SAM4S

SPS-2000 System Cash Register AU

S-Mode and REP-Mode Programming Manual

Version 1.3 (Apr 12)
Based on Firmware: v 1.03l

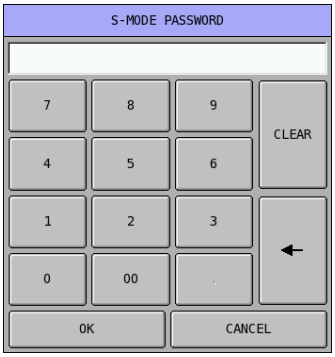
Contents

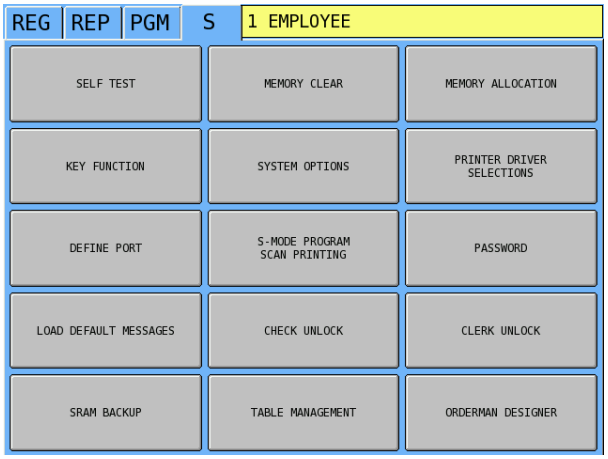
S-Mode Programming

S-Mode Programming Screen

CAUTION: S-Mode functions are reserved for dealers who setup and service the ECR. The user will not normally perform S-Mode functions.
The procedures described in this section are security sensitive. Many S-Mode functions, including memory clearing and memory allocation, may cause damage or loss if they are performed without first backing up register data.

☞ To go to **S-Mode**, tap **S** tab on top-left area of the display. The **S-Mode** screen will come up with "**S-MODE PASSWORD**" entry screen. Enter password (write your password here) by tapping the number then followed with **OK**, you will see screens displayed like below.

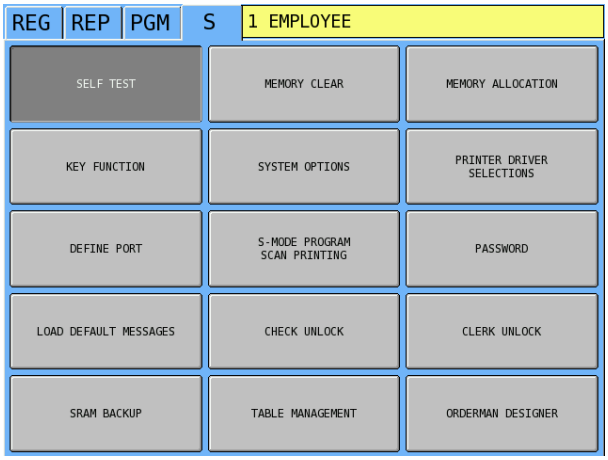


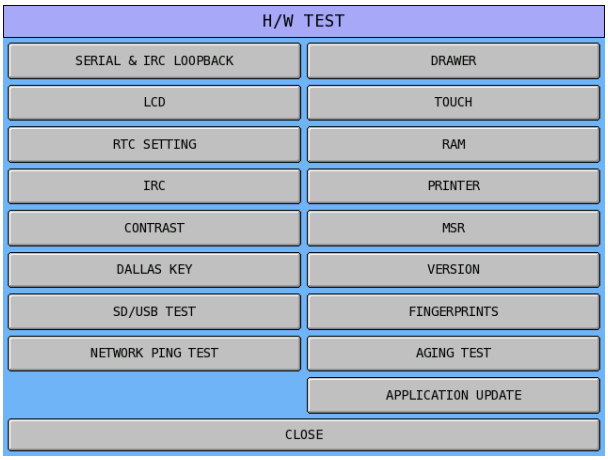


Self Test

This section is about the procedures that used to perform diagnostic test on the ECR. The integrity of peripherals is tested at this stage.

☞ Tap **SELF TEST** from the **S-Mode** main screen to display the **H/W TEST** screen.

