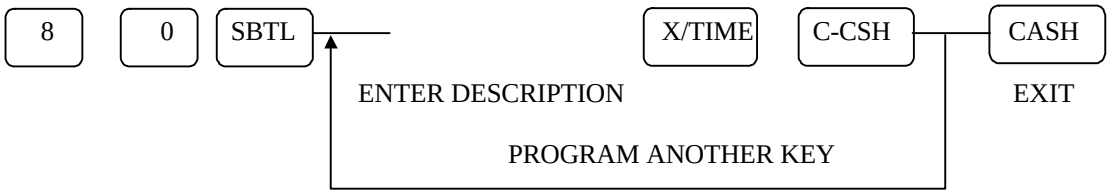
VALIDATION ON SLIP PRINTER key status programming



	KEY OPTION	VALUE
N1	FEED LINES BEFORE PRINTING FIRST VALIDATION	00 - 99 *
N2	FEED LINES BETWEEN FIRST AND SECOND VALIDATION	00 - 99 *
N3	SLIP PRINTER PORT	0 - 4

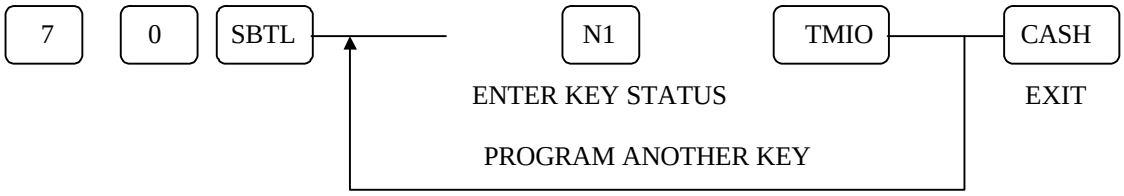
* N1, N2 must have two digits and in reverse order, e.g. 5 lines is 50, 12 lines is 21.

VALIDATION ON SLIP PRINTER key description programming



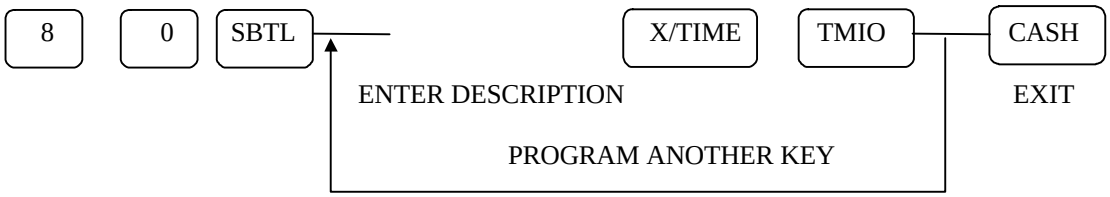
TIME IN/OUT Key Programming

TIME IN/OUT key status programming



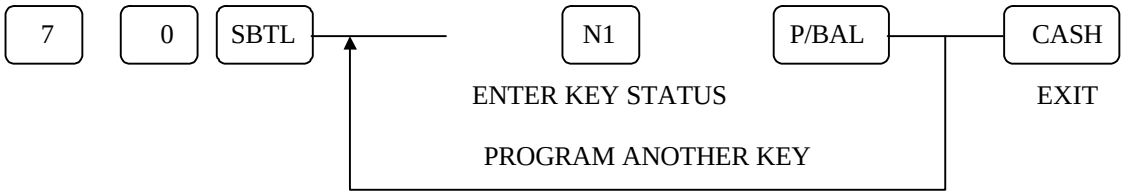
	KEY OPTION	VALUE	=	SUM
N1	KEY IS INACTIVE	YES = 1 / NO = 0	A	
	KEY IS ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C
	VALIDATION COMPULSORY	YES = 4 / NO = 0	C	

TIME IN/OUT key description programming



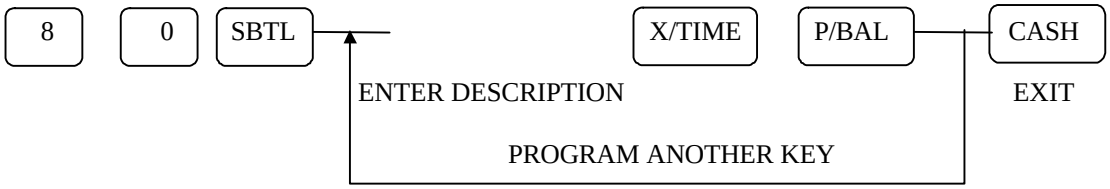
P/BAL Key Programming

P/BAL key status programming



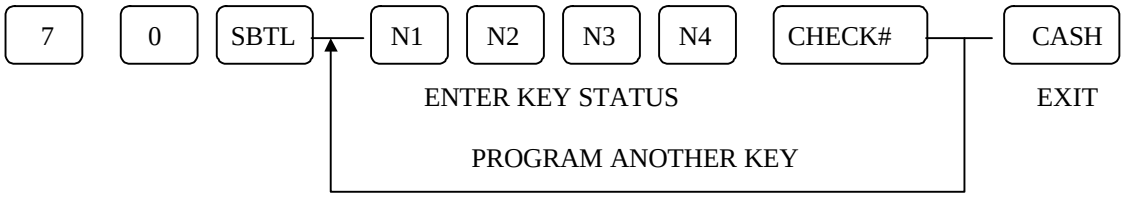
	KEY OPTION	VALUE	=	SUM
N1	P/BAL MUST BE ENTERED AT START OF SALE	YES = 1 / NO = 0	A	
	P/BAL CAN BE ENTERED AT ANY TIME	YES = 2 / NO = 0	B	A+B+C
	P/BAL USED FOR DRIVE-THROUGH	YES = 4 / NO = 0	C	

P/BAL key description programming



CHECK # Key Programming

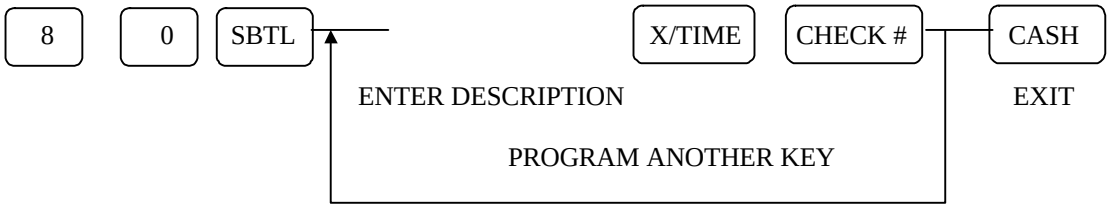
CHECK # key status programming



	KEY OPTION	VALUE	=	SUM
N1	CHECK # IS COMPULSORY FOR ALL SALES CHECK # IS ASSIGNED BY THE REGISTERS OPEN CHECKS ARE ONLY AVAILABLE TO THE CLERK WHO OPENED THOSE	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N2	CHECK # DOES NOT PRINT ON RECEIPT CHECK # DOES NOT PRINT ON DETAIL PRINT CHECK # ON K/P [00]	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N3	CHECK TRACK FEATURE IS DRIVE THRU* PRINT POST AMBLE PRINT PRE AMBLE	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N4	ALLOW ONLY ONE CHECK PER TABLE	YES = 1 / NO = 0	A	A
N5	MAXIMUM LENGTH OF CHECK#	1 - 7		

* Register will automatically recall the lowest # in the system when check # key is pushed.

CHECK # key description programming



CHECK # key starting check # programming

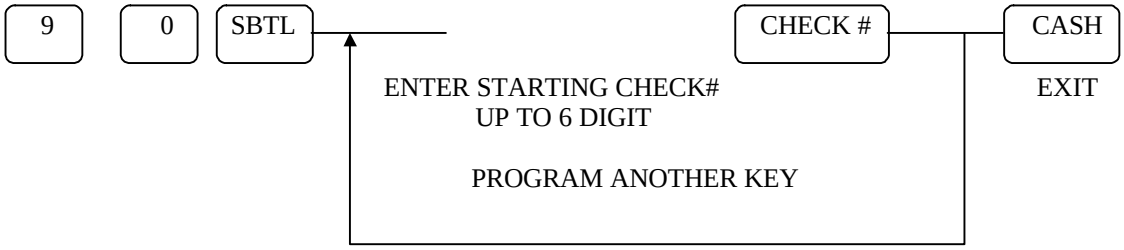
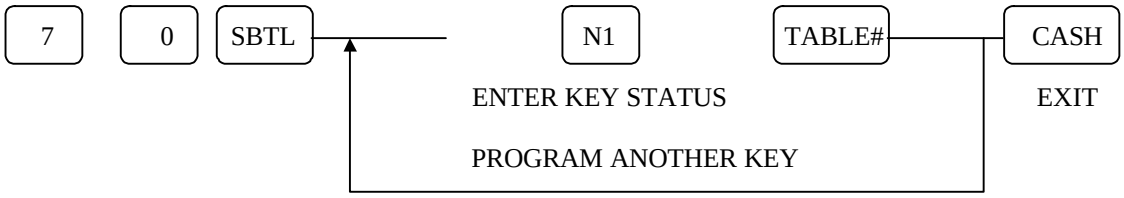


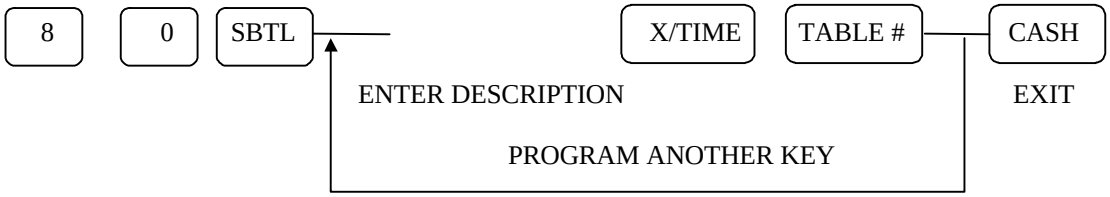
TABLE # Key Programming

TABLE # key status programming



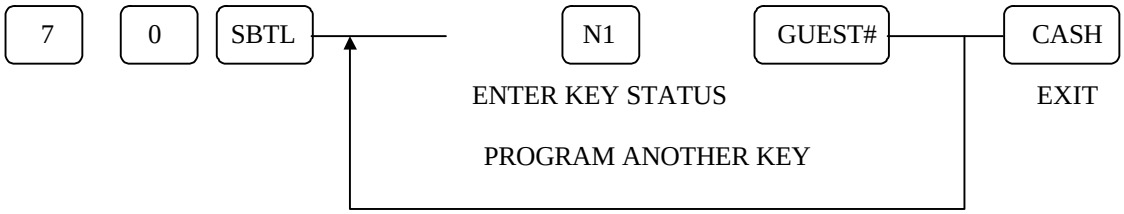
	KEY OPTION	VALUE	=	SUM
N1	TABLE # COMPULSORY FOR CHECK # / P/BAL	YES = 1 / NO = 0	A	
	TABLE # COMPULSORY FOR ALL SALES	YES = 2 / NO = 0	B	A+B+C
	PRINT TABLE # ON K/P [00]	YES = 4 / NO = 0	C	

TABLE # key description programming



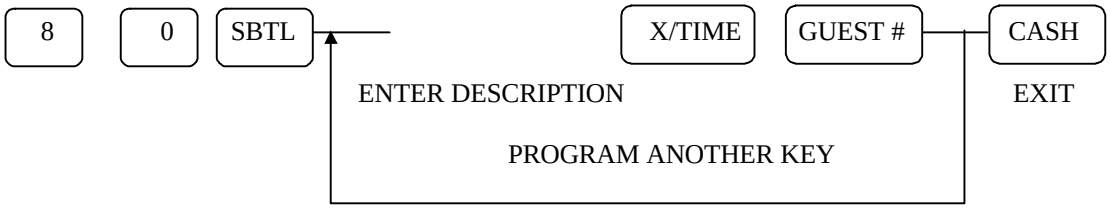
GUEST # Key Programming

GUEST # key status programming



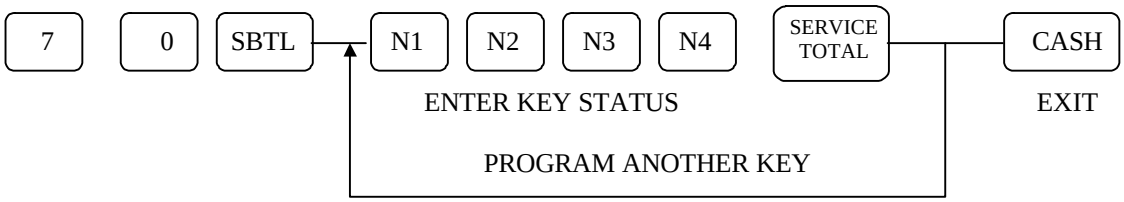
	KEY OPTION	VALUE	=	SUM
N1	GUEST # COMPULSORY FOR CHECK # or P/BAL	YES = 1 / NO = 0	A	
	GUEST # COMPULSORY FOR ALL SALES	YES = 2 / NO = 0	B	A+B+C
	PRINT GUEST # ON K/P [00]	YES = 4 / NO = 0	C	

GUEST # key description programming



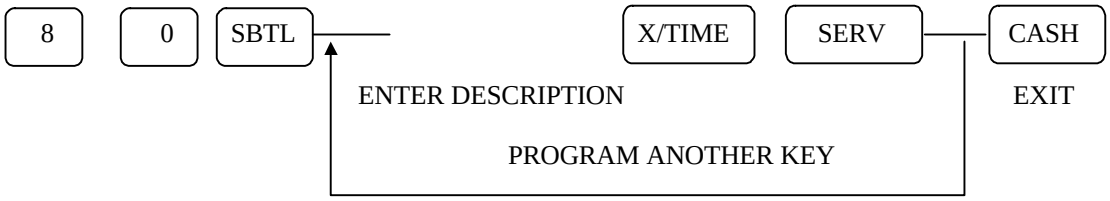
SERVICE Key Programming

SERVICE key status programming



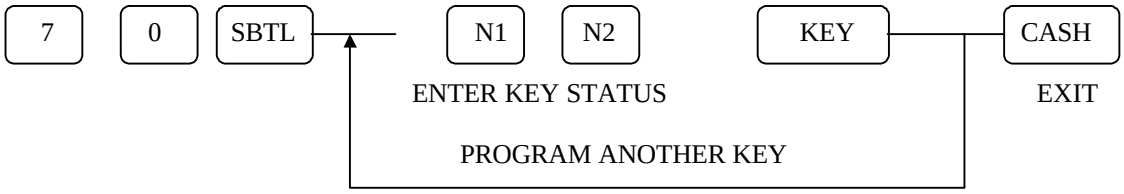
	KEY OPTION	VALUE	=	SUM
N1	VALIDATION IS COMPULSORY NON-ADD NUMBER IS COMPULSORY PROHIBIT PRINTING ON RECEIPT	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N2	PROHIBIT PRINTING ON DETAIL NEGATIVE TOTAL IN X-MODE ONLY EXEMPT TAX 1	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N3	EXEMPT TAX 2 EXEMPT TAX 3 EXEMPT TAX 4	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C
N4	HARD CHECK AND P/BAL COMM. PORT#	0 - 4		

SERVICE key description programming



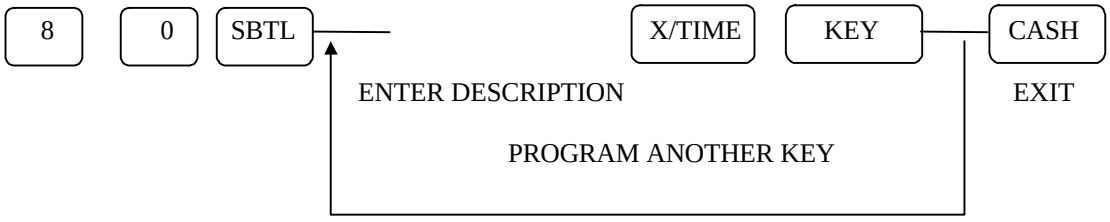
PRINT CHECK / SLIP PRINT Key Programming

PRINT CHECK key status programming



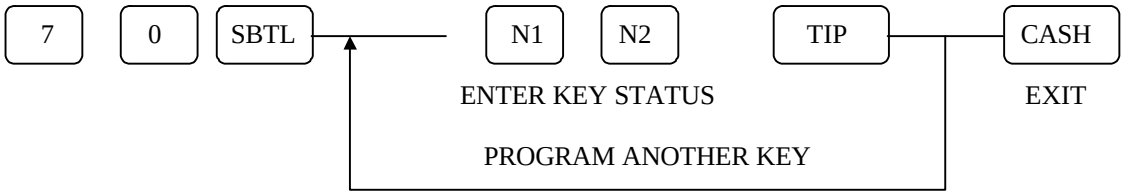
	KEY OPTION	VALUE	=	SUM
N1	SOFT CHECK PRINTS ON COM PORT#	0 - 4		
N2	WILL AUTOMATICALLY SERVICE CHECK OUT PRINT ON RECEIPT INHIBIT PRINTING OF CONSECUTIVE NO.	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	A+B+C

PRINT CHECK key description programming



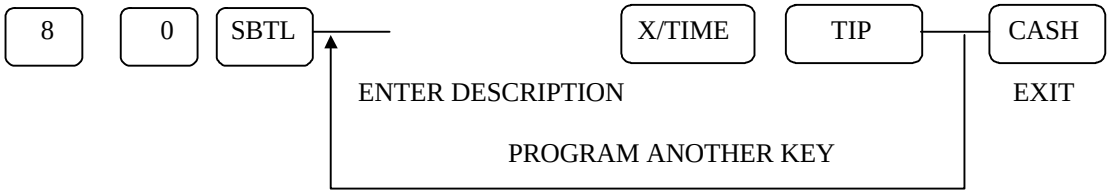
TIP Key Programming

TIP key status programming



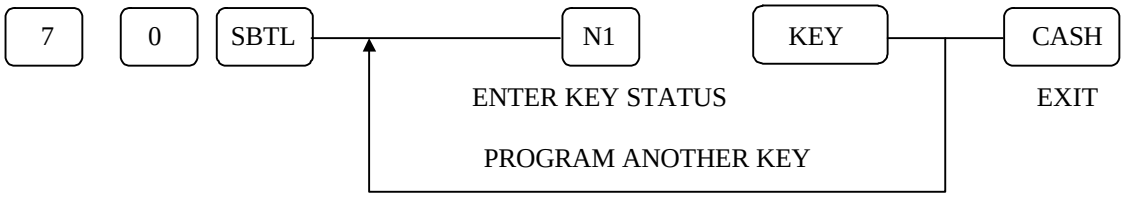
	KEY OPTION	VALUE	=	SUM
N1	TIP KEY TYPE IS	AMOUNT = 0 / PERCENTAGE = 1	A	
	TAXABLE BY TAX1	YES = 2 / NO = 0	B	A+B+C
	TAXABLE BY TAX2	YES = 4 / NO = 0	C	
N2	TAXABLE BY TAX3	YES = 1 / NO = 0	A	
	TAXABLE BY TAX4	YES = 2 / NO = 0	B	A+B+C
	ADD TO NET / GROSS TOTAL	YES = 4 / NO = 0	C	

TIP key description programming



ADD STOCK/DEDUCT STOCK/STOCK OVERWRITE Key Programming

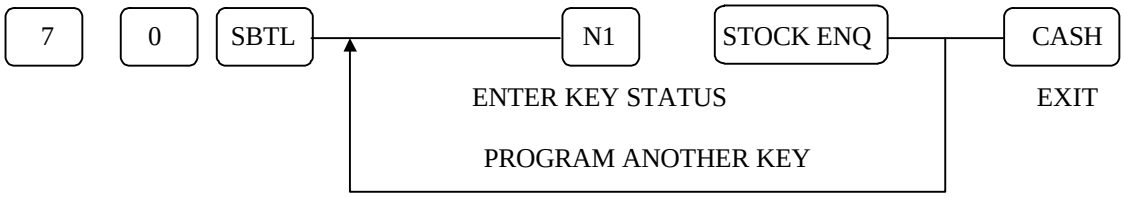
ADD STOCK/DEDUCT STOCK/STOCK OVERWRITE key status programming



	KEY OPTION	VALUE	=	SUM
N1	KEY INACTIVE	YES = 1 / NO = 0	A	
	ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C

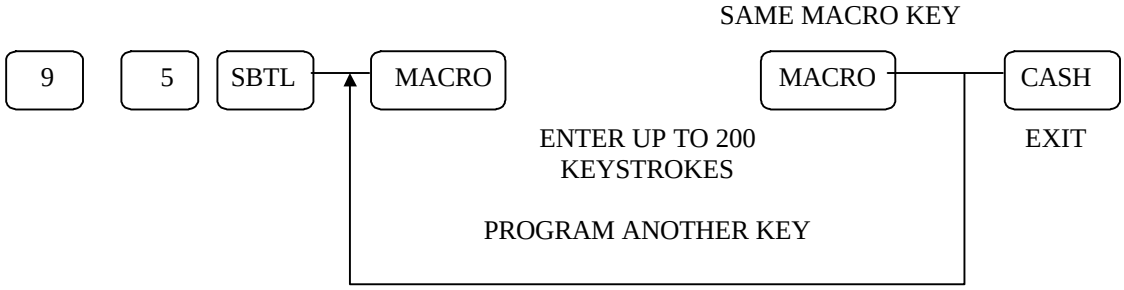
STOCK ENQUIRY Key Programming

STOCK ENQUIRY key status programming



	KEY OPTION	VALUE	=	SUM
N1	STOCK ENQ KEY INACTIVE	YES = 1 / NO = 0	A	
	ACTIVE IN X-MODE ONLY	YES = 2 / NO = 0	B	A+B+C

MACRO Key Programming



PLU Programming

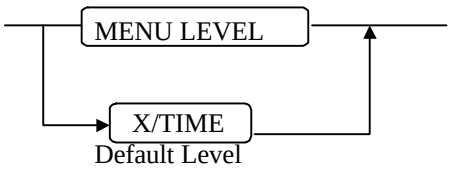
PLU Status

Add.	PLU Status	VALUE	=	SUM
1	PLU is Taxable by Rate 1	YES = 1 / NO = 0	A	
	PLU is Taxable by Rate 2	YES = 2 / NO = 0	B	
	PLU is Taxable by Rate 3	YES = 4 / NO = 0	C	A+B+C
2	PLU is Taxable by Rate 4	YES = 1 / NO = 0	A	
	PLU is Not Discountable	YES = 2 / NO = 0	B	
	PLU is a Condiment [00]	YES = 4 / NO = 0	C	A+B+C
3	PLU is Negative	YES = 1 / NO = 0	A	
	PLU is Single Item	YES = 2 / NO = 0	B	
	PLU is HASH PLU	YES = 4 / NO = 0	C	A+B+C
4	PLU is Gallonage PLU *	YES = 1 / NO = 0	A	
	Enable PLU Price Change	YES = 2 / NO = 0	B	
	Enable Zero Price PLU Sale	YES = 4 / NO = 0	C	A+B+C
5	Compulsory Non - Add Entry	YES = 1 / NO = 0	A	
	Compulsory Validation	YES = 2 / NO = 0	B	
	Compulsory Condiment Entry [00]	YES = 4 / NO = 0	C	A+B+C
6	PLU does not Print on Receipt	YES = 1 / NO = 0	A	
	PLU does not Print on Detail	YES = 2 / NO = 0	B	
	PLU Prints Red on Kitchen Printer [00]	YES = 4 / NO = 0	C	A+B+C
7	PLU Prints on Kitchen Printer [00]	YES = 1 / NO = 0	A	
	Allow preset override on this PLU	YES = 2 / NO = 0	B	
	PLU is auto scale item **	YES = 4 / NO = 0	C	A+B+C
8	PLU is Preset	YES = 0	A	A+B
	PLU is Open	YES = 1		
	PLU is Disabled	YES = 2		
	PLU is Package	YES = 4 / NO = 0	B	

* If this is set, the PLU HALO has 3 digits under the decimal point.