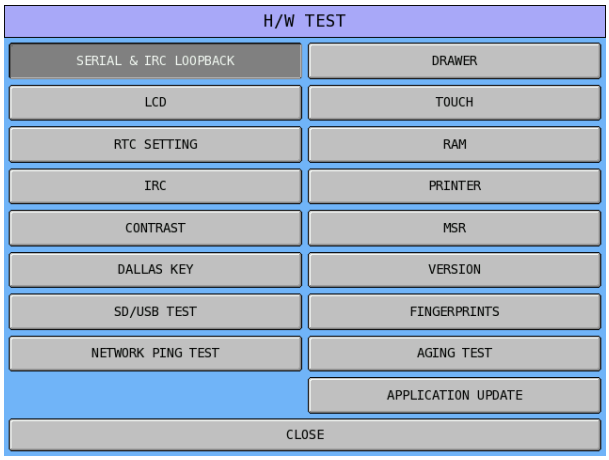


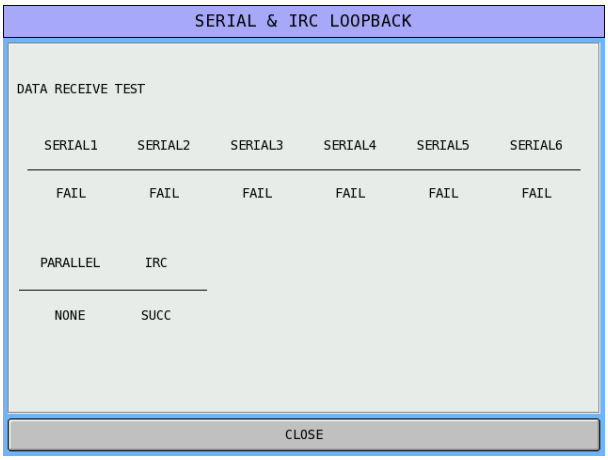


Serial & IRC Loop Back

This is a diagnostics test for the serial port. Special Loop Back Connections are required.

☞ Tap **SERIAL & IRC LOOPBACK** button from the **H/W TEST** screen and test will start automatically. When finished, tap **CLOSE** to go back to **H/W TEST** screen.

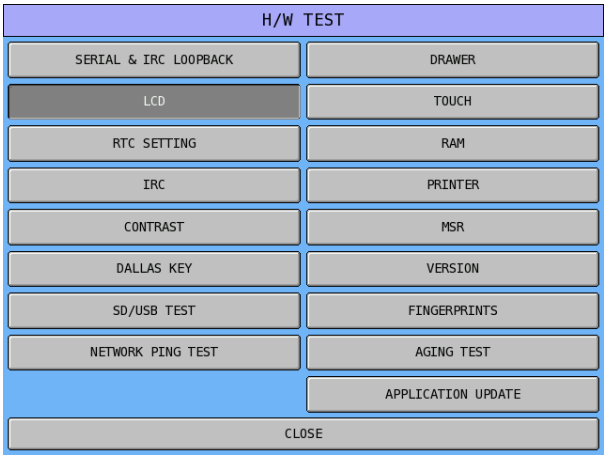


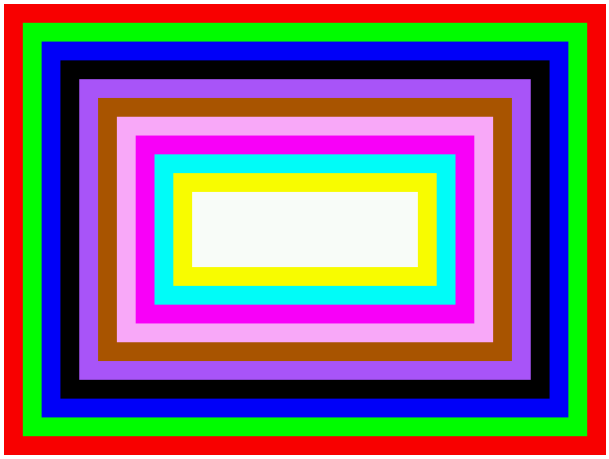


LCD

This will test the integrity of the display.

☞ Tap **LCD** button from **H/W TEST** screen and test will start automatically. The test will pause when right-hand side image is showing on the display. By tapping the screen, the colour will change in red → green → blue → white sequence, then back to **H/W TEST** screen.