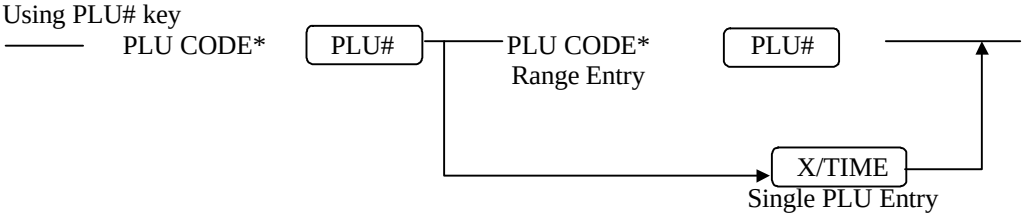
** If this is set, the PLU is Preset, N8 need to set 0 or 4

PLU Level input in P-Mode



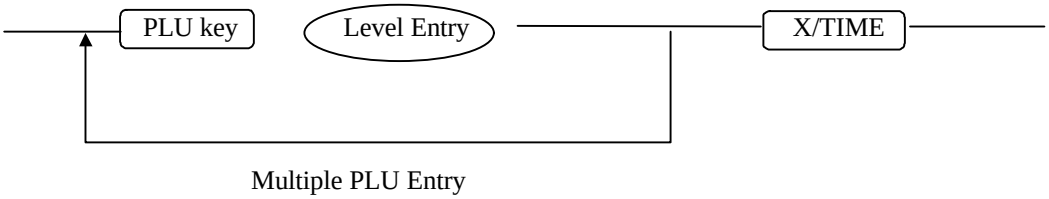
PLU Entry for Direct PLU in P-Mode

Using PLU# key



* If the first PLU code is equal to or greater than 999999, PLU range programming is not allowed.

Using PLU key on the keyboard

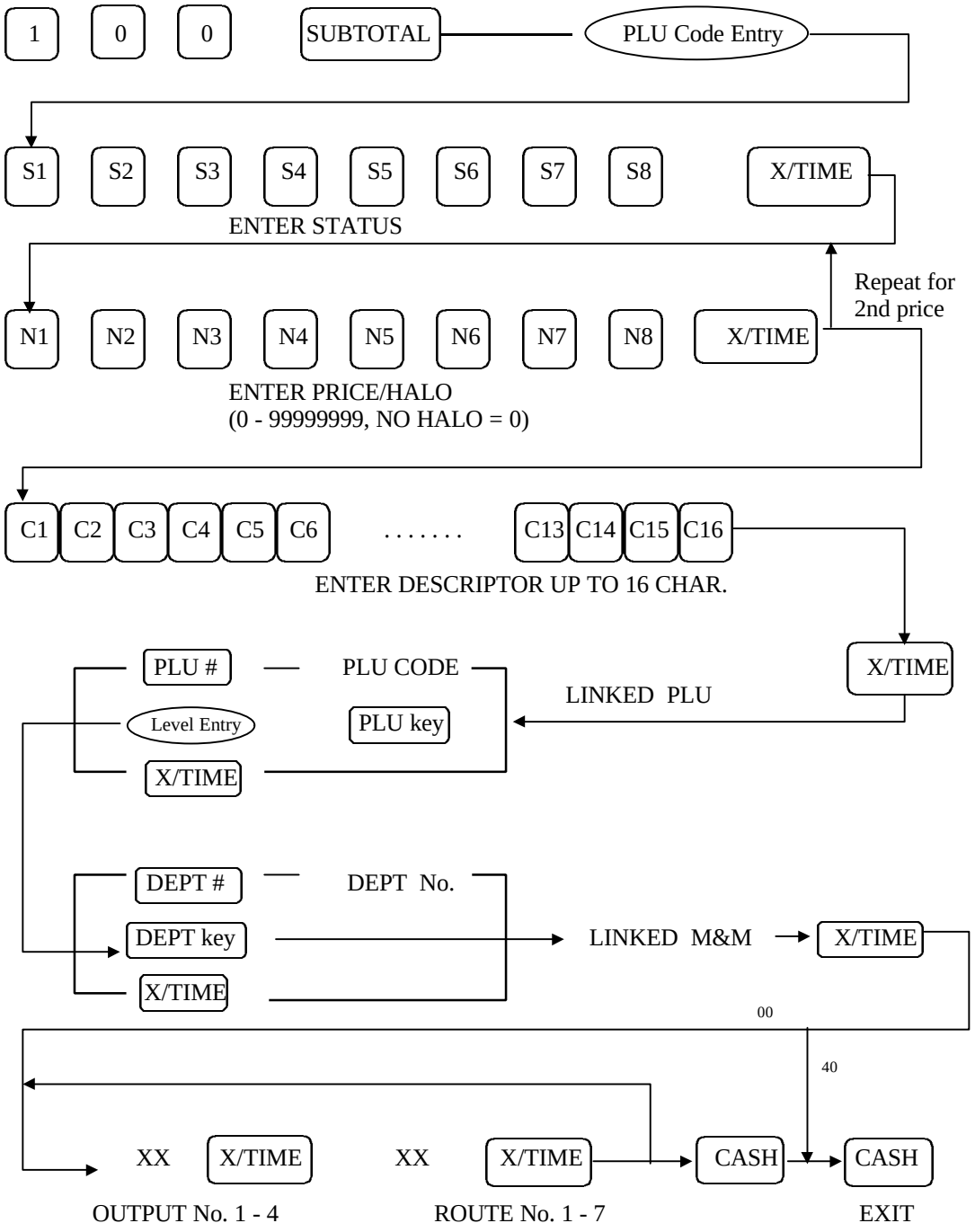


PLU Entry for Batch PLU in P-Mode

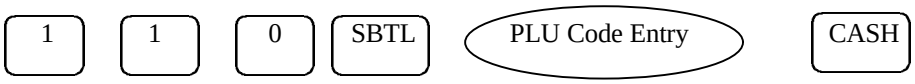
Using PLU# key

Using PLU key on the keyboard

Direct PLU Programming (All Parts)

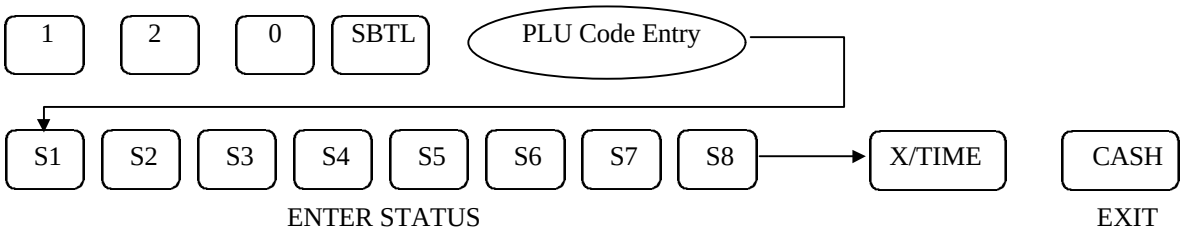


Direct PLU Deletion

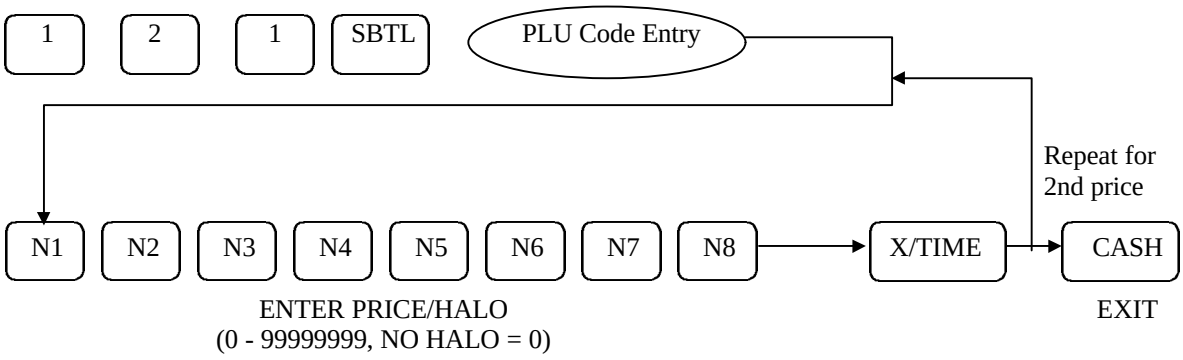


* PLU which has amount or count in Z1, Z2 or Z3 report can not be deleted.

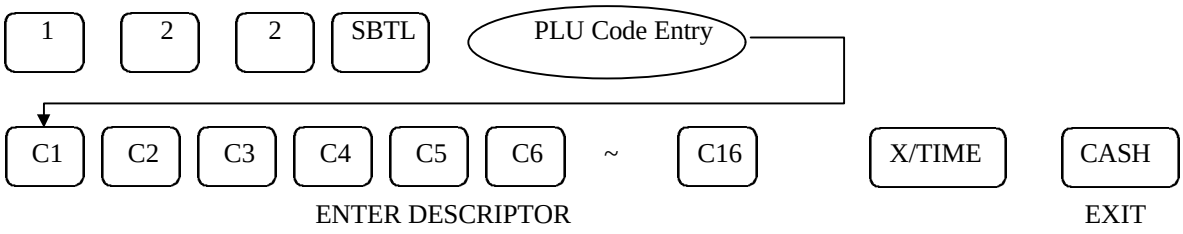
Direct PLU Status Programming



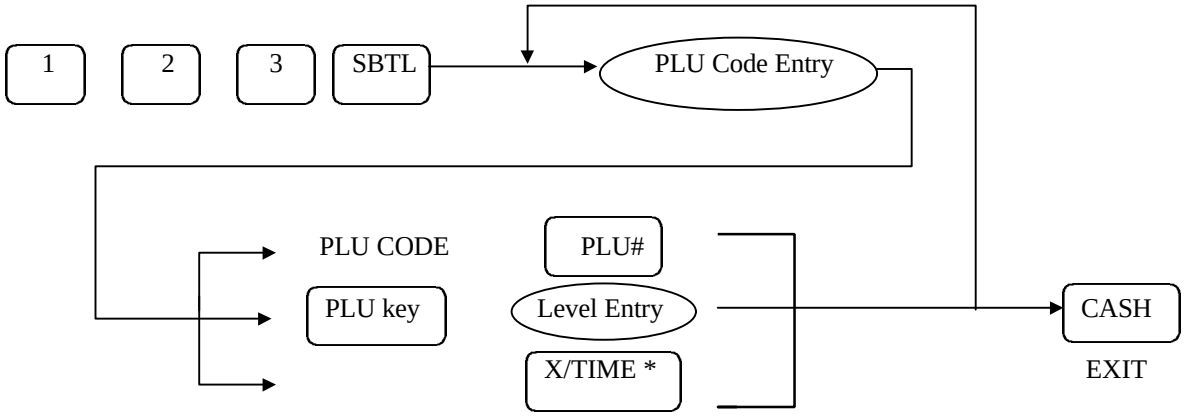
Direct PLU PRICE/HALO Programming



Direct PLU Descriptor Programming

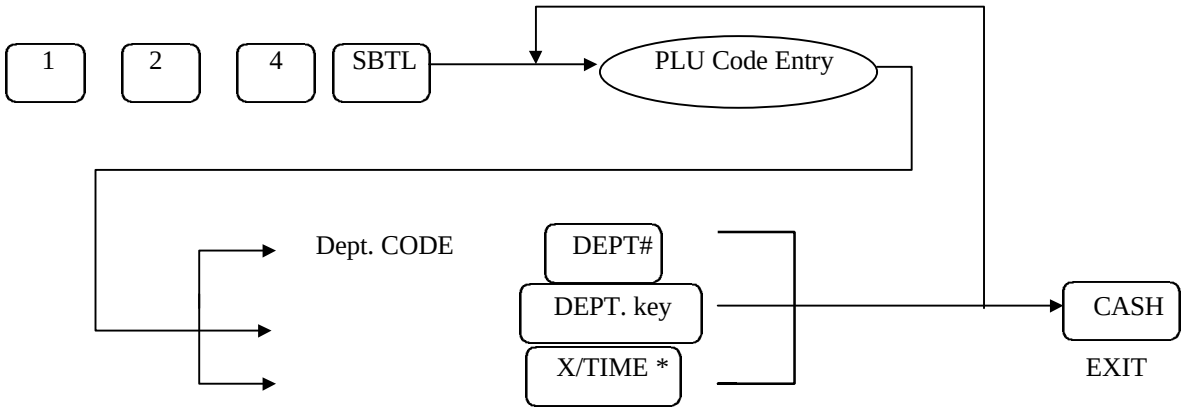


Direct PLU Link PLU Programming



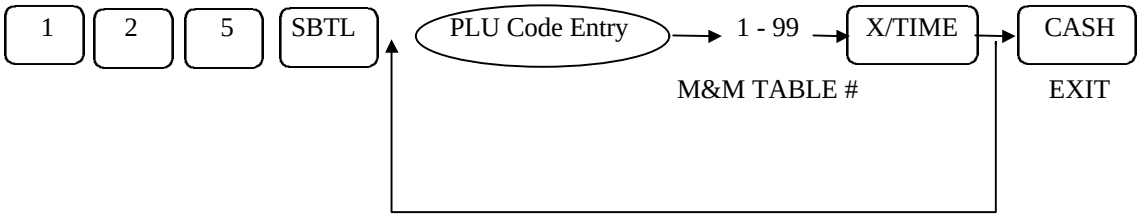
* Pressing X/TIME other than “PLU#” or “PLU key” will link nothing.

Direct PLU Link Department Programming

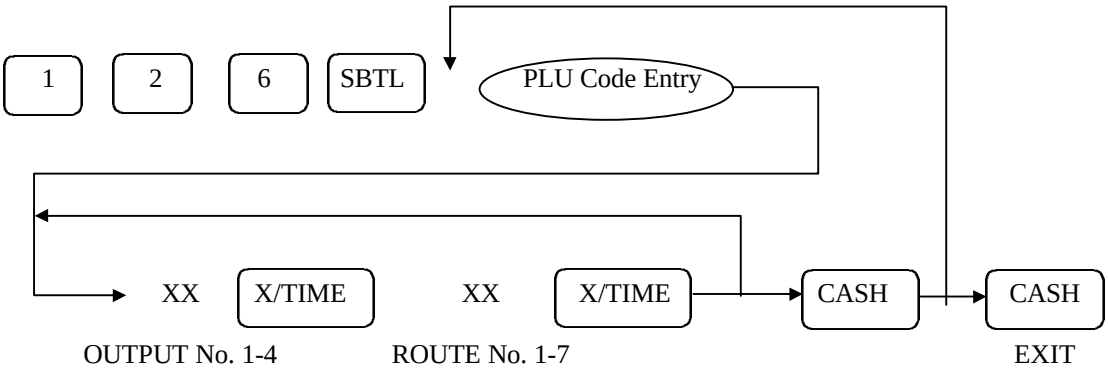


* Pressing X/TIME other than “PLU#” or “PLU key” will link nothing.

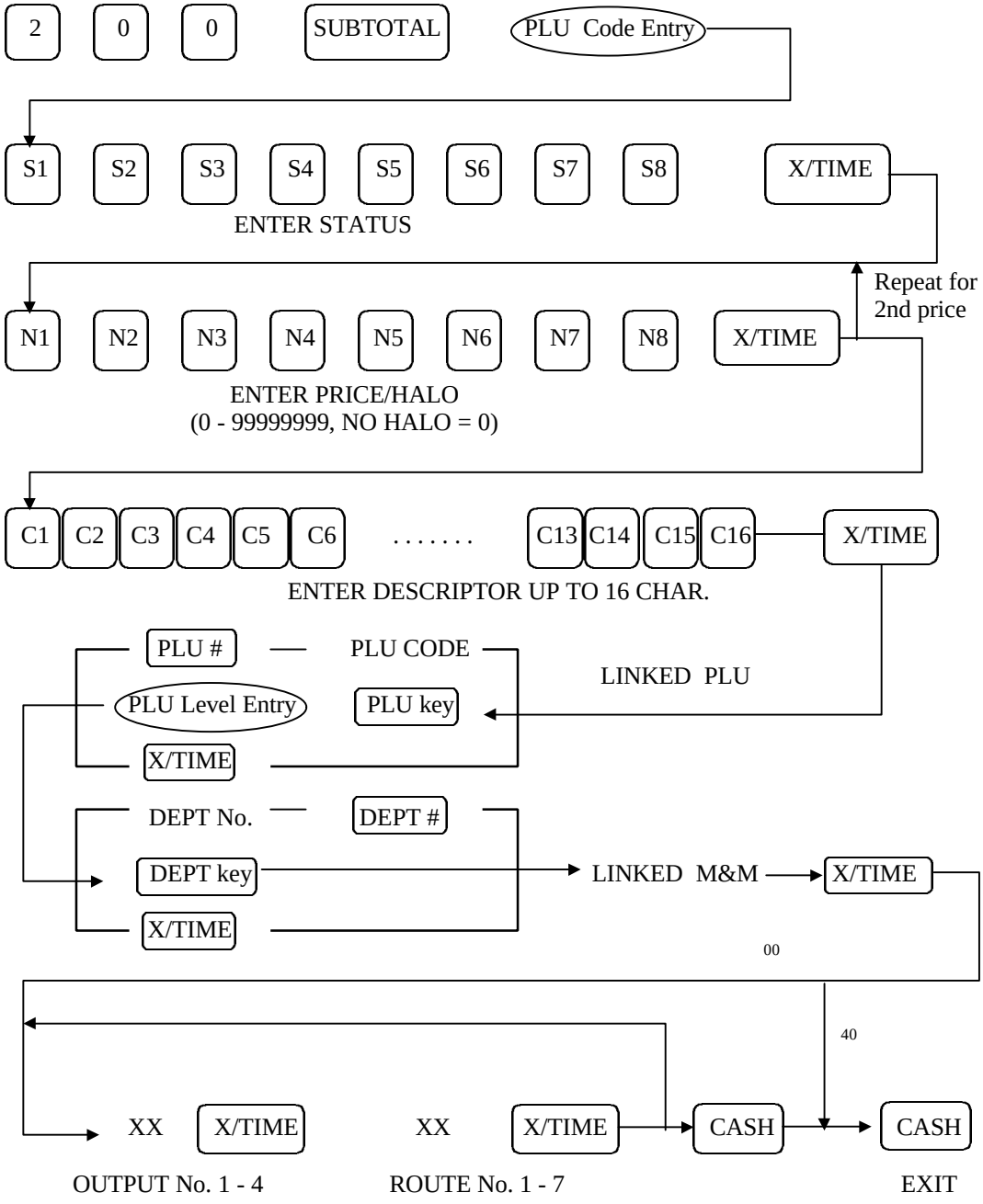
Direct PLU Mix & Match Table Link Programming



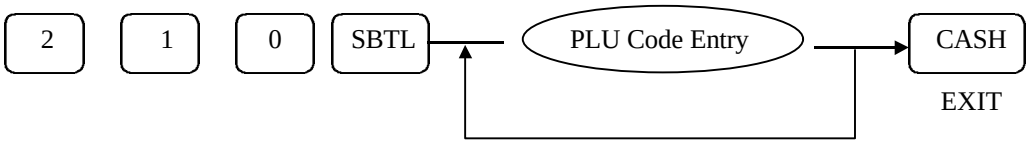
Direct PLU Kitchen Printer Programming [00]



Batch PLU Programming (All Parts)



Batch PLU Deletion Programming



Clear Batch PLU

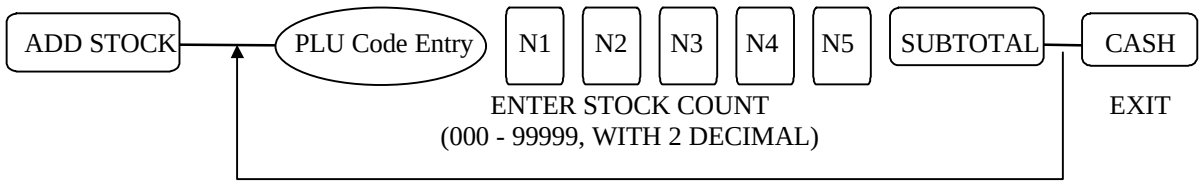
Run Batch PLU

* If you want to program or delete PLUs but not directly, then use batch plu features.
  When you need to activate the batch programmed or deleted PLUs, execute run batch plu function.
  Then the batch PLUs which stored in the memory buffer will be programmed or deleted.

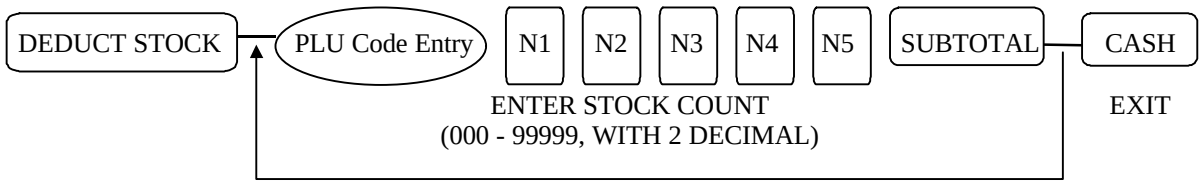
* PLU which has amount or count in Z1, Z2 or Z3 report can not be deleted.

PLU Stock Taking Programming

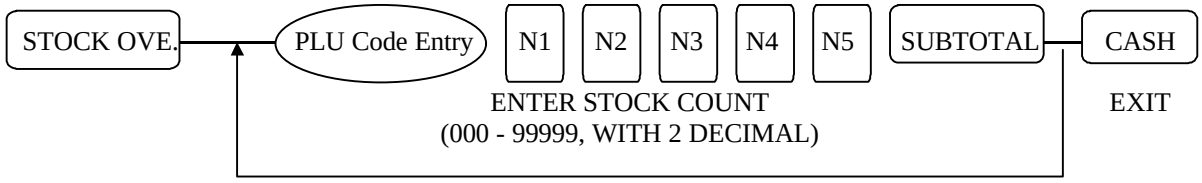
Add Stock



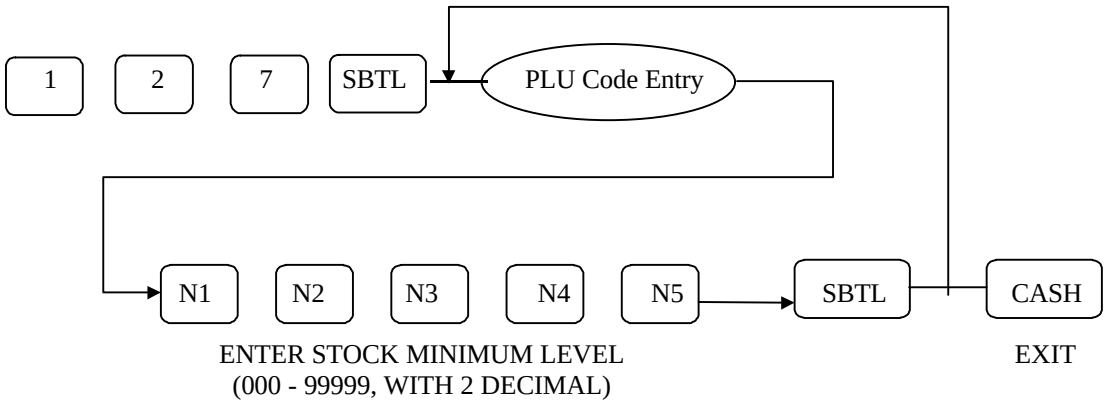
Deduct Stock



Stock Overwrite



PLU Minimum Stock level Programming



Department Programming

Department Status

Add.	DEPARTMENT PROGRAM OPTION	VALUE	=	SUM
1	DEPT is Taxable by Rate 1	YES = 1 / NO = 0	A	
	DEPT is Taxable by Rate 2	YES = 2 / NO = 0	B	
	DEPT is Taxable by Rate 3	YES = 4 / NO = 0	C	A+B+C
2	DEPT is Taxable by Rate 4	YES = 1 / NO = 0	A	
	DEPT is Not Discountable	YES = 2 / NO = 0	B	
	DEPT is a Condiment [00]	YES = 4 / NO = 0	C	A+B+C
3	DEPT is Negative	YES = 1 / NO = 0	A	
	DEPT is Single Item	YES = 2 / NO = 0	B	
	DEPT is Hash DEPT	YES = 4 / NO = 0	C	A+B+C
4	DEPT is Gallonage DEPT *	YES = 1 / NO = 0	A	
	Enable DEPT Price Change	YES = 2 / NO = 0	B	
	Enable Zero Price DEPT Sale	YES = 4 / NO = 0	C	A+B+C
5	Compulsory Non-Add Entry	YES = 1 / NO = 0	A	
	Compulsory Validation	YES = 2 / NO = 0	B	
	Compulsory Condiment Entry [00]	YES = 4 / NO = 0	C	A+B+C
6	DEPT does not Print on Receipt	YES = 1 / NO = 0	A	
	DEPT does not Print on Detail	YES = 2 / NO = 0	B	
	DEPT Prints Red on Kitchen Printer [00]	YES = 4 / NO = 0	C	A+B+C
7	DEPT Prints on KP [00]	YES = 1 / NO = 0	A	
	Allow preset override on this DEPT	YES = 2 / NO = 0	B	A+B
8	DEPT is Preset	YES = 0		
	DEPT is Open	YES = 1	A	A+B
	DEPT is Disabled	YES = 2		
	DEPT is Package	YES = 4 / NO = 0	B	

* If this is set, the Department HALO has 3 digits under the decimal point.

Department Entry in P-Mode

Using DEPT# key

——— DEPT No. [DEPT#] ———

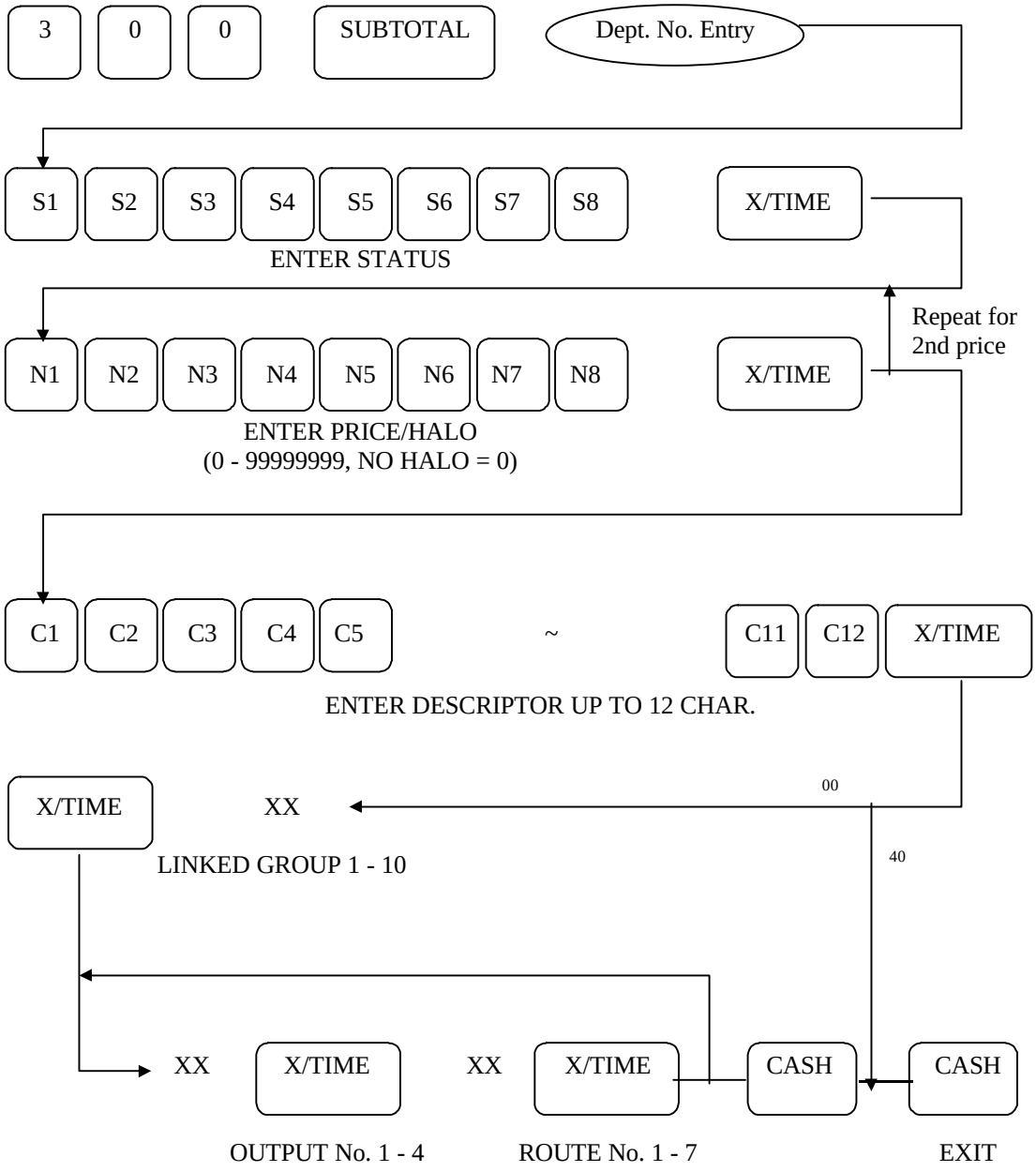
Using X/TIME key

——— DEPT No. [X/TIME] ———

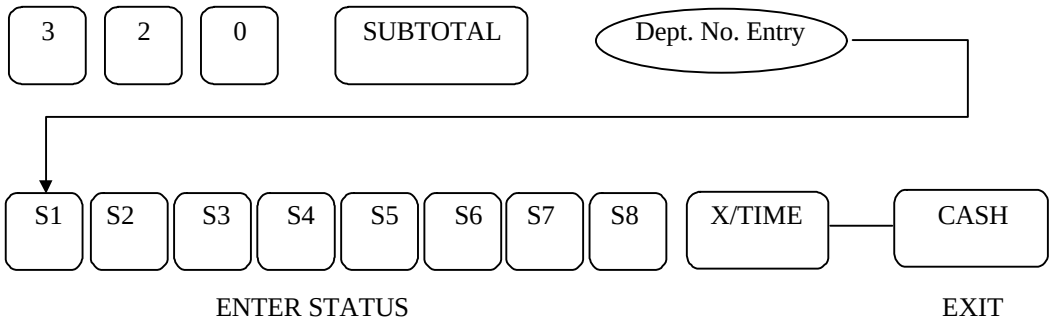
Using DEPT key on the keyboard

——— [DEPT key] ———

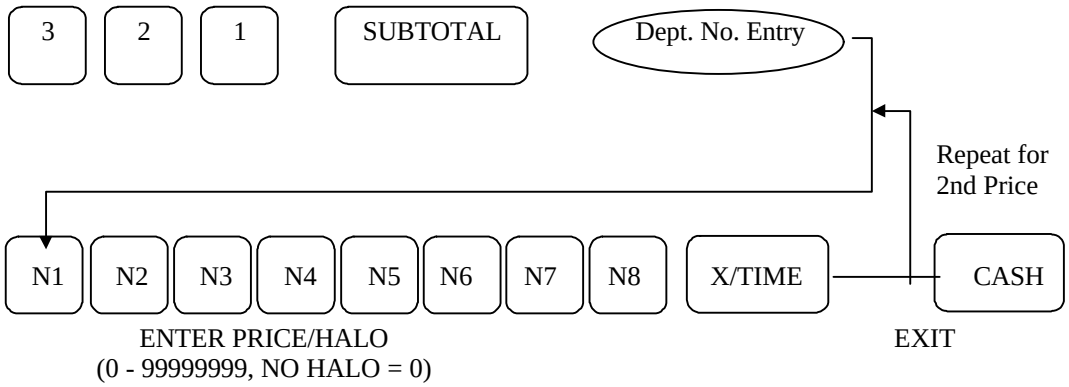
DEPARTMENT PROGRAMMING (All Parts)



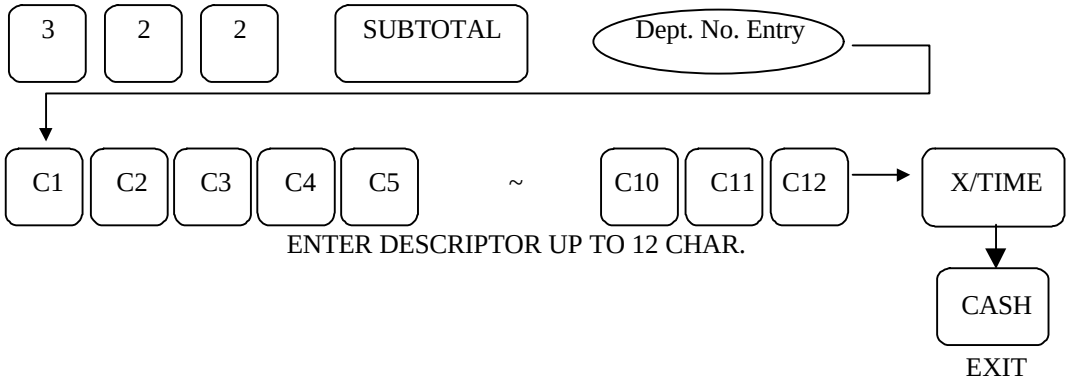
Department Status Programming



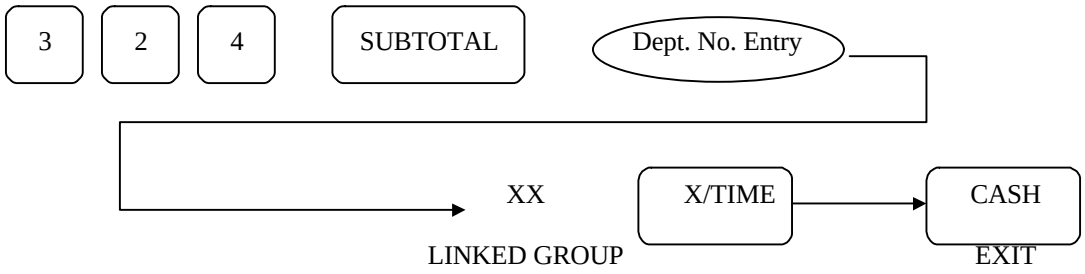
Department Price/Halo Programming



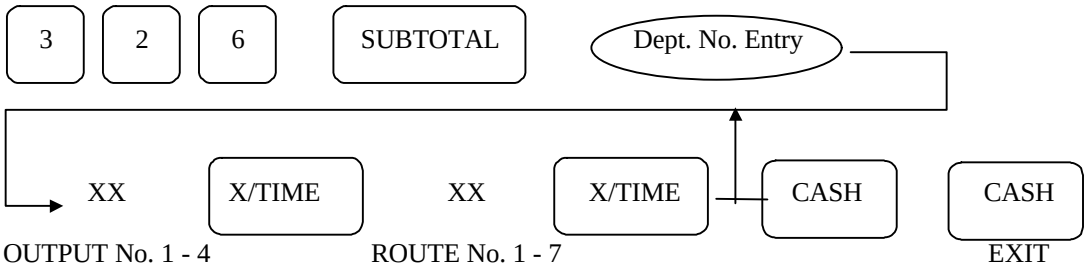
Department Description Programming



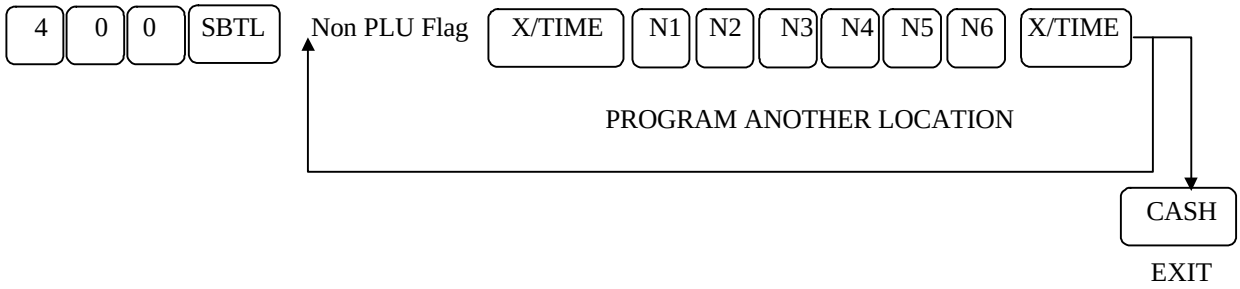
Department Link Group Programming



Department Kitchen Printer Programming [00]



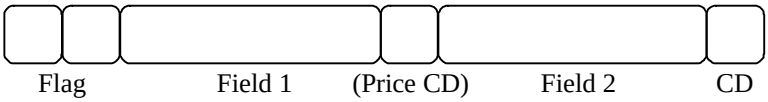
Non PLU Programming [40]



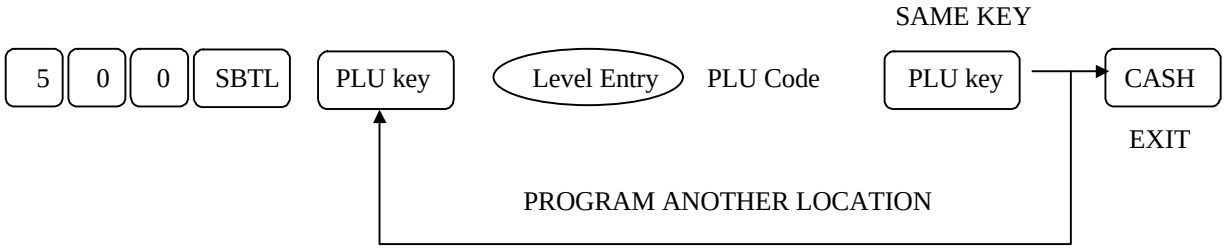
Non PLU Flag: 02, 20 ~ 29

	Meaning	VALUE
N1	Length of field 1	0 - 9
N2	Length of field 2 (Price)	0 - 9
N3	Contents of field 1	Dept. No. = 1 / PLU Code = 0
N4	Future use	
N5	Price check digit used	Yes = 1 / No = 0
N6	Tab or decimal point position of field 2	0 - 3