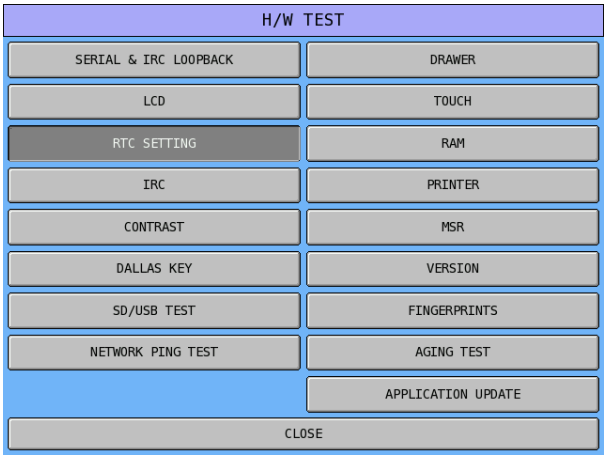


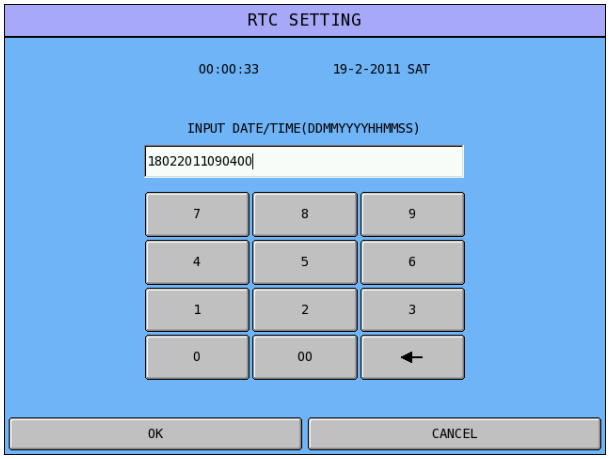


RTC Setting

This is the **R**eal **T**ime **C**lock setting in the service mode.

☞ Tap **RTC SETTING** button from the **H/W TEST** screen then goes to **RTC SETTING** screen. Enter date in DDMMYYYY then time in HHMMSS (HH based on 24 hour format), then OK to set the RTC and back to **H/W TEST** screen. Press "←" button to go back and remove the wrong digit.

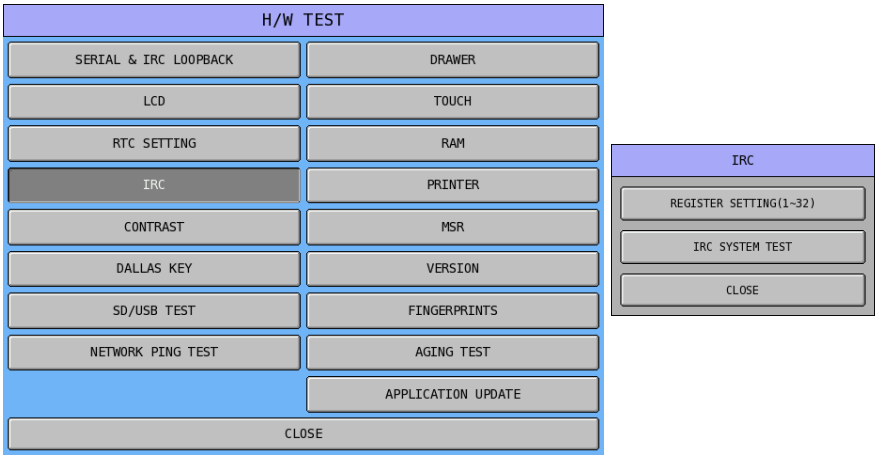




IRC

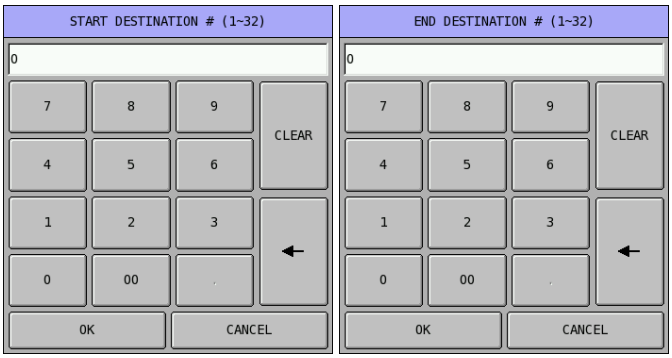
This will test the Ethernet based **I**nter **R**egister **C**ommunication, helping to determine that all ECR's are connected.

☞ Tap **IRC** button from the **H/W TEST** screen then the IRC window will pop-up with **REGISTER SETTING(1~32)** and **IRC SYSTEM TEST** to choose.