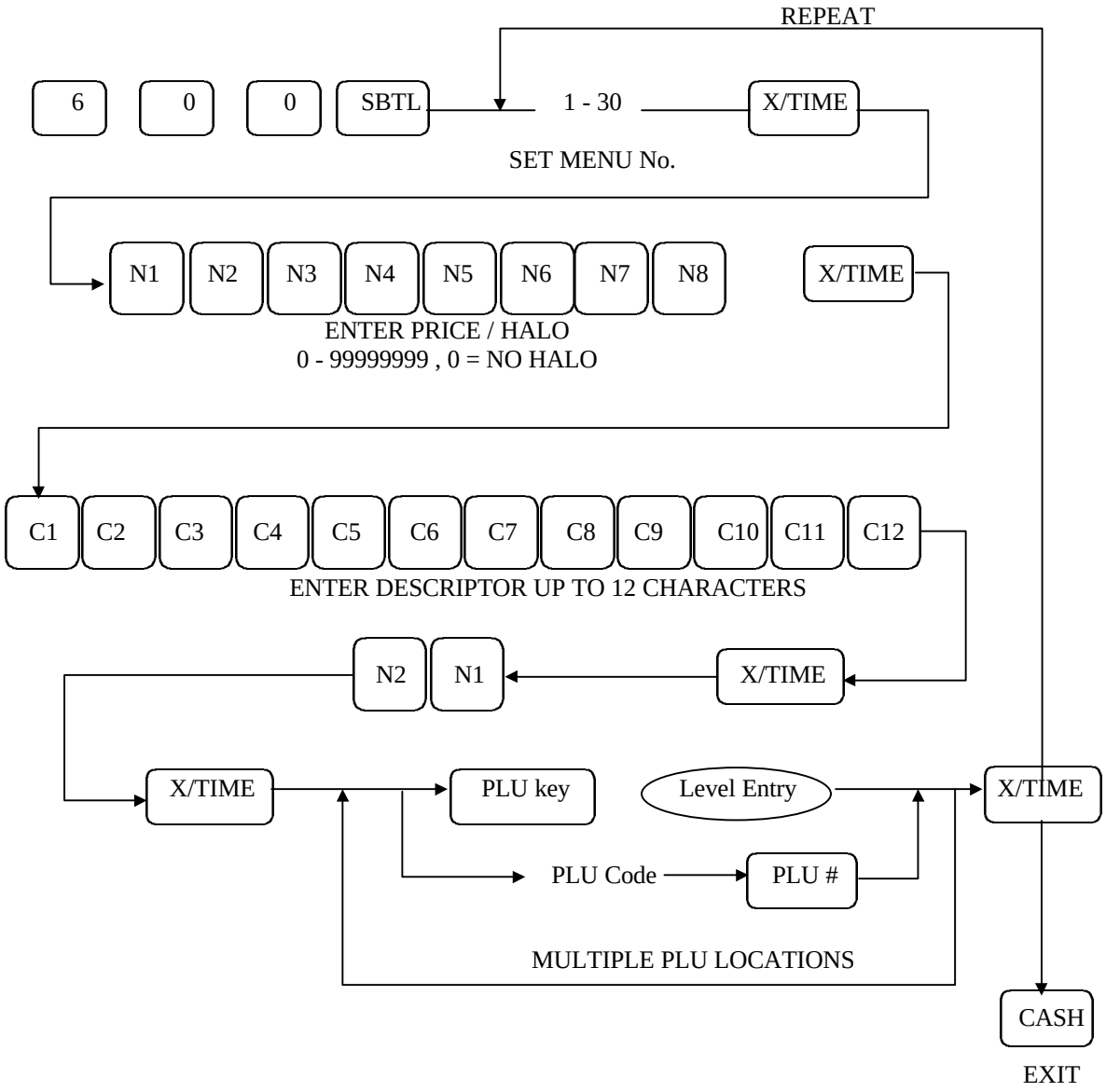
The Non PLU code format is as follows:



PLU Placement Programming (NLU Programming)

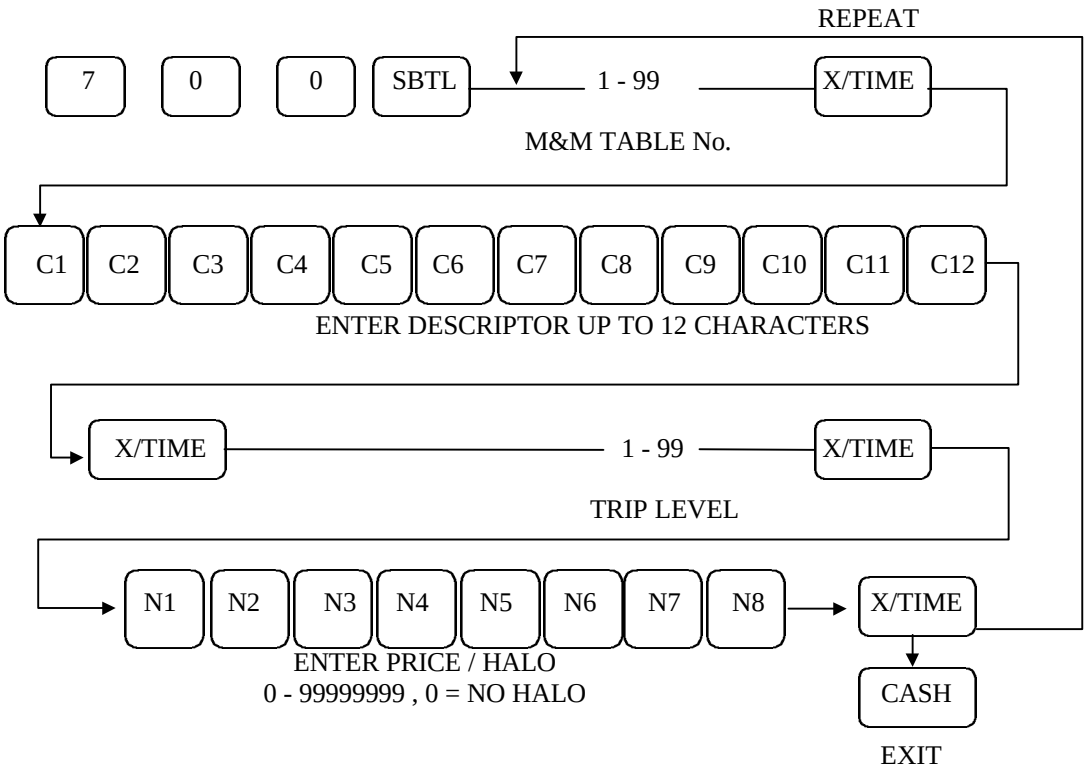


Set Menu Programming



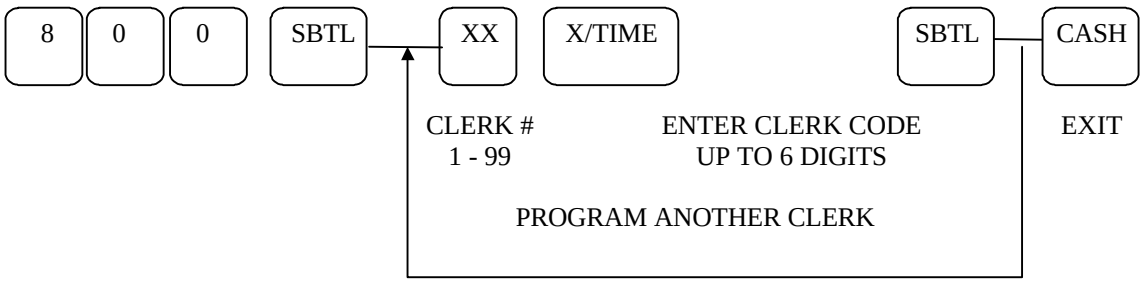
	KEY OPTION	VALUE	=	SUM
N1	Taxable by rate 1 Taxable by rate 2 Taxable by rate 3	YES = 1 / NO = 0 YES = 2 / NO = 0 YES = 4 / NO = 0	A B C	 A+B+C
N2	Taxable by rate 4	YES = 1 / NO = 0	A	A

Mix & Match Table Programming

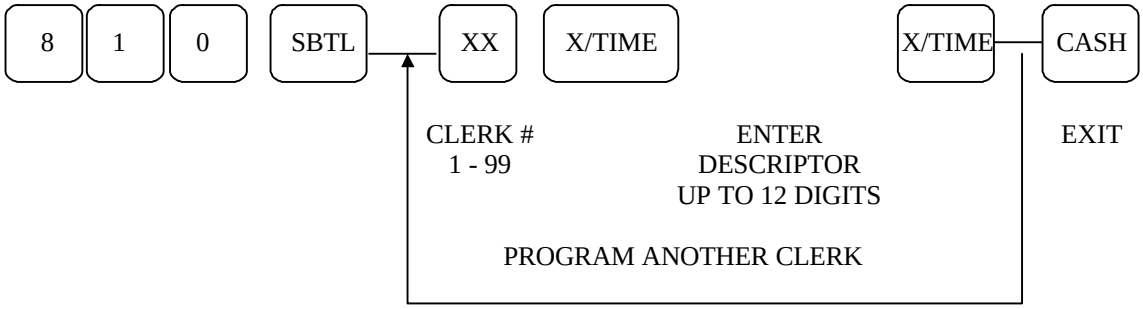


Clerk Programming

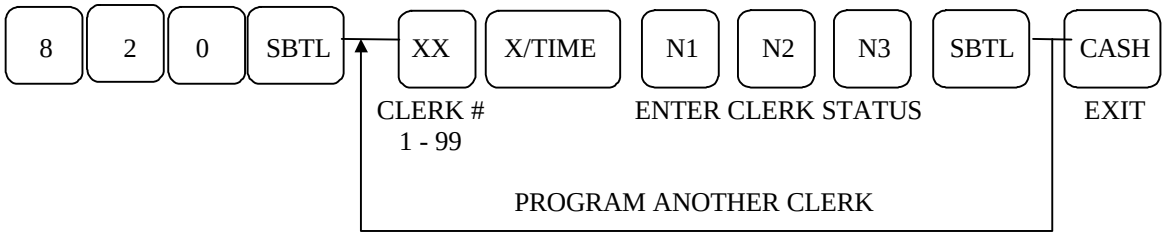
Clerk Secret Code Programming



Clerk Description Programming

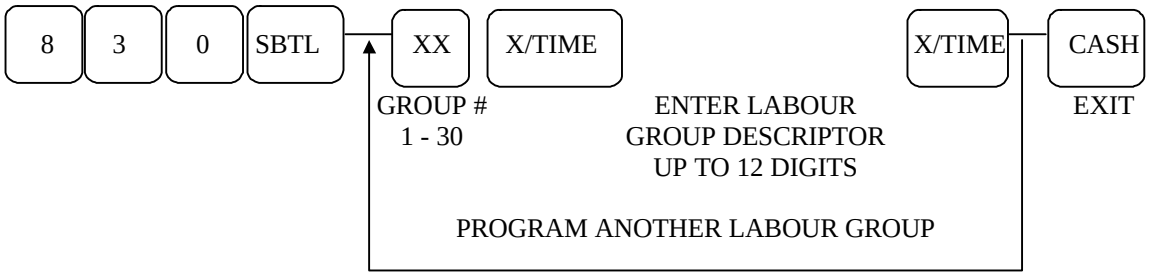


Clerk Status Programming



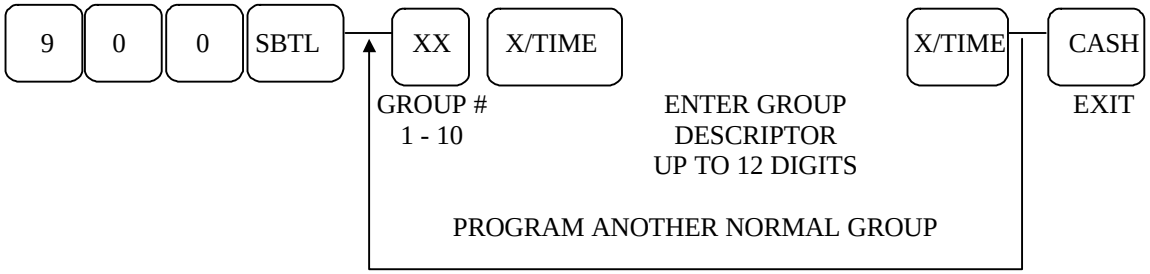
	Meaning	VALUE
N1, N2	LABOUR GROUP	1 - 30
N3	DRAWER ASSIGNMENT	1 - 3

Clerk Labour Group Description Programming

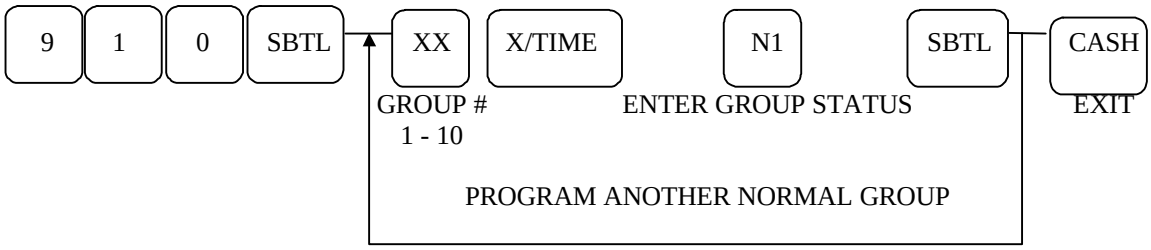


Normal Group Programming

Normal Group Description Programming



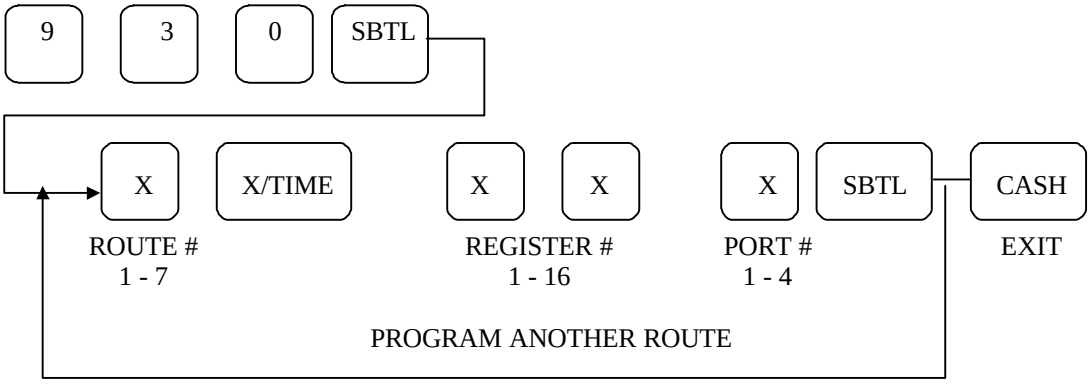
Normal Group Status Programming



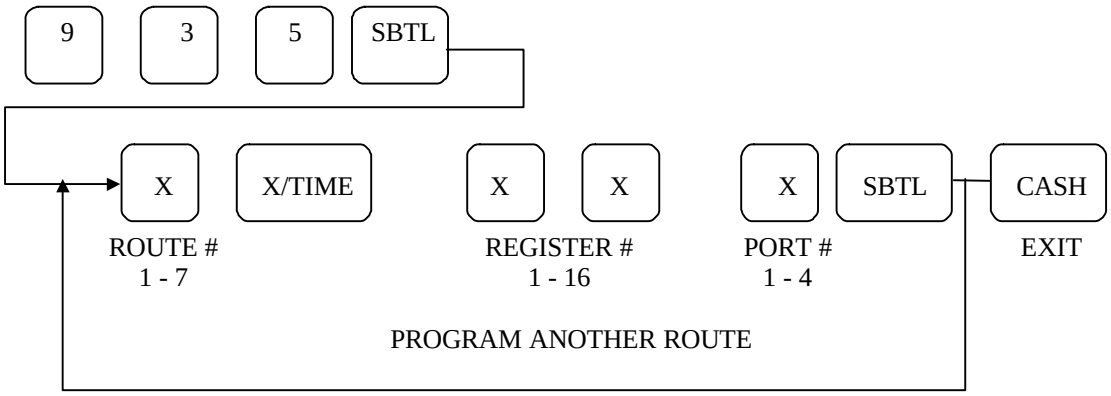
	Meaning	VALUE
N1	GROUP DOES NOT ADD TO GROUP TOTAL	YES = 1 / NO = 0

Kitchen Printer Route Programming [00]

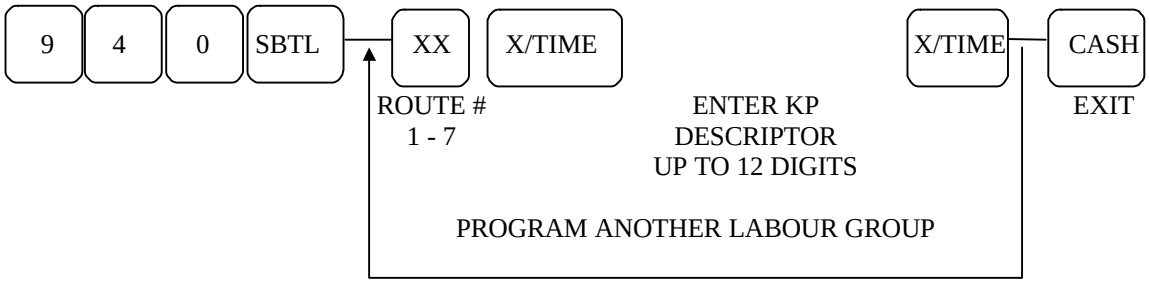
Kitchen Printer Route Programming



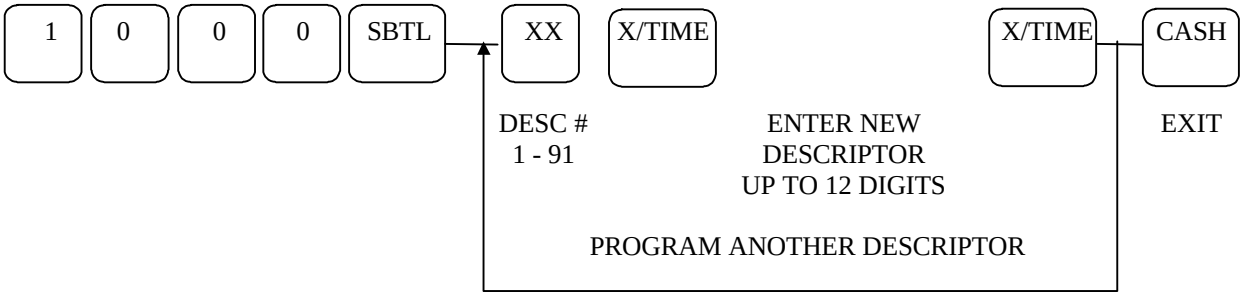
Kitchen Printer Route Back-Up Programming