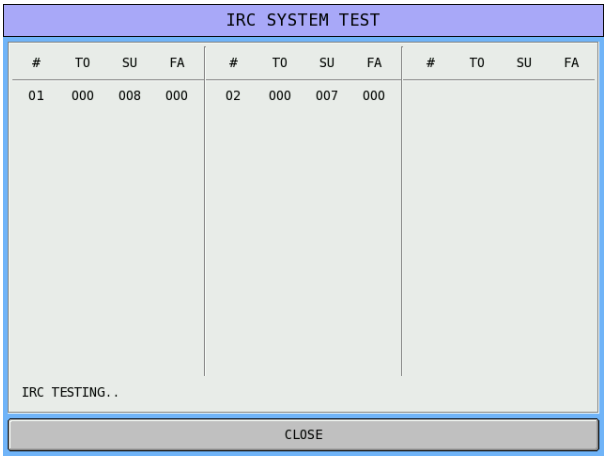
☞ If not sure what the register number is, tap **REGISTER SETTING(1~32)**, then the numeric pad for **REGISTER SETTING # (1~32)** will pop-up. Enter the register number here, followed with **OK**, the numeric pad will close and back to previous screen.

☞ By tapping **IRC SYSTEM TEST**, the **IRC SYSTEM TEST** will pop-up with numeric pad for entering Start (first) and End (last) register for the test. The test will start automatically afterword.



Below is an example screen shot of **IRC SYSTYEM TEST**. In the image, **#** is register number; **TO** is the number of times of **T**ime **O**ut; **SU** stands for **Su**ccess; and **FA** stands for **Fa**il.

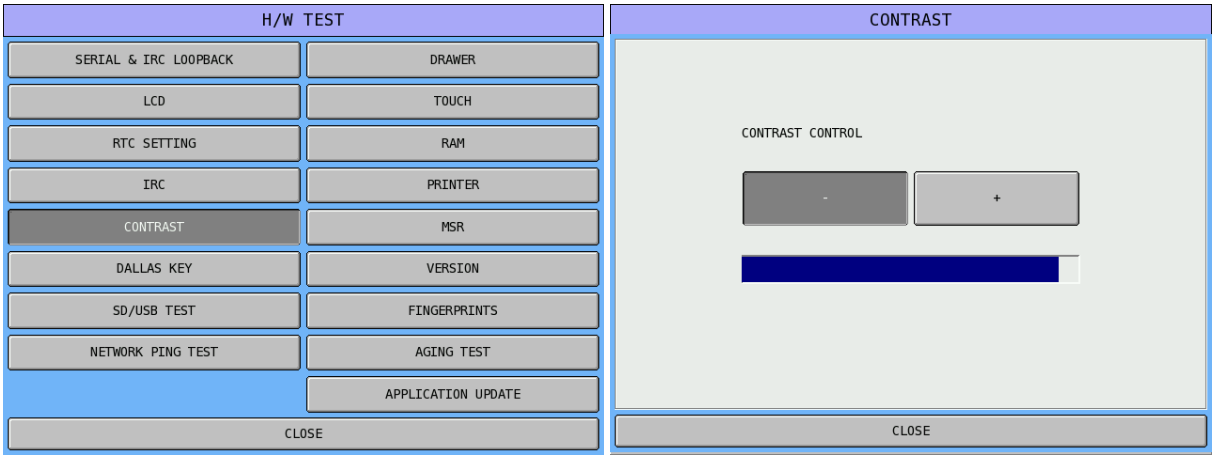
☞ Tap **CLOSE** to exist the IRC Test when the test result is success or fail with further check is needed.



Contrast

Here is place you can adjust the display contrast.

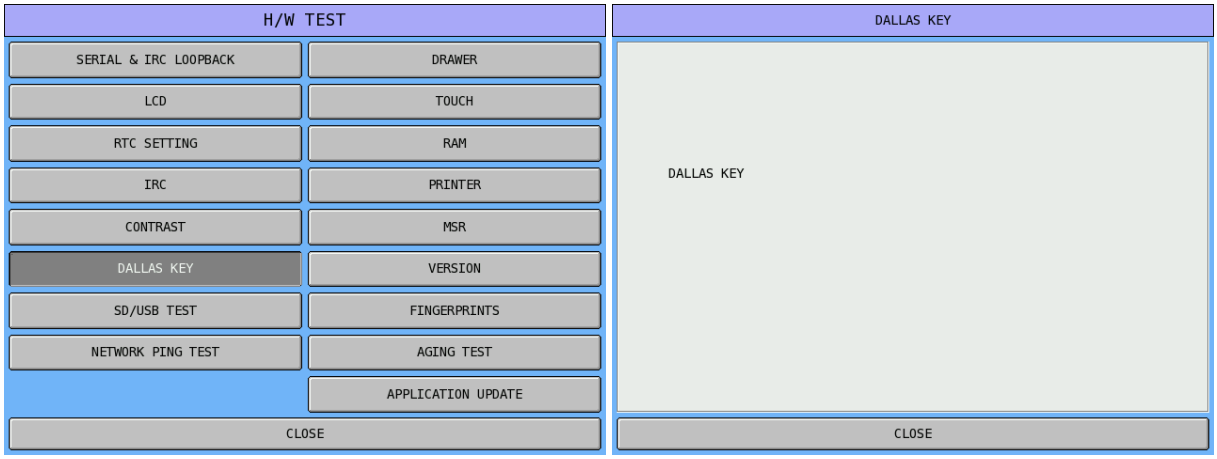
☞ Tap **CONTRAST** button from the **H/W TEST** screen and adjust screen will appear. Tap **-** or **+** to decrease or increase contrast of screen. Tap **CLOSE** to exit after satisfy with the result.