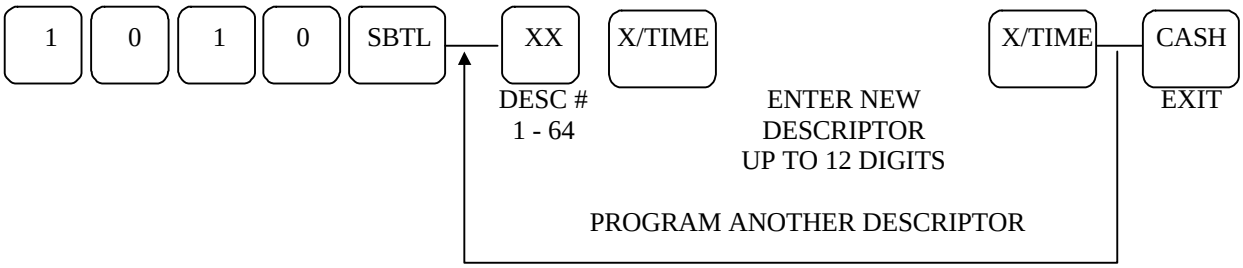
Kitchen Printer Description Programming



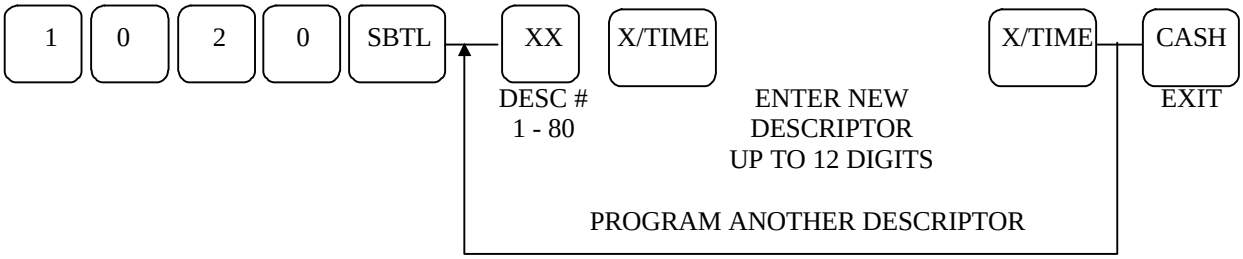
Financial Report Message Programming



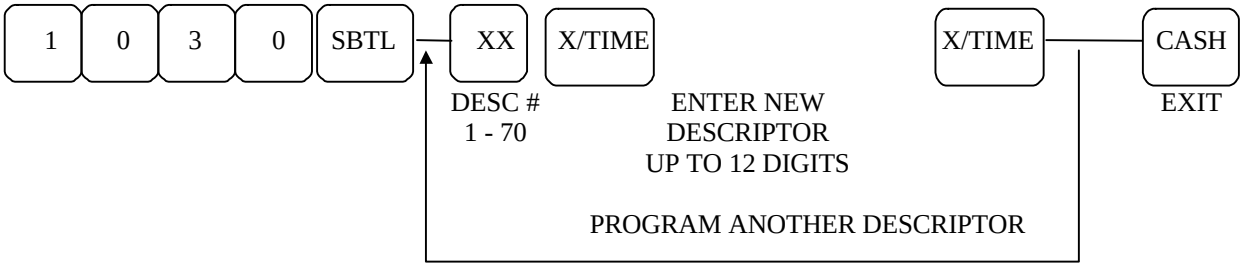
Display / Print Description Programming



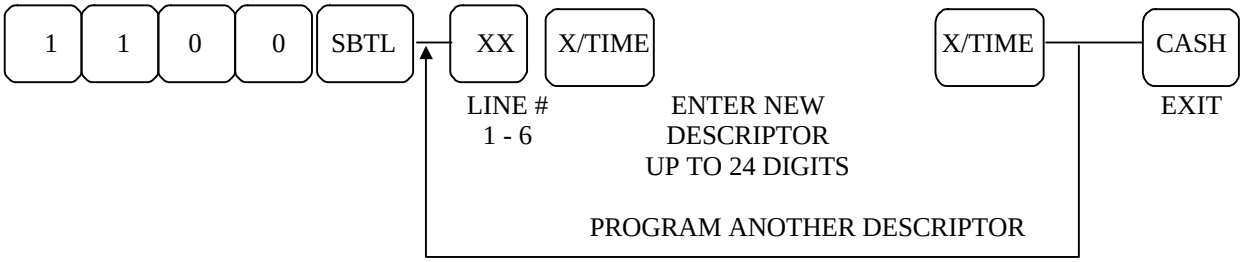
Error Message Programming



Clerk Report Message Programming

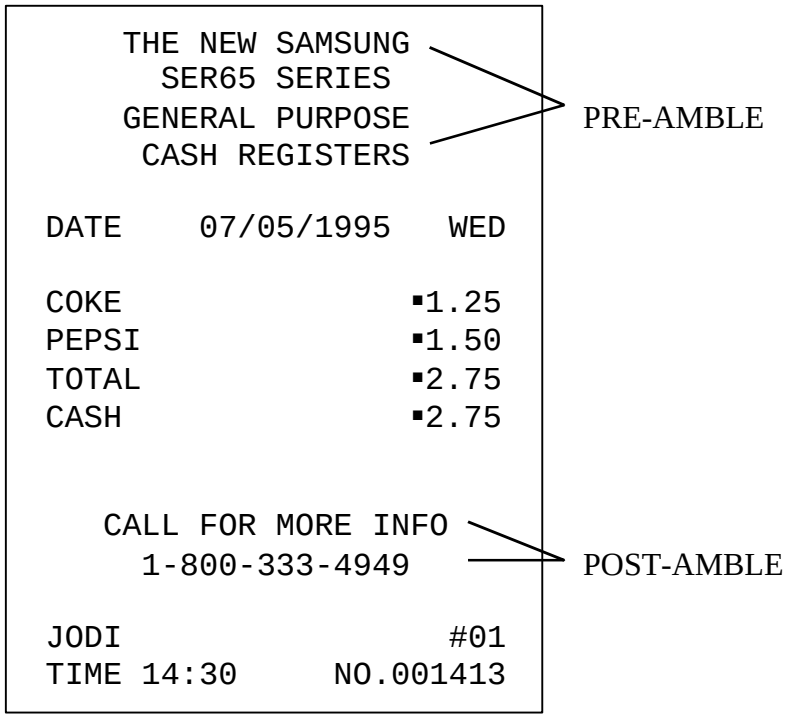


Logo Message Programming



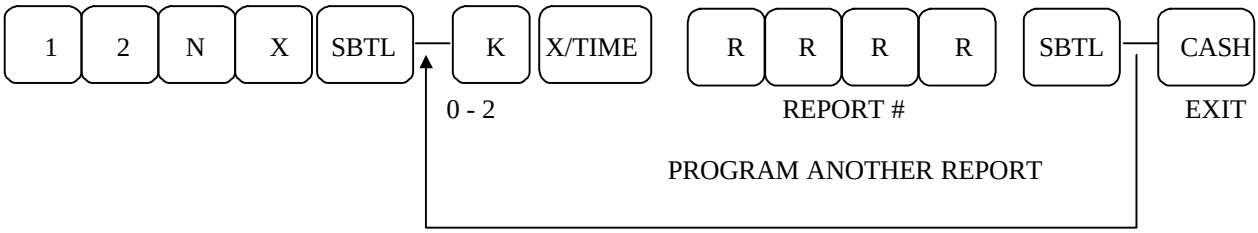
LOGO # 1 - # 4 ARE PRE-AMBLE
LOGO # 5 - # 6 ARE POST-AMBLE

RECEIPT EXAMPLE



STRING REPORT PROGRAMMING

SEQUENCE OF REPORTS

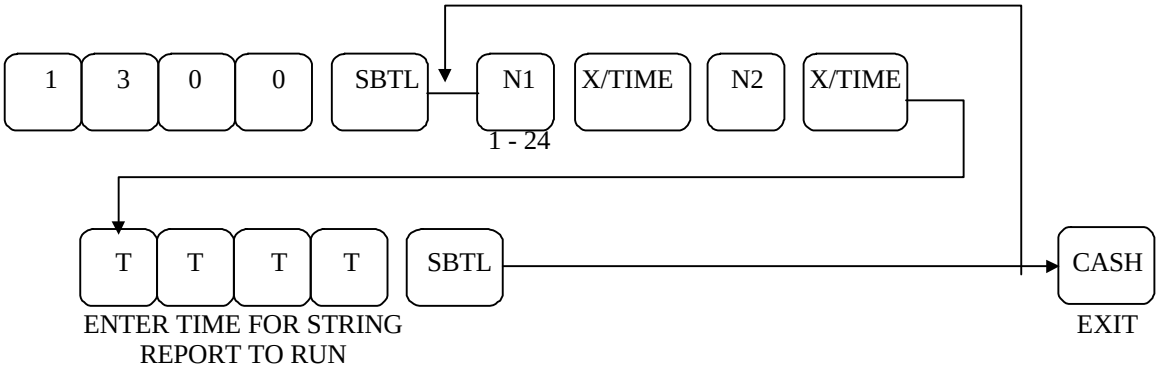


N = STRING REPORT # (1~5)

X = 0: NON-IRC REPORTS
1: IRC REPORTS

K : KEYLOCK POSITION
0 = ACTUAL
1 = X-MODE
2 = Z-MODE

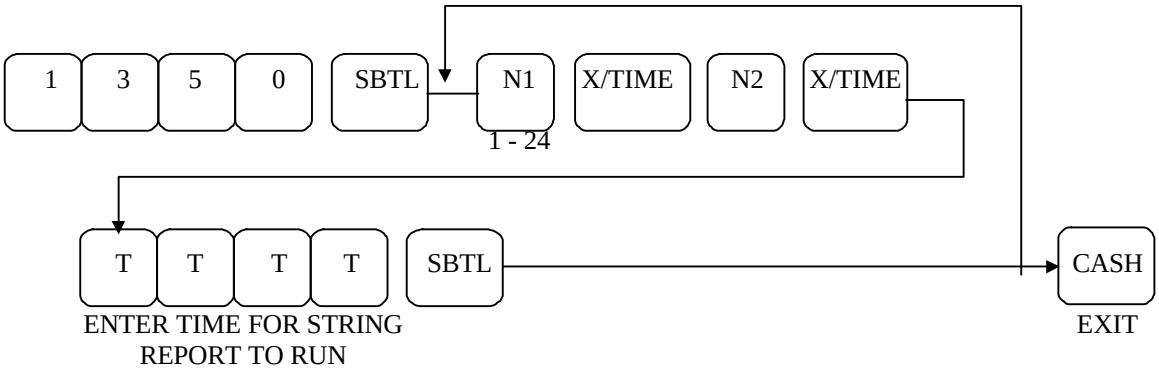
TIME SCHEDULE FOR STRING REPORT



N1 : THE STRING REPORT CAN BE PROGRAMMED TO RUN UP TO 24 TIMES IN ONE DAY.
N2 : STRING REPORT #

ENTER TIME IN MILITARY
EXAMPLE: 2300 = 11:00PM
9999 = NO SCHEDULE (THIS IS THE DEFAULT SETTING)

MENU LEVEL SCHEDULE PROGRAMMING

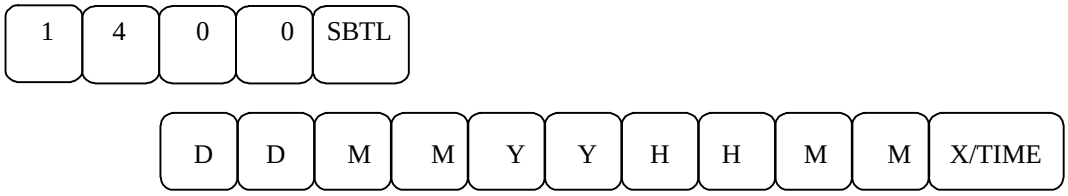


N1: THE LEVEL INDEX WHICH CAN BE PROGRAMMED TO RUN UP TO 24 TIMES IN ONE DAY.
N2: MENU LEVEL (1 FOR LEVEL1 ~ 3 FOR LEVEL3)

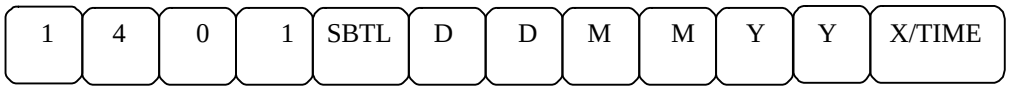
ENTER TIME IN MILITARY
EXAMPLE: 2300 = 11:00PM
9999 = NO SCHEDULE (THIS IS THE DEFAULT SETTING)

DATE AND TIME PROGRAMMING

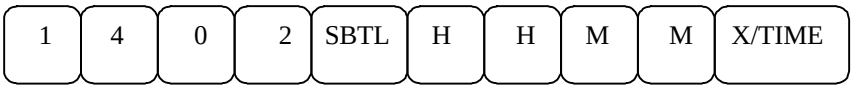
Date and time programming



Date programming



Time programming



OPERATIONS

Introduction

The operation section of this manual gives basic information about the functions performed by the register. Each of the register keys is explained, giving a general description of their operation.

Example operations are given for each function key showing correct keystrokes. Since all machines differ in the actual programming, the operation of some keys may require a management key, while other optional keys may not exist on your keyboard.

Note: Before using this System Electronic Cash Register for the first time, leave it powered On in the "REG" position mode for at least twenty-four hours. This allows the Ni-Cad battery, which maintains the memory while the power is OFF, to fully charge.

Function of mode controls

Off (lock position)
This position locks the register from operation. The key can be removed in this position

Register
This position is the normal position for registration. The key can be removed in this position.

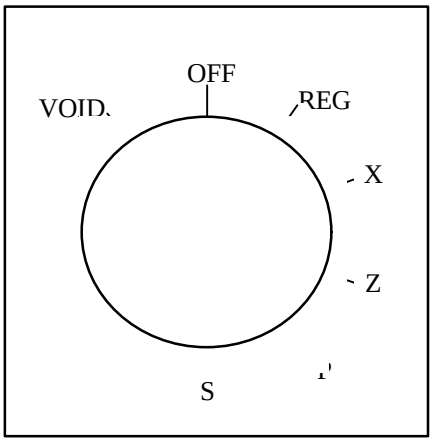
X Position
Used to obtain reports without resetting any totals. Also, used for special operations including the operation of manager controlled function keys and training mode.

Z Position
Used to obtain reports while resetting (clearing) any total data.

Void Position
Used for voiding sales with the added security of the key positioning

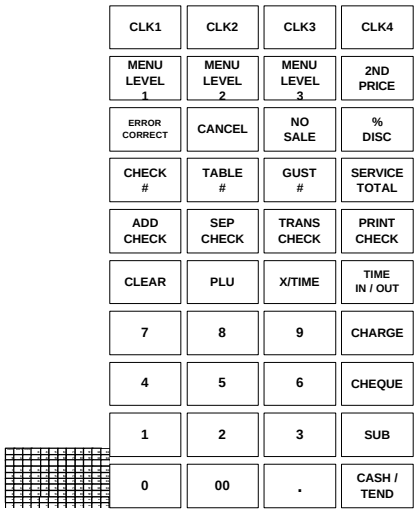
P-Mode
Used for standard programming functions. Changing prices, descriptions etc.

S-Mode
Used for system programming functions.



Default Keyboard Layout

Default keyboard layout for SER6500



Default keyboard layout for SER6540

Key Description

Numeric Keys:
0,1,2,3,4,5,6,7,8,9,00 are used to input numeric data (amount, quantity, program codes etc.)

Cash Key
This key is used to finalise a Cash transaction. When it is pressed, the total amount of the transaction is calculated. At the same time, a receipt can be issued and the Cash Drawer opened. The total amounts are added to the specific reports as applicable. If the amount tendered is entered into the register and this exceeds the total amount of the sale then the change will be calculated and displayed on the screen.

Cheque Key
This key is used to finalise a Cheque transaction. If the amount tendered is entered into the register and this exceeds the total amount of the sale then the change will be calculated and displayed on the screen.

Charge# key
This key is used to finalise one of eight types of Charge transaction.

Charge 1 ~ 10 keys
These keys are used to finalise a Charge transaction. Up to 10 Charge keys are available.

Cur Conv1 and Cur Conv2 keys
The Currency conversion keys are used to convert a subtotal figure into foreign currency using an exchange rate preset to each key. When this key is pressed, the register enters the currency exchange mode, and subsequent amount entries are regarded as foreign currency.

%1 - %10 keys. (Discount, surcharge etc.)
These keys can be programmed for monetary discount, monetary surcharge, percentage discount and percentage surcharge, etc.

Err Correct key
This key is used to invalidate the immediately preceding registration. The key must be pressed immediately after the incorrect entry.

Void key
This key is used to invalidate previously registered data. This operation must be made before the end of the transaction.

Cancel key
This key is used to completely cancel the last sale. If a transaction is cancelled non of the totals are updated.

P/O key
This key is used to record amounts paid out from the register. Amounts Paid Out will be deducted from Cash In Drawer total.

R/A key
This key is used to register cash received other than sales transactions. Amounts of Received On Account will be added to the Cash In Drawer total.

MDSE Return key
This key is used to register refunded goods in the registration position. This function is available for returns to Departments and PLU's. It will also return any tax that may be applicable.

Exempt Tax key
This key is used to change the tax status of the proceeding sale item.

Eat In /Take Out/Drivethru keys
These keys are used to provide sales data on the various type of transaction. i.e. where the goods are taken out?. For areas that have different tax rules the tax charges may be exempt.

Print key
This key enables any items to be printed to a kitchen printer even when the item is not preset to print to a printer.

/ No sale key
The #/No Sale key is used as a non-add key, and prints up to a 7 - digit numeric entry on the receipt and journal. This entry will not add to any sales total. The #/No Sale key is also used for No Sale operations to simply open the cash drawer.

Validation on Slip key
This key is used to print twice one-line validation through the slip printer.

Promo key
This key is used to sell an item at no charge.

Waste key
This key is used to write off items.

Time In/Out key
This key is used to Clock In / Out clerks. Information regarding the hours a clerk has worked is stored in the register memory.

Cashier#
This key is used to sign on/off a cashier. Either by Cashier Number or by Secret Cashier Number.

Tax Shift
When this key is depressed before a department or PLU, the tax shift key reverses the tax shift of the department/PLU. i.e. a PLU with no tax status could be preset with Tax1, Tax2... or All.

Add Check
This key is used to add a number of checks together.

Separate Check
This key is used to separate a check so that the check can be paid for by a number of people.

Transfer Check
This key is used to transfer one check to another check number.

Sub-Total
This key displays the total of the sale including any tax calculation. It can be preset as compulsory if required.

X/Time
This key is used as a multiplication key or for displaying the time and date on the display.

Valid
This key is used to print a one-line validation through the receipt/journal printer.

P/Bal
This key is used to input a previous balance.

Check#
This key is used in the check system to input a check number. The ECR can be programmed to generate a unique check number.

Table#
This key is used to enter a table number that can be printed on the customer bill or kitchen printer.

Guest#
This key is used to enter the number of guests at a table.

Service
This key is used to close transactions temporarily in a check system.

Print Check
This key is used to print the details of a check to either the receipt or bill printer.

Charge Tip
This key is used to input an amount of tips received.

Slip Print
This key is used to print the details of a check to the slip printer.

Price Change
This key enables the clerk to adjust the preset price of an item.

Open Price
This key is used to enter a price against an open PLU.

Price Enquiry
This key is used to enquire on the price of a item without registering the item.

Macro 1 ~ 10 Keys
Macro keys are used to execute a preset number of keystrokes automatically. A Macro can include another Macro if required.

Clerk#1 ~ 10 Keys
The clerk keys are used to sign a clerk on / off the ECR. They are also used for clerk interrupt operation.

Clear Key
Used to clear entries made on the keyboard. It is also used to clear error tones.

PLU#
This key is used to enter PLU (price look-ups) codes or bar-codes.

Dept#
This key is used to enter sales against a department that does not appear on the keyboard.

Post Receipt
If the receipt was turned off during a sale, this key will issue a receipt after the sale has been completed.

Receipt On / Off
Turns the Receipt On / Off

Set Menu#

Used to sell a Set Menu that is not on the keyboard.

Not Found PLU
If a PLU or barcode is not set-up on the ECR and an attempt is made to sell the product, by pressing the Not Found key the item can be programmed during registration for subsequent sales.

2nd Price
This key is used to sell the PLU or Barcode item at its second price.

Level #1, Level #2 and Level #3
These keys are used to change between menu levels

Set Menu 1 ~ 10
Used to sell a Set Menu item.

PLU 1 ~ 120
Used to assign a specific PLU number to the keyboard.

Dept 1 ~ 40
Used to assign a specific department to the keyboard.

Clerk sign on/off

Key lock position: REG mode or VOID mode

There are 3 kind of clerk registration. These are push button clerk entry, real clerk key entry and clerk code entry.

Push button clerk entry (default)

If you select this system, clerks can register by pressing corresponding push button clerk key.

Clerk code entry

If you select this system, clerks can register by entering corresponding clerk code.
There are two clerk code entry systems. (See P-Mode Program Option 33-A)

Clerk code entry with secret code

When the clerk code entry with secret code system is selected, clerks must enter their secret code to register.

Operation

* Sign on

_ _ _ _ _ _ Secret code (Max. 6 digit) which will not be displayed.

CASHIER

* Sign off (Simply press **CASHIER** key, then the clerk will sign off.)

CASHIER

Clerk code entry with clerk number

When the clerk code entry with clerk code system is selected, clerks only enter their number to register.

Operation

* Sign on

_ _ Clerk code (1 - 99) which will be displayed.

CASHIER

* Sign off (Simply press **CASHIER** key, then the clerk will sign off.)

CASHIER

Real clerk key entry

If you select this system, clerks can register by inserting a corresponding real clerk key.
Max. 15 real clerk keys are available.

Clerk registration mode

Key lock position: REG mode or VOID mode

There are two modes in clerk registration. These are stay down mode and popup mode.
Refer to the P mode program option #5B for detail.

Stay down mode

If clerk is in stay down mode, clerk stays registered until the clerk signs off.

Popup mode

If clerk is in popup mode, clerk is automatically signed off when the clerk finalises a transaction.

Floating clerk system

Key lock position: REG mode or VOID mode

This function will not work if P mode program option #5A and P mode communication option #6 are not programmed.

When floating clerk operation is enabled

To use this function you must set the floating clerk enable flag of the registers which run under floating clerk system.
When a clerk signs on a register under floating clerk system, the clerk is locked on other registers.
If a clerk sign on a register and attempts to sign on another register, error message “USING!” will be displayed and the clerk can not sign on.

When floating clerk operation is disabled

When floating clerk operation is disabled, a clerk can sign on registers simultaneously.

Clerk time in/out

Key lock position: REG mode or VOID mode

Clerk time in/out entry use code entry system. This function will not work if P mode communication option #1 is not programmed.
Register administrates the clerk attendance and working hour not with the clerk sign on/off data but with the clerk time in/out data. So clerks must time in when come to work and time out when finish job.

Operation

TIME IN/OUT

_ _ _ _ _ _ Secret code (Max. 6 digit) which will not be displayed.

TIME IN/OUT

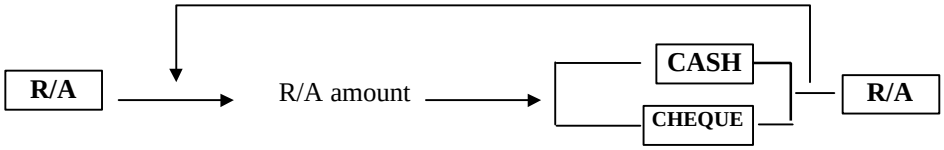
Entering starting cash amount

Key lock position: REG mode

If you want to prepare the change due in drawer before starting sale and enter the amount of the cash, use R/A and P/O function. For more detail about the R/A and P/O function will be discussed later.

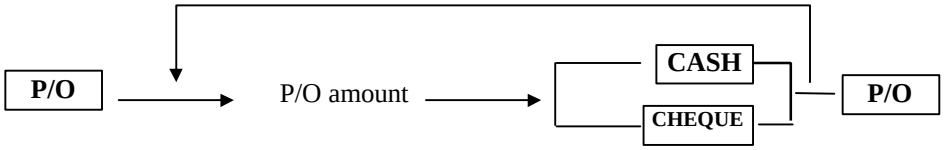
Addition

Operation



Subtraction

Operation



Item sale entries

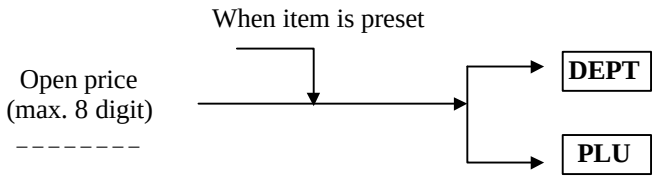
Key lock position: REG mode

Single item entries

Direct entries

Enter a unit price and press a [DEPT] key or a [PLU] key.
If you use a programmed unit price, then press corresponding key only.