Dallas Key

Here is the place to test the Dallas key. Dallas Key is an optional facility, contact your dealer if interest.

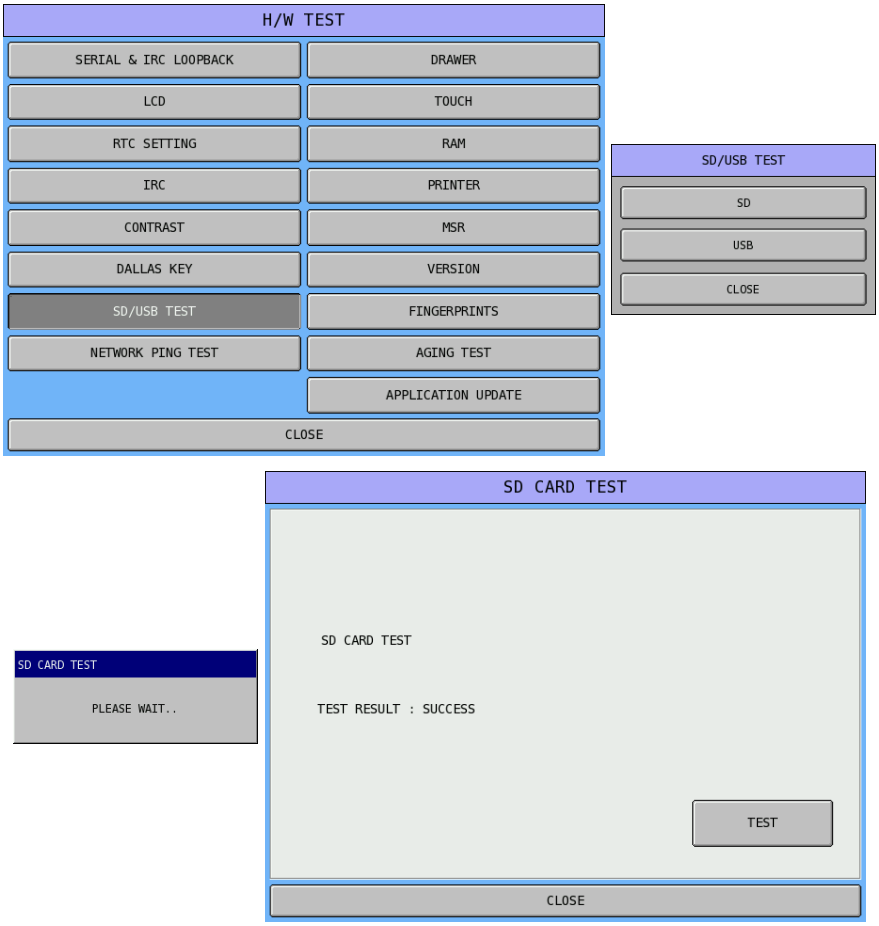
☞ Tap **DALLAS KEY** button from the **H/W TEST** screen and Dallas Test screen will come up. Contact a Dallas key to the Dallas Key sensor to see if the feature is working. Tap **CLOSE** to exit after test is done.