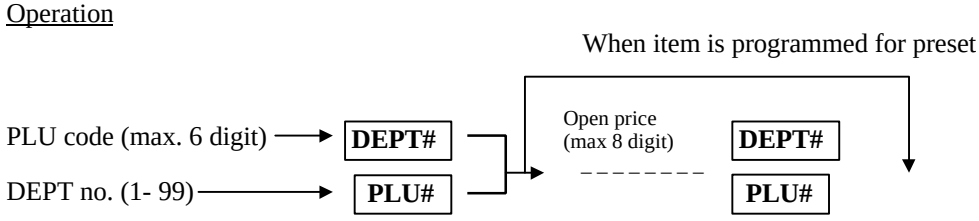
Operation



Indirect entries

Enter a item code and press a [DEPT#] key or a [PLU#] key when using a programmed unit price.
Otherwise enter open price together.

Operation



PLU entry by barcode scan

A PLU can be sold by scanning its barcode.

Example (for above operations)

1000	**DEPT1**
	DEPT2
	Bar code scan
17	**PLU#** *
230	**OPEN PRICE**
	CASH

```
DATE   01/01/1996    MON
DEPT.1             ▪10.00
DEPT.2              ▪2.00
PIE                 ▪1.00
PLU17               ▪2.30
TOTAL              ▪15.30
CASH               ▪15.30
CLERK1               #08
TIME 10:57     NO.000163
```

* In this example PLU# 17 is an open PLU.

Repeat entries

You can use this function when you sell two or more same items by pressing the same key.

Example

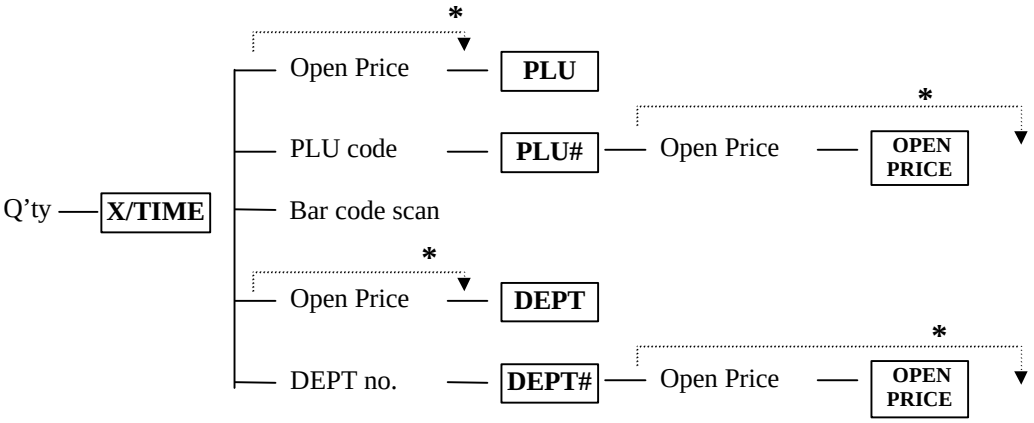
500	**PLU7**
	PLU7
15	**DEPT#**
	DEPT#
	DEPT3
	DEPT3
	CASH

```
DATE   01/01/1996    MON
PLU7                ▪5.00
PLU7                ▪5.00
DEPT.15             ▪2.00
DEPT.15             ▪2.00
DEPT.3              ▪3.50
DEPT.3              ▪3.50
TOTAL              ▪21.00
CLERK1               #08
TIME 12:32     NO.000375
```

Multiplication entries

You can use this function when you sell two or more same items, especially for a large quantity of items.

Operation



* When item is programmed for preset.

Example

3 • **5** **X/TIME** **PLU3**

12 **X/TIME**

4 **PLU#** *

250 **OPEN PRICE**

CASH

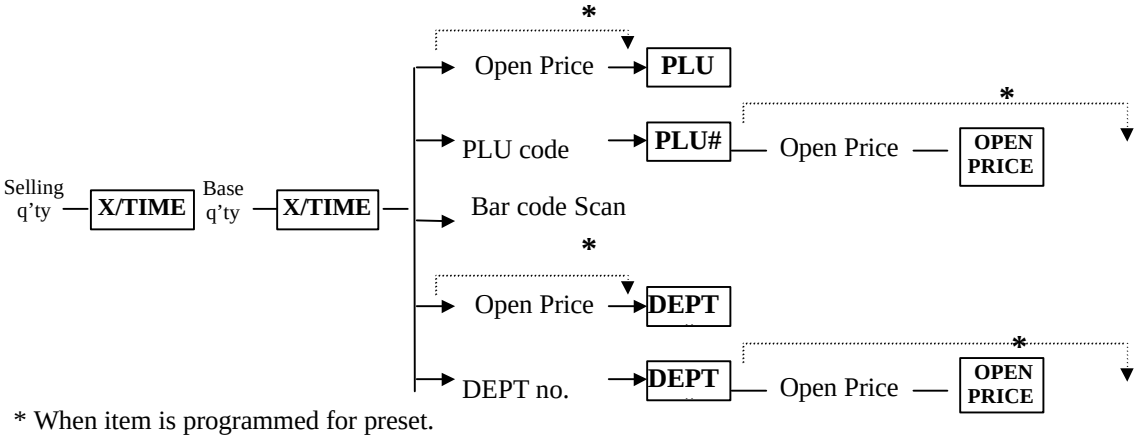
```
DATE   02/01/1996     TUE
3.50
@ $3.00
PLU3                 ▪10.50
12
@ $2.50
PLU4                 ▪30.00
TOTAL                ▪40.50
CASH                 ▪40.50
```

* In this example PLU# 4 is an open PLU.

Split pricing entries

You can use this function when a customer wants to purchase more or less than the base quantity.

Operation



* When item is programmed for preset.

Example

3	**X/TIME**
4	**X/TIME**
8	**PLU#** *
280	**OPEN PRICE**
	CASH

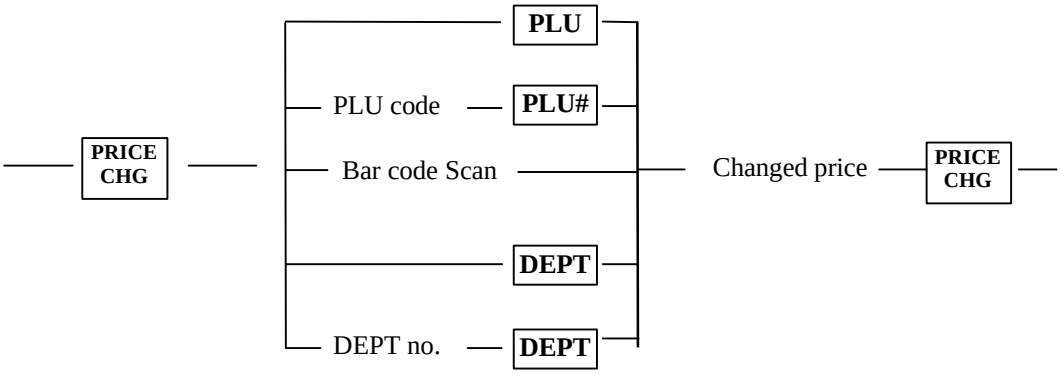
```
DATE   02/01/1995     WED
3/4FOR               @2.80
PLU8                 ▪2.10
TOTAL                ▪2.10
CASH                 ▪2.10
CLERK1                 #08
TIME 09:37      NO.001067
```

* In this example PLU# 8 is an open PLU.

Price change

Use this function when a clerk needs to change the item's unit price. This function affects only the next one item entry. To use this function the item's price change enable flag in the status field must be set to 1.

Operation



Example

PLU7
PRICE CHG
PLU7
150 **PRICE CHG**
PLU8
PLU7
CASH

```
DATE   02/01/1996     TUE
PLU7                 ▪5.00
PLU7                 ▪1.50
PLU8                 ▪2.00
PLU7                 ▪5.00
TOTAL               ▪13.50
CASH                ▪13.50
CLERK1                 #08
TIME 10:01      NO.001121
```

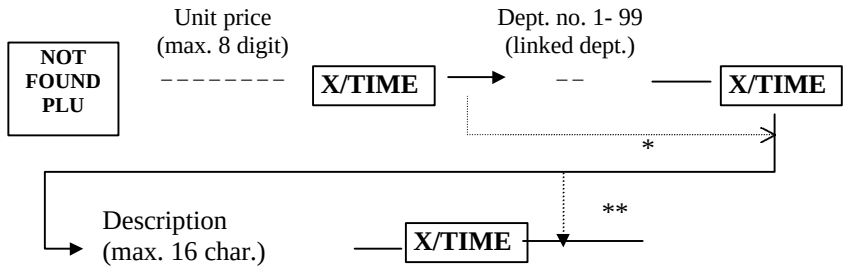
Not found PLU

Not found PLU function automatically runs when you try to sell a PLU that is not existing.
Register will register that PLU and sell the item.
When function activated register will show “NOT FOUND” and turn on the buzzer.

If you want to ignore that PLU entry press [CLEAR] key, or press [NOT FOUND PLU] key to continue.

To abort Not Found PLU function during its operation, press [CASH] key.

Operation



* When P mode program option 22B is set. (Dept link is not compulsory.
In this case if pressing [X/TIME] without dept no. will link nothing.)

** When P mode program option 22C is set. (Description entry skip)

Refer to the P mode program option programming for the details.

Example

	PLU2	
123456	**PLU#**	
	NOT FOUND PLU	
100	**X/TIME**	*
2	**X/TIME**	**
PIE	**X/TIME**	***
	CASH	

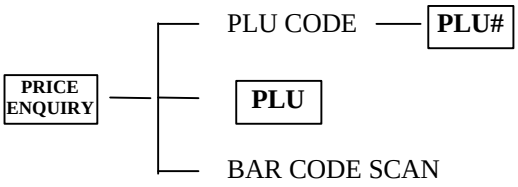
```
DATE   02/01/1996     TUE
PLU2                 ▪2.00
PIE                  ▪1.00
TOTAL                ▪3.00
CASH                 ▪3.00
CLERK1                 #08
TIME 10:09      NO.001129
```

* Price
** Linked dept
*** Description

Price enquiry

When you need to know PLU's unit price during operation, use this function.
It will show both PLU's description and unit price.

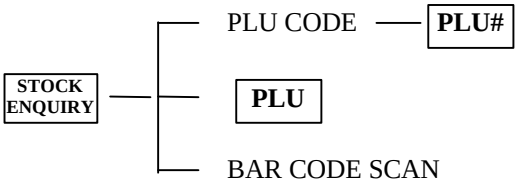
Operation



Stock enquiry

When you need to know PLU's stock count during operation, use this function.
It will show both PLU's description and stock count.

Operation



Other entries for PLU & DEPT.

Key lock position: REG mode

Price shift

Two different price levels for PLUs and DEPT.s are available. Pressing second price key will change the price level from one to another. There are three different price level shift modes. (Refer to the S mode program option #17.)

Item popup mode

The item popup modes automatically shift the price level back to level 1 after one item sale.

Example

2ND PRICE
PLU3
PLU4
PLU3
CASH

```
DATE   02/01/1996    TUE
PLU3                ▪3.50
PLU4                ▪4.00
PLU3                ▪3.00
TOTAL              ▪10.50
CASH               ▪10.50
CLERK1               #08
TIME 12:31     NO.001321
```

Ticket popup mode

This mode automatically shifts the price level back to level 1 after finalising one transaction.

Example

PLU3
2ND PRICE
PLU3
PLU4
PLU3
CASH

```
DATE   02/01/1996    TUE
PLU3                ▪3.00
PLU3                ▪3.50
PLU4                ▪4.00
PLU3                ▪3.50
TOTAL              ▪14.00
CASH               ▪14.00
CLERK1               #08
TIME 12:47     NO.001339
```

Stay down mode

This mode maintains price level until the next price level change.

Level shift (only for direct PLU)

You can use one direct PLU key in three levels with the level shift keys, LEVEL1 through LEVEL3.
For example assume that each level contains 100 PLUs then LEVEL1 is for PLU1 through PLU100, LEVEL2 is for PLU101 through PLU200 and LEVEL3 is for PLU201 though PLU300.
i.e. You can use 300 PLUs with 100 direct PLUs.
There are three different level shift modes.

Item popup mode

The item popup mode automatically shifts the PLU level back to level 1 after one item sale.

Example

MENU LEVEL2	**PLU5**	Sells PLU 125
	PLU5	Sells PLU5
	CASH	

```
DATE   02/01/1996    TUE
PLU125              ▪4.00
PLU5                ▪5.00
TOTAL               ▪9.00
CASH                ▪9.00
CLERK1                #08
TIME 14:22      NO.001499
```

Ticket popup mode

This mode automatically shifts the PLU level back to level 1 after finalising one transaction.

Example

	PLU5	Sells PLU 5
MENU LEVEL2	**PLU5**	Sells PLU 125
	PLU5	Sells PLU 125
	CASH	

```
DATE   02/01/1996    TUE
PLU5                ▪5.00
PLU125              ▪4.00
PLU125              ▪4.00
TOTAL              ▪13.00
CASH               ▪13.00
CLERK1                #08
TIME 14:35      NO.001513
```

Stay down mode

This mode maintains level until the next PLU level change.

Link PLU entries

Operation is the same as for normal PLU's. If a link PLU is sold then the linked PLU is sold too.

Example

PLU1

PLU2 *

CASH

* In this example PLU3 is linked to PLU2.

```
DATE   02/01/1996    TUE
PLU1                ▪1.00
PLU2                ▪2.00
PLU3                ▪3.00
TOTAL               ▪6.00
CASH                ▪6.00
CLERK1                #08
TIME 17:52      NO.002029
```

Set menu entries

Operation is the same as for normal PLU's.
When you sell by pressing SETMENU# key then set menu's description and preset price is printed.
(Also the linked PLUs' description will be printed if the P-Mode Printing Option #29 is set.)

Example

PLU1

SET MENU 1 *

CASH

* In this example PLU2 - PLU6 are linked to SET MENU1.

```
DATE   02/01/1996    TUE
PLU1                ▪1.00
SPECIAL             ▪17.00
PLU2
PLU3
PLU4
PLU5
PLU6
TOTAL               ▪18.00
CASH                ▪18.00
CLERK1                #08
TIME 19:34      NO.002708
```

Mix and match operation.

Each PLU can be linked to a mix and match table. You sell various items and when the mix and match table's item count reached the trip level, the sales amount is automatically discounted.

Example

PLU1

PLU1

PLU2

PLU2

PLU3

PLU2

PLU2

CASH

```
DATE   04/01/1996    THU
PLU1                ▪1.00
PLU1                ▪1.00
PLU2                ▪2.00
PLU2                ▪2.00
PLU3                ▪3.00
PLU2                ▪2.00
CHEAP!!!            -0.10
PLU2                ▪2.00
TOTAL               ▪12.90
CASH                ▪12.90
CLERK1                #08
TIME 11:02      NO.010780
```

In this example mix and match table #1 description is "CHEAP!!!", discount amount is 0.1£ and trip level is 5. PLU1 and PLU2 are linked to mix and match table #1, and PLU3 is not linked to any mix and match table.

Finalising of transaction.

Key lock position: REG mode

Press the key **SBTL** at any point of transaction when you want to know the sale subtotal including tax. Then the sale subtotal will appear in the display.

Cash or cheque tendering

Enter the amount tendered by the customer and press the **CASH** key if it is a cash tender or press the **CHEQUE** key if it is a cheque tender. When the tendered amount is greater than the sale amount, the register will show the change due amount. Otherwise it will show a deficit and the message "SUBTOTAL".

Example

~

SBTL

2000 **CASH**

Charge tendering

Enter the amount tendered by the customer and press the CHARGE key or press charge# and **CHARGE#** key. The charge-tendered amount can not exceed the sale amount.
If the amount is equal to the sale amount, it will finalise transaction, or it will show a deficit and the message "SUBTOTAL".

Tendering without tender amount entry.

According to the sale type press the CASH key, CHARGE key, CHARGE# key or CHEQUE key without entering tender amount. Then the register will show the total sale amount.

Example

~

SBTL

CHARGE2

```
DATE   04/01/1996    THU
PLU1                ▪1.00
PLU1                ▪1.00
PLU2                ▪2.00
TOTAL               ▪4.00
CHARGE2             ▪4.00
CLERK1                #08
TIME 11:48      NO.011161
```

Mixed tendering.

Above three tendering methods can be used together in one transaction.

Example

~

SBTL

10000 CHEQUE

1 CHARGE#

2000 CHARGE#

CASH

```
DATE   04/01/1996    THU
PLU31              ▪200.00
PLU21               ▪30.00
TOTAL              ▪230.00
CHEQUE             ▪100.00
TOTAL              ▪130.00
CHARGE1             ▪20.00
TOTAL              ▪110.00
CASH               ▪110.00
CLERK1                #08
TIME 13:31     NO.012163
```

Tax operation.

Key lock position: REG mode

Each PLU and DEPT can be programmed for tax1 through tax4. And there are four tax systems available. These are straight % VAT, Add on by tax table, Add on by straight % and GST (Canadian Goods & Services Tax). GST can be programmed only for tax4. Refer to the tax PGM part for detail.

Collecting tax.

Normal operation.

In normal transaction taxes are automatically collected according to the item's programmed tax status.

Example

1000 PLU1

1000 PLU2

1000 PLU3

1000 PLU4

CASH

```
DATE   04/01/1996    THU
PLU1 T1            ▪10.00
PLU2 T2            ▪10.00
PLU3 T3            ▪10.00
PLU4               ▪10.00
TAX AMT 1           ▪0.50
TAX AMT 2           ▪1.00
TAX AMT 3           ▪1.50
TOTAL              ▪43.00
CASH               ▪43.00
CLERK1                #08
TIME 17:20     NO.012916
```

In the above example PLU1 is programmed for tax1, PLU2 is for tax2 and PLU3 is for tax3.
And tax1, tax2 and tax3 are programmed for straight % add on tax.
Tax1 rate is 5.00%, tax2 is 10.00% and tax3 is 15.00%.

Imposing tax using tax shift key.

When you need to impose a tax on an item, which is not programmed for that tax, use tax shift function. Press tax no. and [TAX] key before sell the item.
This function affects the next one item entry, and can't impose tax on the sale subtotal.

Example

1000	PLU1
1000	PLU2
2	TAX
1000	PLU1
2	TAX
1000	PLU2
	CASH

```
DATE   04/01/1996    THU
PLU1 T1           ▪10.00
PLU2              ▪10.00
PLU1 T12          ▪10.00
PLU2 T2           ▪10.00
TAX AMT 1          ▪1.00
TAX AMT 2          ▪2.00
TOTAL             ▪43.00
CASH              ▪43.00
CLERK1               #08
TIME 18:19     NO.013099
```

In the above example PLU1 is programmed for tax1. And tax1 and tax2 are programmed for straight % add on tax. Tax1 rate is 5.00% and tax2 is 10.00%.

Exempting tax.

Operation of tax exempt.

Several keys, including [TAX EXEMPT] key, [CASH] key, etc. can exempt taxes if it is programmed to do so.

Refer to the key status PGM part for detail.

Example

1000	PLU1
1000	PLU2
1000	PLU3
1000	PLU4
	SBTL
	TAX EXEMPT
	CASH

```
DATE   04/01/1996    THU
PLU1 T1           ▪10.00
PLU2 T2           ▪10.00
PLU3 T3           ▪10.00
PLU4 T4           ▪10.00
TAX AMT 3          ▪1.50
TAX AMT 4          ▪2.00
TOTAL             ▪43.50
CASH              ▪43.50
CLERK1               #08
TIME 18:21     NO.013105
```

In the above example PLU1 is programmed for tax1, PLU2 is for tax2, PLU3 is for tax3 and PLU4 is for tax4. And tax1, tax2, tax3 and tax4 are programmed for straight % add on tax.
Tax1 rate is 5.00%, tax2 is 10.00%, tax3 is 15.00% and tax4 is 20.00%.

[TAX EXEMPT] key is programmed to exempt tax1 and [CASH] key is to exempt tax2.

Operation of tax exempt using tax key.

If the [TAX] key is used after pressing [SBTL] key, it acts as not a tax shift but a tax exempt.

Example

1000	**PLU1**
1000	**PLU2**
1000	**PLU3**
1000	**PLU4**
	SBTL
3	**TAX**
4	**TAX**
	CASH

```
DATE   04/01/1996    THU
PLU1 T1            ▪10.00
PLU2 T2            ▪10.00
PLU3 T3            ▪10.00
PLU4 T4            ▪10.00
TAX AMT 1           ▪0.50
TAX AMT 2           ▪1.00
TOTAL              ▪41.50
CASH               ▪41.50
CLERK1               #08
TIME 18:29     NO.013210
```

In the above example PLU1 is programmed for tax1, PLU2 is for tax2, PLU3 is for tax3 and PLU4 is for tax4. And tax1, tax2, tax3 and tax4 are programmed for straight % add on tax.
Tax1 rate is 5.00%, tax2 is 10.00%, tax3 is 15.00% and tax4 is 20.00%.