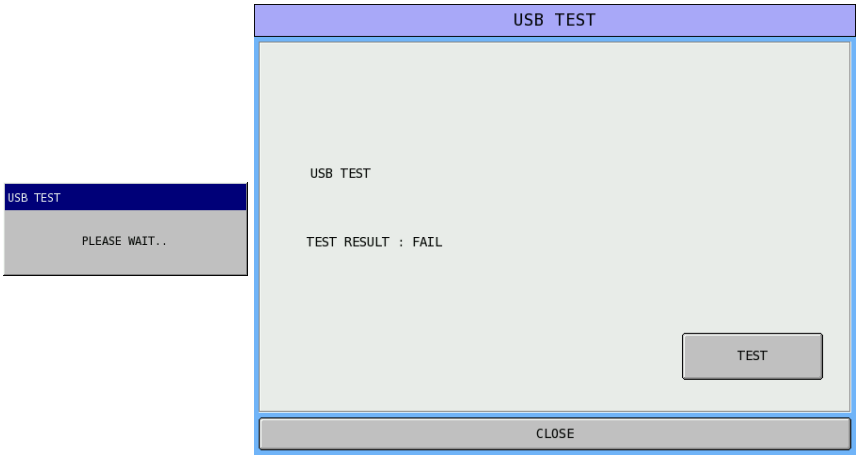


SD/USB Test

Here you can test if our SD Card/USB Drive is working properly.

☞ Tap **SD/USB TEST** button from the **H/W TEST** screen then select which device is to be tested. Tab **TEST** button to start. At the end, tap **CLOSE** to exit.



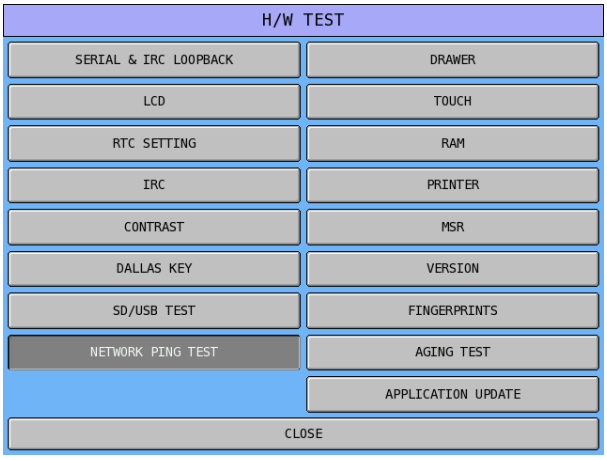


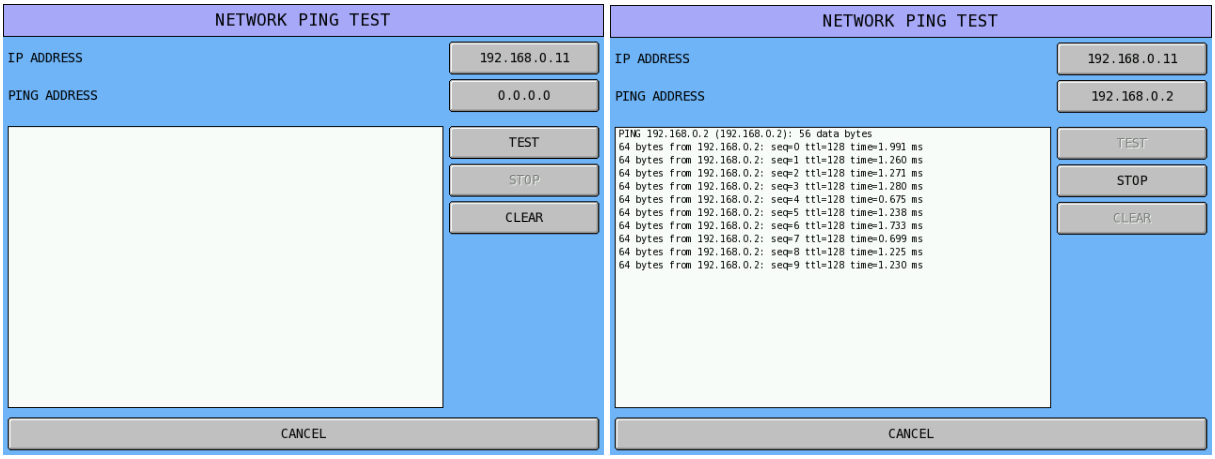
NOTE: When test a USB drive, please wait a moment for ECR to map the memory area. For SD card, only standard SD is supported – size up to 2 GB. An SDHC card will response with a FAIL.

Network Ping Test

Here you can find the IP Address of the ECR and also perform ping test to confirm the network connection between ECRs or to a PC.

☞ Tap **NETWORK PING TEST** button from the **H/W TEST** screen and test will show. Tap **0.0.0.0** button to enter IP Address of target ECR or PC, then tap **TEST** button. Tap **STOP** button to stop the test and **CLEAN** button to clear information screen. Tap **CLOSE** button to exit.