Corrections

Key lock position: REG mode

Error correct

If you made any incorrect item, percentage, deduction or refund entry by mistake you can void this by pressing

ERROR CORRECT key immediately after the incorrect one.

Example

PLU1

PLU1

ERROR CORRECT

PLU2

CASH

```
DATE   04/01/1996    THU
PLU1                ▪1.00
PLU1                ▪1.00
ERR CORRECT ------------
PLU1                -1.00
PLU2                ▪2.00
TOTAL               ▪3.00
CASH                ▪3.00
CLERK1                #08
TIME 19:29     NO.013361
```

Previous void with VOID key.

When you made any incorrect item, percentage, deduction or refund entry during the transaction, you can void this by specifying incorrect entries before finalising the transaction.

Example

PLU1

200 **PLU2**

DEPT3

DEPT4

VOID

200 **PLU2**

VOID

DEPT3

CASH

```
DATE   05/01/1996    FRI
PLU1                ▪1.00
PLU2                ▪2.00
DEPT.3              ▪3.50
DEPT.4              ▪4.20
VOID ------------------
PLU2                -2.00
VOID ------------------
DEPT.3              -3.50
TOTAL               ▪5.20
CASH                ▪5.20
CLERK1                #08
TIME 09:01     NO.020001
```

All void

You can void an entire transaction by pressing **CANCEL** key before finalising it.

When you press **CANCEL** key, the transaction will be aborted.

Example

PLU4
300 **DEPT2**
PLU2
CANCEL

```
DATE   05/01/1996    FRI
PLU4               ▪10.00
DEPT.2              ▪3.00
CANCEL ----------------
CLERK1                #08
TIME 09:17     NO.020012
```

Promo & Waste

Key lock position: REG mode

Promo

When you need to offer an item to the customer with no charge, use this function.
Press **PROMO** key before making an item entry that will be offered.

Example

PLU1
PROMO
PLU1
PLU20
CASH

```
DATE   05/01/1996    FRI
PLU1               ▪1.00
  ****** PROMO ******
PLU1                -1.00
PLU20              ▪2.10
TOTAL              ▪2.10
CASH               ▪2.10
CLERK1               #08
TIME 12:22     NO.021074
```

Waste

When you need to discard items use this function.

Press **WASTE** key before making an item entry and then enter items.
Press **WASTE** key again when you finish entering item entries that will be discarded.

Example

WASTE
300 **PLU1**
PLU2
DEPT17
WASTE

```
DATE   05/01/1996    FRI
  ****** WASTE ******
PLU1                ▪3.00
PLU2                ▪2.00
DEPT.17             ▪2.30
****** WASTE ******
TOTAL               ▪7.30
CLERK1                #08
TIME 19:42     NO.022125
```

Other entries

Key lock position: REG mode

% entry

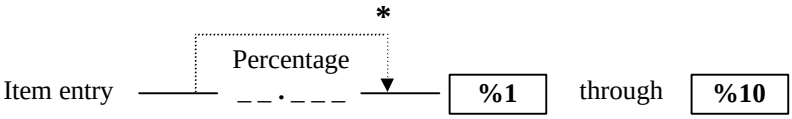
According to the programmed status, % key can be used as a % entry or an amount entry

Percent operation

According to the % key's programmed status, it will act as a premium key or a discount key.
And it can be programmed for item entries or for the subtotal.

- For item entries

Operation



Item entry

* When % key is programmed for preset.

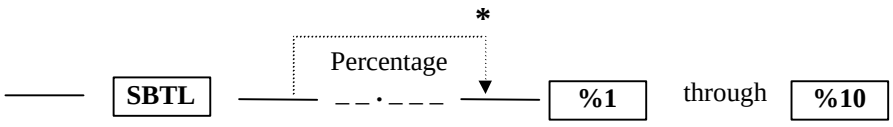
Example

PLU1
PLU1
%1
PLU1
10. 5 **%2**
CASH

```
DATE   08/01/1996    MON
PLU1                ▪1.00
PLU1                ▪1.00
% 1               -12.000%
AMOUNT              -0.12
PLU1                ▪1.00
% 2               -10.500%
AMOUNT              -0.11
TOTAL               ▪2.77
CASH                ▪2.77
CLERK1                #08
TIME 09:25     NO.02388
```

- For the subtotal

Operation



* When % key is programmed for preset.

Example

PLU1
PLU18
SBTL
10. 5 **%1**
CASH

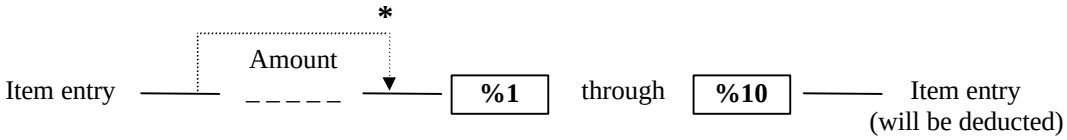
```
DATE   08/01/1996    MON
PLU1                ▪1.00
PLU2                ▪1.20
% 1               -10.500%
AMOUNT              -0.24
TOTAL               ▪1.96
CASH                ▪1.96
CLERK1                #08
TIME 09:51     NO.022481
```

Amount operation

When % key is used for amount operation, it act as a deduction entry.
And it can be programmed for item entries or for the subtotal.

- For item entries

Operation



* When % key is programmed for preset.

Example

200

PLU1

PLU8

%1

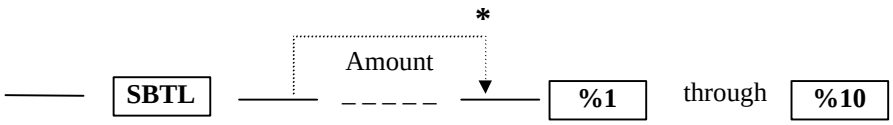
PLU1

CASH

```
DATE   08/01/1996    MON
PLU1                ▪1.00
PLU8                ▪8.00
PLU1 -C             -2.00
AMOUNT              -0.24
TOTAL               ▪7.00
CASH                ▪7.00
CLERK1                #08
TIME 10:01     NO.023487
```

- For the subtotal

Operation



* When % key is programmed for preset.

Example

	PLU2
	DEPT8
	SBTL
120	**%1**
	CASH

```
DATE   08/01/1996    MON
PLU2                ▪2.00
DEPT.8              ▪8.10
% 1                 -1.20
TOTAL               ▪8.90
CASH                ▪8.90
CLERK1                #08
TIME 10:17      NO.023533
```

Non add # entry

When you need to print specific code on the receipt such as a credit card number then enter a non-add number and press **# / NS** key at any time during the transaction or before starting the transaction.

Example

	PLU1
122	**PLU#**
79	**DEPT#**
22735	**# / NS**
	CASH

```
DATE   08/01/1996    MON
PLU1                ▪1.00
PLU122              ▪5.10
DEPT.79             ▪2.30
NON-ADD NO.        #22735
TOTAL               ▪8.40
CASH                ▪8.40
CLERK1                #08
TIME 11:30      NO.023600
```

Refund function

Key lock position: VOID mode

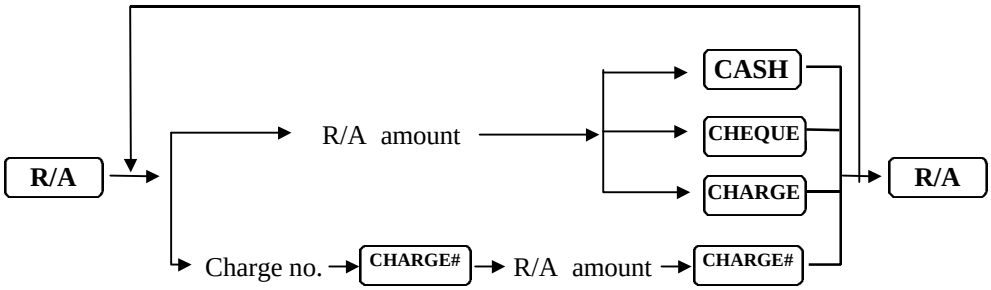
Refund operation has the same function, which available in normal sale except for the key lock position. When refund operation needed, turn the mode switch to the VOID mode and do refund operation.

Payment

Key lock position: REG mode or VOID mode

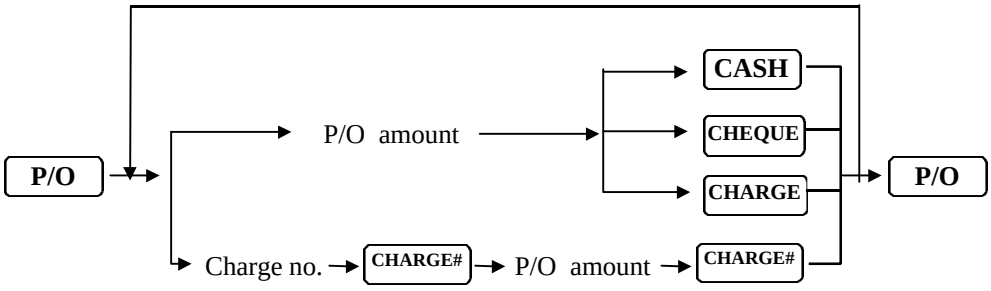
R/A (Received on account) entries

Operation



Paid out

Operation



Currency exchange

The register has 2 kind of foreign currency exchange.
To use this function you must program the foreign currency exchange rate of the currency key.

Operation

——— **CURR** Paid foreign currency amount ——— **CASH** ———

Example

100 **PLU1**
200 **PLU2**
CURR1 *
400 **CASH**
CASH

* In this example currency exchange rate for **CURR1** key is 2.0

```
DATE   08/01/1996    MON
PLU1                ▪1.00
PLU2                ▪2.00
TOTAL               ▪3.00
CHANGE RATE           #2
CURR CONV 1         @6.00
FOREIGN AMT          4.00
HOME AMT            ▪2.00
TOTAL               ▪1.00
CASH                ▪1.00
CLERK1                #08
TIME 15:29     NO.024002
```

No sale

Press **# / NS** without any entry. The drawer will open and you can exchange.

Check operation

Key lock position: REG mode

Two different check entry systems are available. One is Soft check system and the other is Hard check system. It depends on the check type on the all clear procedure.

Soft check: In this mode, the balance due and the details of the order are stored in the check memory. Check contents will be printed while you finish the transaction with payment. Or you can print the bill using the **PRT CHK** key.

Hard check: In this mode, only the previous balance is stored in the check memory. The bill contents will be printed whenever you make the check serve operation so you can have the whole bill after payment.

The **PRT CHK** key does nothing in this mode.

New check

For a new guest, open a new check and assign a check number.
And then finalising the transaction temporarily using **SERVICE TOTAL** key.

Additional ordering

For an existing guest, enter the check number and press CHECK# key. The previous balance will be displayed. Make a sale and end the transaction temporary use **SERVICE TOTAL** key or finish the transaction completely by the payment (See the previous section).

Bill Printing

Print Check

In the soft check mode use *PRT CHK* key while the check is opened, or enters the check number and press **PRT CHK** key. The printing port is defined in the **PRT CHK** key status in the soft check mode. The full details of the check will be printed everytime

Slip Print

In the soft check mode the *Slip Print* key prints only details that have not already been printed. Insert the Bill into the slip printer. Enter the check number and press the **Slip Print** key, the slip printer will print any details that have not already been printed. The next time you want to print details on this check reinsert the SAME bill, enter the check number and press the **Slip Print** key. The printer will feed one line below the previous details and print any details that has not already been printed.

Hard Check Printing

In the hard check mode use bill contents are printed whenever you end the transaction temporary using **SERVICE TOTAL** key. The printing port is defined in the **SERVICE TOTAL** key status in the hard check mode.

Bill addition

Follow the following procedure to add some bills.
All bills are added to the first bill.

ADD CHECK

1 **CHECK #**

2 **CHECK #**

3 **CHECK #**

SERVICE TOTAL

```
DATE   09/01/1996    TUE
    ** ADD CHECK **
CHECK#                 #1
P/BAL              ▪1.00
CHECK#                 #2
P/BAL              ▪2.00
CHECK#                 #3
P/BAL              ▪3.00

CLERK1                 #08
TIME 12:50     NO.025076
```

* You can finish the transaction by the payment procedure instead of the **SERVICE TOTAL** key.

Bill transfer

Follow the following procedure to change the check number.

1 **TRANS CHECK**

2 **TRANS CHECK**

Check #1 is transferred to the Check #2.

```
DATE   09/01/1996    TUE
   ** TRANS CHECK **
CHECK#                 #1
P/BAL              ▪6.00
CHECK#                 #2
P/BAL              ▪6.00

CLERK1                 #08
TIME 13:27     NO.025155
```

Negative Credit

Follow the procedure below to credit an existing account.

DEPOSIT

1

0

0

00 **CASH**

DEPOSIT

```
DATE   09/01/1996    TUE
    ** ADD CHECK **
CHECK#                #1
P/BAL              ▪1.00
* CASH *
DEPOSIT AMT      ▪100.00
SERVICE            ▪0.00
BFWD              -99.00

CLERK1                #08
TIME 14:50     NO.025276
```

Clerk interrupt operation.

Key lock position: REG mode

This function will not work if P mode communication option #6 is not programmed.
Both push button clerk entry and clerk code entry can be used together.

This function makes you change from one clerk to another in the middle of transaction.
If clerk interrupted during the transaction the register will temporarily tender the current transaction and the first clerk is signed off, then the second clerk signs on automatically.
If the second clerk has previously temporarily tendered transaction, register will recall the amount.
Clerk registration for clerk interrupt is different from the normal registration.
See below for detail.

Clerk registration for clerk interrupt operation.

Clerk code entry with clerk no.

_ _ Clerk no. which will be displayed.

CASHIER

Clerk sign off for clerk interrupt operation.

To sign off directly in the middle of transaction, simply press **CASHIER** key.
Then the register will temporarily tender the current transaction, and directly sign off.

Example

Clerk 1 registered and make transaction.

Clerk 1
Registration
~

PLU25

120 **PLU17**

```
DATE   09/01/1996    TUE
PLU25               ▪2.00
PLU17               ▪1.40
SERVICE             ▪3.40
BFWD                ▪3.40
CLERK1                #01

CLERK3                #08
TIME 14:20      NO.025237
```

Clerk1 is interrupted and clerk3 registered.

Clerk 3*****
Registration (for clerk interrupt)
~

1100 **PLU25**

PLU19

CASH

```
DATE   09/01/1996    TUE
PLU25              ▪11.00
PLU19               ▪2.51
TOTAL              ▪13.51
CASH               ▪13.51
CLERK3                #08
TIME 14:32      NO.025238
```

Clerk1 register again and go on.

Clerk 1******
Registration (for clerk interrupt)
~

PLU38

DEPT2

SBTL *******

CASH

```
DATE   09/01/1996    TUE
P/BAL               ▪3.40
PLU38               ▪0.50
DEPT.2              ▪2.30
TOTAL               ▪6.20
CASH                ▪6.20
CLERK1                #08
TIME 14:47      NO.025261
```

* Register temporarily close transaction when the clerk is interrupted by another clerk.

** Register recalls previous sale amount if the newly registered clerk has a temporarily closed transaction.

*** Pressing **SBTL** key can be programmed as compulsory when finalizing transaction in clerk interrupt operation

Clerk Interrupt can also be programmed for floating clerk system. This allows a clerk detail and sales value to be transferred from one register to another. Therefore a clerk can start off a transaction on one register and finalize it on another.

Training mode

Training mode is used when the clerk practices various register operations.
Operations under tainting mode do not affect memories except for training total memory.
Register will update only the training total area memory if it is in training mode.
This function will not work if P mode program option #18 is not programmed.

Enter training mode

Key lock position: X mode

Operation

88	**SBTL**	
xxxx	**X/TIME**	Enter training password
	CASH	

Exit training mode

Key lock position: X mode

Operation

88	**SBTL**
0000	**X/TIME**
	CASH

Printings

Key lock position: REG mode

Receipt on/off operation

If you press the [RCPT ON/OFF] key, it will toggles receipt on/off status and turn on/off the "RCPT OFF" lamp. If register is in RCPT OFF status it will not issue a receipt.

Post receipt operation.

* This function will not work if P mode printing option #13A is not set.
If you need one more copy of receipt press the [POST RCT] key.
And you can select either a copy receipt is printing full item or printing total amount only.
(For details, refer to the P mode printing option #14B)

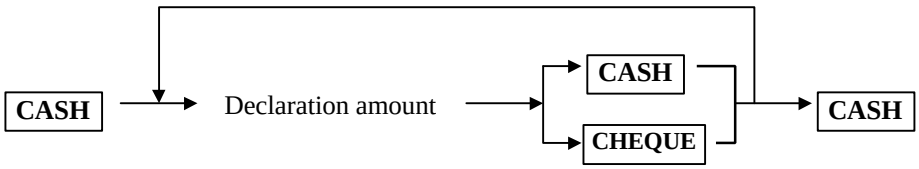
Reports

Key lock position: X mode or Z mode

Cash declaration

If you want to verify the amount in the drawer when issuing financial report, use cash declaration function. Then the register will compare the amount in memory with the declared amount and print the difference in financial report.

Operation



Example

	CASH
52400	**CASH**
20000	**CHEQUE**
	CASH

```
DATE   09/01/1996    TUE
*** CASH DECLARATION ***
CASH              524.00
CHEQUE            200.00
TOTAL             724.00
CLERK1               #08
TIME 19:07     NO.026145
```

Report list

REPORT	NO.	REPORT MODE	KEY LOCK POSITION	KEY SEQUENCE	IRC
FINANCIAL	1	X	X	1 SUBTOTAL	YES
		Z	Z	1 SUBTOTAL	
		X2	X	21 SUBTOTAL	
		Z2	Z	21 SUBTOTAL	
		$X3^{00}$	X	31 SUBTOTAL	
		$Z3^{00}$	Z	31 SUBTOTAL	
SALES TIME	2	X	X	2 SUBTOTAL	YES
		Z	Z	2 SUBTOTAL	
		X2	X	22 SUBTOTAL	
		Z2	Z	22 SUBTOTAL	
		$X3^{00}$	X	32 SUBTOTAL	
		$Z3^{00}$	Z	32 SUBTOTAL	
ALL PLUs	3	X	X	3 SUBTOTAL	YES
		Z	Z	3 SUBTOTAL	
		X2	X	23 SUBTOTAL	
		Z2	Z	23 SUBTOTAL	
		$X3^{00}$	X	33 SUBTOTAL	
		$Z3^{00}$	Z	33 SUBTOTAL	
FROM/TO PLUs *	4	X	X	4 SUBTOTAL	YES
		Z	Z	4 SUBTOTAL	
		X2	X	24 SUBTOTAL	
		Z2	Z	24 SUBTOTAL	
		$X3^{00}$	X	34 SUBTOTAL	
		$Z3^{00}$	Z	34 SUBTOTAL	
ALL CLERKs	5	X	X	5 SUBTOTAL	YES
		Z	Z	5 SUBTOTAL	
		X2	X	25 SUBTOTAL	
		Z2	Z	25 SUBTOTAL	
		$X3^{00}$	X	35 SUBTOTAL	
		$Z3^{00}$	Z	35 SUBTOTAL	
INDIVIDUAL CLERK **	6	X	X	6 SUBTOTAL	YES
		Z	Z	6 SUBTOTAL	
		X2	X	26 SUBTOTAL	
		Z2	Z	26 SUBTOTAL	
		$X3^{00}$	X	36 SUBTOTAL	
		$Z3^{00}$	Z	36 SUBTOTAL	

* FROM/TO PLUs report operation.

4 - [SBTL] - Start PLU# - [PLU#] - End PLU# - [PLU#]

** INDIVIDUAL CLERK report operation.

6 - [SBTL] - Clerk# - [X/TIME]

REPORT	NO.	REPORT MODE	KEY LOCK POSITION	KEY SEQUENCE	IRC
CASH IN DRAWER	7	X X2 $X3^{00}$	X X X	7 SUBTOTAL 27 SUBTOTAL 37 SUBTOTAL	YES
CHEQUE IN DRAWER	8	X X2 $X3^{00}$	X X X	8 SUBTOTAL 28 SUBTOTAL 38 SUBTOTAL	YES
NORMAL GROUPs	9	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	9 SUBTOTAL 9 SUBTOTAL 29 SUBTOTAL 29 SUBTOTAL 39 SUBTOTAL 39 SUBTOTAL	YES
LABOUR GROUPs	10	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	10 SUBTOTAL 10 SUBTOTAL 210 SUBTOTAL 210 SUBTOTAL 310 SUBTOTAL 310 SUBTOTAL	NO
DAILY SALES	11	X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z	211 SUBTOTAL 211 SUBTOTAL 311 SUBTOTAL 311 SUBTOTAL	YES
ALL CLERKS TIME REPORT	12	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	12 SUBTOTAL 12 SUBTOTAL 212 SUBTOTAL 212 SUBTOTAL 312 SUBTOTAL 312 SUBTOTAL	NO
INDIVIDUAL CLERKS TIME REPORT	13	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	13 SUBTOTAL 13 SUBTOTAL 213 SUBTOTAL 213 SUBTOTAL 313 SUBTOTAL 313 SUBTOTAL	NO
PLUs BY DEPT.	14	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	14 SUBTOTAL 14 SUBTOTAL 214 SUBTOTAL 214 SUBTOTAL 314 SUBTOTAL 314 SUBTOTAL	YES
PLUs BY INDIVIDUAL DEPT.	15	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	15 SUBTOTAL 15 SUBTOTAL 215 SUBTOTAL 215 SUBTOTAL 315 SUBTOTAL 315 SUBTOTAL	YES

REPORT	NO.	REPORT MODE	KEY LOCK POSITION	KEY SEQUENCE	IRC
DEPT.	16	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	16 SUBTOTAL 16 SUBTOTAL 216 SUBTOTAL 216 SUBTOTAL 316 SUBTOTAL 316 SUBTOTAL	YES
STOCK REPORT****	17	X Z	X Z	17 SUBTOTAL 17 SUBTOTAL	YES
NOT FOUND PLU	18	X Z	X Z	17 SUBTOTAL 17 SUBTOTAL	NO
MINIMUM STOCK****	19	X Z	X Z	17 SUBTOTAL 17 SUBTOTAL	YES
ALL OPEN CHECKs	160	X Z	X Z	160 SUBTOTAL 160 SUBTOTAL	NO*
INDIVIDUAL OPEN CHECK	161	X Z	X Z	161 SUBTOTAL 161 SUBTOTAL	NO*
CHECKs FOR CLERK INT.	162	X Z	X Z	162 SUBTOTAL 162 SUBTOTAL	NO*
CHECKs OPENED BY CLERK	170	X Z	X Z	170 SUBTOTAL 170 SUBTOTAL	NO*
PRE-POLLED REPORT**	180	X Z	X Z	180 SUBTOTAL 180 SUBTOTAL	NO
STRING REPORT***	10X	X Z X2 Z2 $X3^{00}$ $Z3^{00}$	X Z X Z X Z	10X SUBTOTAL 10X SUBTOTAL 210X SUBTOTAL 210X SUBTOTAL 310X SUBTOTAL 310X SUBTOTAL	YES

* CHECK REPORTs
- All check reports (160 - 170) are effective when running on the master ECR (which holds the check tracking data. Refer to the P mode communication option #6 for detail.)
- You must program S mode program option #15B and clerk interrupt or opened check must be closed to run Z - check report. Otherwise ECR will not generate any report.
- Individual opened checks report operation.

161 - [SBTL] - Start Check# - [X/TIME] - End Check# - [X/TIME]

- Checks opened by clerk report operation.

170 - [SBTL] - Clerk# - [X/TIME]

** PRE-POLL REPORT
- Prints pre-polled report.
- IRC reporting on register will not work when pre-polling done but not fetched by PC. If you want not to get the pre-polled reports via PC but to clear them, run the pre-poll reporting function in Z-mode. Then the pre-polled reports are cleared and IRC reporting will work.

*** STRING REPORTs
- 5 string reports are available where X is the string report number.
- String reports can be programmed to run at a specific time (A scheduled time)

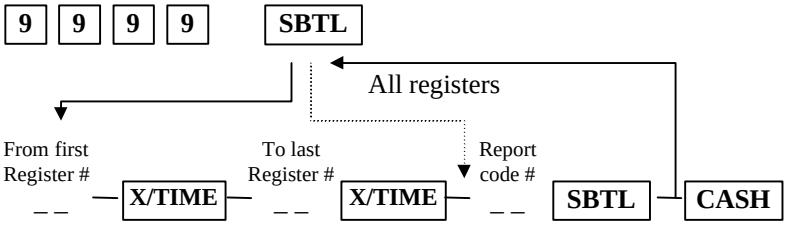
**** STOCK REPORTs
- Stock reports (17, 19) are effective when running on the master ECR (which holds the stock taking data. Refer to the P mode communication option #6 for detail.). And only running under consolidating report mode.

Consolidating Reports.

Turn mode key to X or Z Position

Use this function, to consolidate all the sales information for a number of registers.

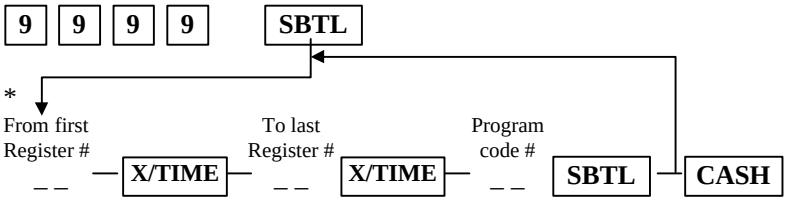
Operation



Program download.

Use this function, if you need downloading data from a register to others.

Operation



* Note: This register # is first register of the destination register group, it is not the resource register.

Program code

NO.	PROGRAM	NO.	PROGRAM
1	GROUP	16	LOGO MESSAGE
2	DEPARTMENT	17	MACRO
3	FUNCTION KEYS	18	STRING REPORT
4	P- MODE PROGRAM OPTION	19	TAX TABLE
5	P - MODE PRINTING OPTION	20	MIX AND MATCH TABLE
6	S - MODE PROGRAM OPTION	21	NOT FOUND PLU
7	P - MODE COMMUNICATION OPTION	22	SET MENU
8	KEY LINK TABLE	23	NON PLU [40]
9	NLU	24	BATCH PLU
10	TIME SCHEDULE	25	LABOUR GROUPS
11	LEVEL SCHEDULE	45	CLERK
12	DISPLAY DESCRIPTOR	55	PLU
13	ERROR MESSAGE	99	DOWNLOADING ALL PGM
14	REPORT/RECEIPT DESCRIPTOR	100	DATE AND TIME
15	CLERK REPORT DESCRIPTOR		

How to program alphanumeric characters

Using direct character key on keyboard.

- Pressing each character keys can make normal characters.

- To make character as double size, use Double key on keyboard.

Example

Double	**C**	**O**	**M**	**E**	**Double**	**A**	**N**	**D**	**Double**	**S**	**E**	**E**

- To make a small letter entry, use CAPS key.

Example

S	**CAPS**	**M**	**A**	**L**	**L**

- To modify incorrect character entry, use BKSP key.

Example

W	**E**	**L**	**C**	**O**	**M**	**W**	**BKSP**	**E**

Using character code

90key KBD can not contain all characters on keyboard.
But you can make a character entry, which is not on current 90key keyboard, by using character code entry.
To make a character code entry, simply enter 3-digit code continuously.
This method is also available for 160key KBD.

Example

To program the word “Two £” where space exist between Two and £, and £ as a double character.

084 119 111 032 003 156 (Refer to the character code table)

APPENDIX

SER 6500/40 CHARACTER CODE TABLE

CHAR	CAPS	Double	Tx	Fs	SPACE	!	“	#	$	%
CODE	001	003	030	031	032	033	034	035	036	037
CHAR	&	‘	(	)	*	+	,	-	.	/
CODE	038	039	040	041	042	043	044	045	046	047
CHAR	0	1	2	3	4	5	6	7	8	9
CODE	048	049	050	051	052	053	054	055	056	057
CHAR	:	;	<	=	>	?	@	A	B	C
CODE	058	059	060	061	062	063	064	065	066	067
CHAR	D	E	F	G	H	I	J	K	L	M
CODE	068	069	070	071	072	073	074	075	076	077
CHAR	N	O	P	Q	R	S	T	U	V	W
CODE	078	079	080	081	082	083	084	085	086	087
CHAR	X	Y	Z	[	\	]	^	_	`	a
CODE	088	089	090	091	092	093	094	095	096	097
CHAR	b	c	d	E	f	g	h	i	j	k
CODE	098	099	100	101	102	103	104	105	106	107
CHAR	l	m	n	O	p	q	r	s	t	u
CODE	108	109	110	111	112	113	114	115	116	117
CHAR	v	w	x	Y	z	{	|	}	~	
CODE	118	119	120	121	122	123	124	125	126	127
CHAR	Ç	ü	é	â	ä	à	å	ç	ê	ë
CODE	128	129	130	131	132	133	134	135	136	137
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	138	139	140	141	142	143	144	145	146	147
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥
CODE	148	149	150	151	152	153	154	155	156	157
CHAR	P	ƒ	á	í	ó	ú	ñ	Ñ	ª	º
CODE	158	159	160	161	162	163	164	165	166	167
CHAR	¿	▪	a	ß						
CODE	168	169	170	171						

SER 6500 KEY CHARACTER MAP

			â	ê	î	ô	û	ä	ë	ï	ö	ü	Ä	Ö	Ü
Å	å	É	à	è	ì	ò	ù	á	é	í	ó	ú	Æ	æ	ÿ
Ç	ç	¢	ª	º	Ñ	ñ	P	*f*	¿	$\overset{T}{x}$	F_S	£	¥	β	
!	@	#	$	%	^	&	*	(	)	-	+	“			
Q	W	E	R	T	Y	U	I	O	P	<	>				
A	S	D	F	G	H	J	K	L	;	`	?				
Z	X	C	V	B	N	M	,	▪	/	:	=	7	8	9	
CAPS		SP	SP	SP	SP	SP	CAPS	Double	BKSP			4	5	6	
												1	2	3	
												0	00	.	

SER 6540 KEY CHARACTER MAP

			K	M	N	O	P	U	V	#	*	(	)	?
A	F		L				Q		W		£*		-	=
B	G	7	8	9			R		X		%		+	/
C	H	4	5	6			S		Y		@		BKSP	,
D	I	1	2	3			T		Z		&			
E	J	0					CAPS		SP		Dbl			

* Depend on the currency symbol option setting, this key will show programmed currency symbol.

Display Print Description Definitions

1. TIME - Printing message.
2. DATE - Printing message.
3. CHANGE - Printed on receipt to show the amount to change.
4. TOTAL - Printed on receipt to show the total amount.
5. NON-ADD NO. - Printed on receipt to show non-add number.
6. R/A TOTAL - Printed on receipt to show the total upon completion of a Received on Account operation.
7. P/O TOTAL - Printed on receipt to show the total upon completion of a Paid Out operation.
8. DISCOUNT - Not used currently.
9. SALE DISC - Not used currently.
10. SURCHARGE - Not used currently.
11. SALE SURC - Not used currently.
12. AMOUNT - Printed on receipt to show the amount of discount.
13. CLK LOGIN: - Printed on receipt to show the name of the clerk logging into the system.
14. CLK LOGOUT: - Printed on receipt to show the name of the clerk logging out of the system.
15. TIME CLKIN: - Printed on receipt to show the clock-in time. (Time keeping function)
16. TIM CLKOUT: - Printed on receipt to show the clock-out time. (Time keeping function)
17. TIME IN: - Printed on timekeeping report.
18. TIME OUT: - Printed on timekeeping report.
19. TAXABLE 1 - Printed on receipt to show the amount taxable at rate 1.
20. TAXABLE 2 - Printed on receipt to show the amount taxable at rate 2.
21. TAXABLE 3 - Printed on receipt to show the amount taxable at rate 3.
22. TAXABLE 4 - Printed on receipt to show the amount taxable at rate 4.
23. TAX AMT 1 - Printed on receipt to show the tax 1 amount added.
24. TAX AMT 2 - Printed on receipt to show the tax 2 amount added.
25. TAX AMT 3 - Printed on receipt to show the tax 3 amount added.
26. TAX AMT 4 - Printed on receipt to show the tax 4 amount added.
27. NET 1 AMT - Printed on receipt to show the net amount taxable at VAT rate 1.
28. NET 2 AMT - Printed on receipt to show the net amount taxable at VAT rate 2.
29. NET 3 AMT - Printed on receipt to show the net amount taxable at VAT rate 3.
30. NET 4 AMT - Printed on receipt to show the net amount taxable at VAT rate 4.
31. FOREIGN AMT - Printed on receipt to denote the amount in foreign currency.
32. HOME AMT - Printed on receipt to denote the amount in home currency.
33. CHANGE RATE - Printed on receipt to show the currency rates.

34. GAS CNT - Number of gallons pumped (in case of gallonage PLUs) printed on receipt.

35. GAS AMT - Price per gallon (in case of gallonage PLUs) printed on receipt.

36. SCPN AMT - Store Coupon amount printed on receipt.

37. TAX TOTAL - Total combined taxes charged for this sale(when single tax line is printed.)

38. BFWD - (Balance Forward) printed on guest check and displayed above amounts carried forward in a check-tracking environment.

39. CKPD - (Checks Paid) printed on guest check and displayed above amounts carried being paid in a check tracking environment.

40. SIGN ON - Displayed when a clerk press TIME IN/OUT key to clock in.

41. CHANGE - Displayed above change amount.

42. TIME IN - Displayed when a clerk clocks in.

43. SUBTOTAL - Displayed when SUBTOTAL key is depressed.

44. COUPON - Displayed above coupon amount when coupon key is depressed.

45. NON-ADD # - Prompt displayed for compulsory non-add entry.

46. OPEN AMOUNT - Prompt displayed after PLU code is entered for PLUs programmed as open.

47. POST TENDER - Displayed while performing post-tender operations.

48. INS PAPER - Prompt displayed when validation is required.

49. VALIDATION! - Prompt displayed if you try and ignore the one above.

50. ADD CHECK - Displayed when add check feature is finished.

51. TRANS CHECK - Displayed when transfer check feature is finished.

52. SIGN ON - Displayed when the keylock is in the REG/VOID position and a clerk is signed off.

53. VD MODE - Displayed when the keylock is in the VOID position.

54. OFF MODE - Displayed when the keylock is in the OFF position.

55. REG MODE - Displayed when the keylock is in the REG position.

56. X - Displayed when the keylock is in the X position.

57. Z - Displayed when the keylock is in the Z position.

58. PGM - Displayed when the keylock is in the PGM position.

59. S MODE - Displayed when the keylock is in the S position.

60. X REG MODE - Displayed when the keylock is in the X position and the register is in the middle of transaction.

61. CRR1 CHANGE - Printed to denote currency conversion change at rate 1.

62. CRR2 CHANGE - Printed to denote currency conversion change at rate 2.

63. VOID MODE - Printed at the top of receipt created while in VOID mode.

64. TRAIN MODE - Printed at the top of receipt created while in VOID mode.

Error Message Definitions

1. BUFF. FULL - The buffer for check has reached capacity.
2. REQ AMOUNT - This operation requires an amount entry.
3. NO PLU! - The number entered is not a valid PLU.
4. HALO OVER - The amount entered exceeds the programmed HALO.
5. INACTIVE! - The key pressed is inactive or VOID mode is inactive.
6. F-STAT ERR - Function key status is wrong.
7. REQ GAL AMT - This entry involves a gallonage PLU, and requires an amount entry.
8. NEGATIVE - This sale has gone negative. Negative sale is not allowed.
9. REQ COND! - This item has been programmed to require a condiment entry.
10. NOT PGMMED! - This key has not been programmed.
11. OVERRIDE X - The keylock has to be moved to the X-Mode in order to override an HALO amount, or other restriction.
12. NO OVERRIDE - X-Mode override is allowed.
13. NO MANUAL - Manual entry is allowed (scale function).
14. SYS-OPN ERR - System option is wrong.
15. OPEN DRAWER - The register has been programmed not to operate with the cash drawer open.
16. NO LINK PLU - Number of linked PLU is over 20 or linked PLU is not found.
17. NO SINGLE! - This PLU has been programmed as a single items PLU and can not be used within a sale.
18. REQ NONADD# - This operation requires the entry of a Non-Add number.
19. ZERO AMT - The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.
20. REQ ADDCHK - Not used currently.
21. REQ R/A! - The operator is in the middle of a received on account operation, which requires a final depression of the R/A key to finalise the operation.
22. REQ P/O! - The operator is in the middle of a paid out operation, which requires a final depression of the P/O key to finalise the operation.
23. REQ VALID - This operation requires validation.
24. REQ EAT-IN - This operation requires a depression of EAT-IN, TAKE-OUT or DRIVE-THRU keys.
25. REQ SCL PLU - Not used currently.
26. REQ SCALE - This item requires an amount entry via SCALE key (either auto or manual)
27. K-PRN FAIL The kitchen printer has failed to respond.
28. SEQ.ERROR - The preceding key sequence is not allowed.
29. REQ TARE# - This PLU/scale item requires a tare weight entry.
30. CASH-I-OVER - The Programmed Cash-In-Drawer limit has been exceeded.

31. REQ SUB KEY - The SUBTOTAL key must be depressed before continuing.

32. CHECK# AUTO - The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.

33. REQ TABLE# - Table number entry is required to open a guest check.

34. REQ GUEST# - The operator must enter the number of guests when opening a guest check.

35. NOT DISCNT - The preceding entry is discountable.

36. NO SAME CLK - The clerk attempting to open this guest check is not the original clerk who started the guest check.

37. NO DATA - The PLU can not be found. This message is displayed other than REG mode.

38. NO CHECK # - The check can not be found.

39. COMP XMODE! - This operation requires the keylock to be turned to the X position.

40. CHANGE BACK - Money has declared for received on account..

41. USING! - The check is being used.

42. OFF LINE! - IRC communication is off line.

43. NOT READY! - Remote printer is not ready.

44. NOW REAL! - Not used currently.

45. CLK INT ERR - An error has occurred while clerk interrupt.

46. SIGN OFF - Current operator has to sign off to sign on another operator if sign on method is using clerk secrete code.

47. REQ DEPT LK - Department link is compulsory.

48. REQ GRP LK - Group link is compulsory.

49. HALO ERROR - The number length is differing that is defined in the NS key HALO.

50. TENDER AMT - Amount is compulsory at tender.

51. SYSTEM ERR - Normal error.

52. RANGE OVER - The number entered is out of range.

53. E MODE - The keylock is in the wrong position.

54. OPERATION! - The operator has used an illegal key sequence.

55. BAD VALUE - The number entered is wrong.

56. DUPLICATE - The check is already exist.

57. REQ SIGNON - Sign on required.

58. PAPER END - The guest check printer has reached the end of the form.

59. MEMORY FULL - Memory is full.

60. BAD FUNC - Memory file number is wrong.

61. BUSY - Destination register is busy.

62. M&M ERR - An error has occurred while mix and match operation.

63. NOT ZERO - The PLU operator attempts to delete has sale count/amount.

64. NO DRAWER! - The drawer is no longer attached and is required in order to continue.

65. NO PAPER - Slip printer is out of paper.

66. REQ WASTE - The operator is in the middle of a waste operation, and must depress the WASTE key in order to complete the operation.

67. REQ P/BAL - The register has been programmed to operate as a pre-check machine, and requires a previous balance entry.

68. REQ CHECK# - This register has been programmed to allow manual check number entry to begin a guest check transaction.

69. REMOV PAPER - Validation is complete and the form must be removed.

70. REQ CA DEC - Cash declaration has been programmed as compulsory, and must first be performed before reports may be generated.

71. CRC ERROR - An error has occurred in block checksum.

72. ZERO PRICE - Zero price item sale is not allowed.

73. ERROR - General error message.

SER-6500/40 PGM COMMAND

15	PROGRAM SCAN
40	P-MODE OPTION PGM
50	PRINTING OPTION PGM
60	PERIPHERAL OPTION PGM
70, 71, 75	FUNCTION KEY STATUS PGM
72	TAX PROGRAMMING
80, 81	FUNCTION KEY DESCRIPTOR PGM
90, 91	FUNCTION KEY HALO PGM
95	MACRO PGM
100	DIRECT PLU ADD / MODIFY
110	DIRECT PLU DELETE
120	DIRECT PLU STATUS PGM
121	DIRECT PLU PRICE PGM
122	DIRECT PLU DESCRIPTOR PGM
123	DIRECT PLU LINK PLU PGM
124	DIRECT PLU LINK DEPT. PGM
125	DIRECT PLU LINK M&M PGM
126	DIRECT PLU KP PGM [00]
200	BATCH PLU ADD / MODIFY
210	BATCH PLU DELETE
220	BATCH PLU CLEAR
230	RUN BATCH PLU
300	DEPARTMENT ALL PGM
320	DEPARTMENT STATUS PGM
321	DEPARTMENT PRICE PGM
322	DEPARTMENT DESCRIPTOR PGM
324	DEPARTMENT LINK GROUP PGM
326	DEPARTMENT KP PGM [00]
400	NON-PLU PGM [40]
500	PLU PLACEMENT PGM
600	SET MENU PGM
700	MIX & MATCH TABLE PGM
800	CLERK CODE PGM
810	CLERK DESCRIPTOR PGM
820	CLERK STATUS PGM
830	LABOUR GROUP DESCRIPTOR PGM
900	GROUP DESCRIPTOR PGM
910	GROUP STATUS PGM
930, 935	KP / KV ROUTE PGM [00]
940	KP / KV DESCRIPTOR PGM [00]
1000	FINANCIAL MESSAGE PGM
1010	DISPLAY MESSAGE PGM
1020	ERROR MESSAGE PGM
1030	CLERK MESSAGE PGM
1100	LOGO PGM
12XX	STRING REPORT PGM
1300	TIME SCHEDULE PGM
1350	MENU LEVEL SCHEDULE PGM
1400	TIME & DATE SET
1401	DATE SET
1402	TIME SET
9999	PROGRAM DOWNLOAD