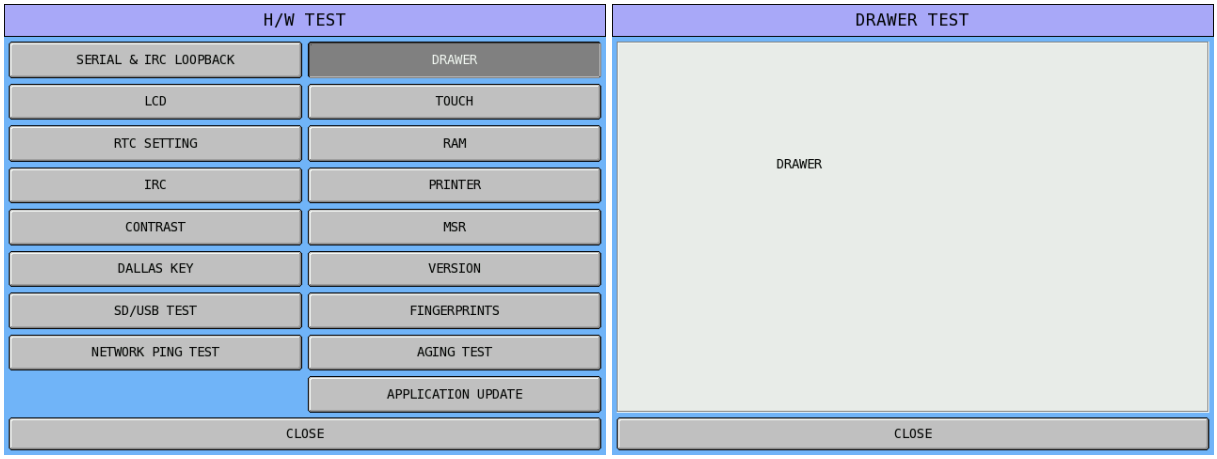




Drawer

This will test the opening of the cash drawers - there are two drawers available with onboard drawer kicker.

☞ Tap **DRAWER** button from the **H/W TEST** screen and test will start automatically. An empty DK port will send CLOSED signal back to system.

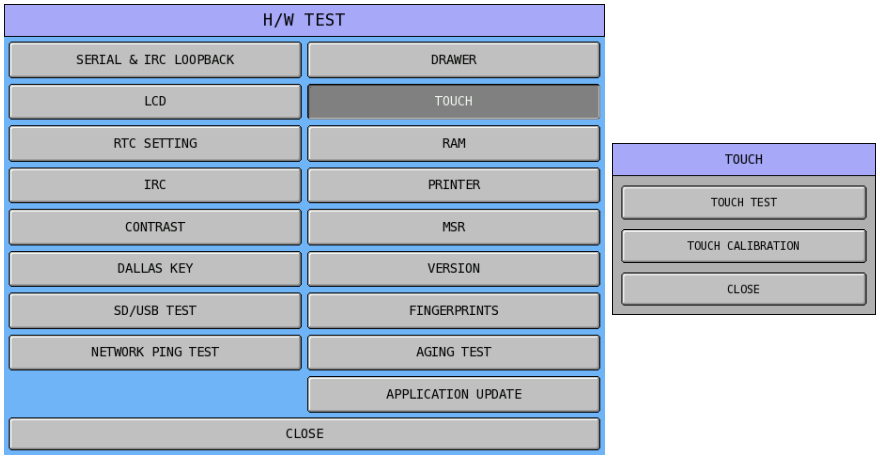


NOTE: This DRAWER TEST only able to test internal DK ports. Cash drawers connect to Printer DK port cannot be tested here.

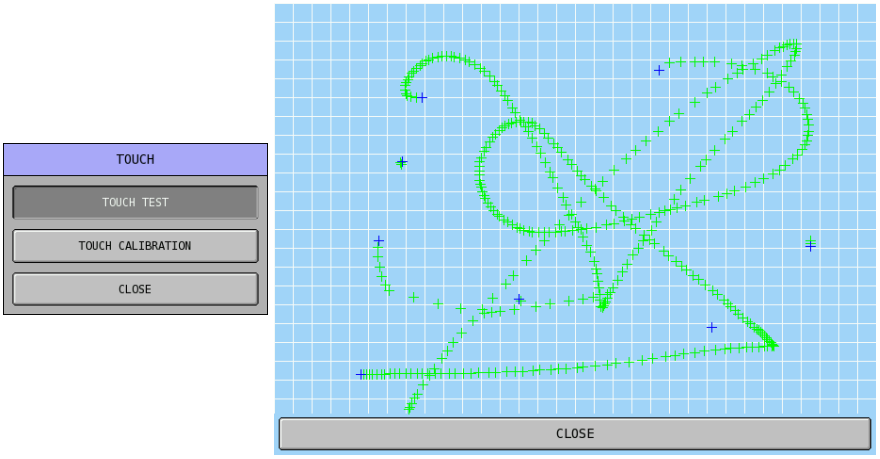
Touch

Here is the place to test your touch screen.

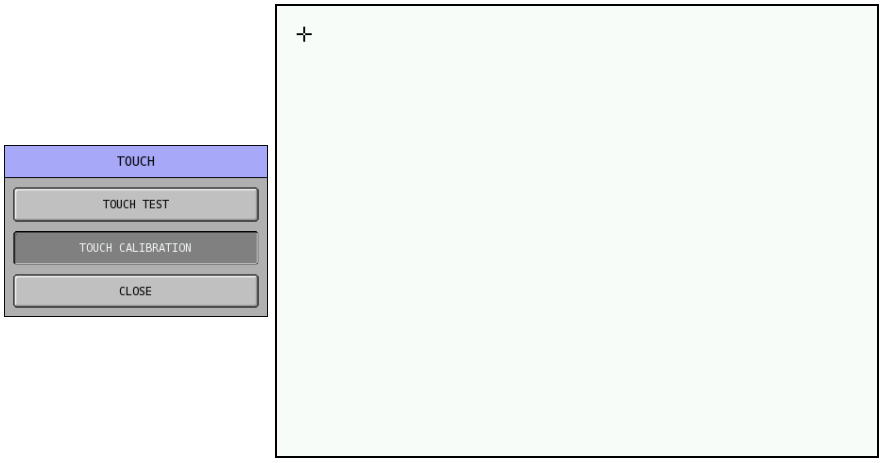
☞ Tap **TOUCH** button from the **H/W TEST** screen and a window for selection between **TOUCH** and **TOUCH CALIBRATION** will pop-up.



☞ After select **TOUCH TEST** on the **TOUCH** window, a touch test screen will come up. When test, a BLUE "+" symbol indicates the release of strength from the touch. The continuously GREEN"+" shows the track of continuous touch.



☞ After select **TOUCH CALIBRATION** on the **TOUCH** window, a calibration screen will show with a "+" appear on top-left corner of the screen tap on that, then bottom-left, bottom-right, top-right, and then centre of the screen. Tap on each one after the other. After the + on the centre of the screen is tapped, the calibration procedure is finished and will exit back to **TOUCH** window automatically.

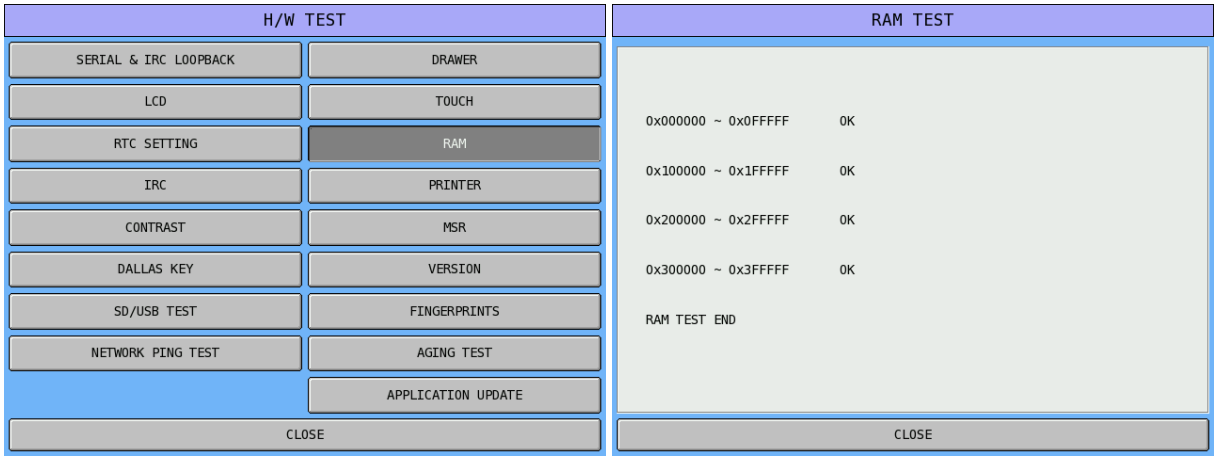


☞ Tap **CLOSE** on the **TOUCH** window to exist to **H/W TEST** screen.

RAM

This will test both reading and writing of the Random access memory.

☞ Tap **RAM** button from the **H/W TEST** screen and test will start automatically. Tap **CLOSE** to exist from **RAM TEST** screen.

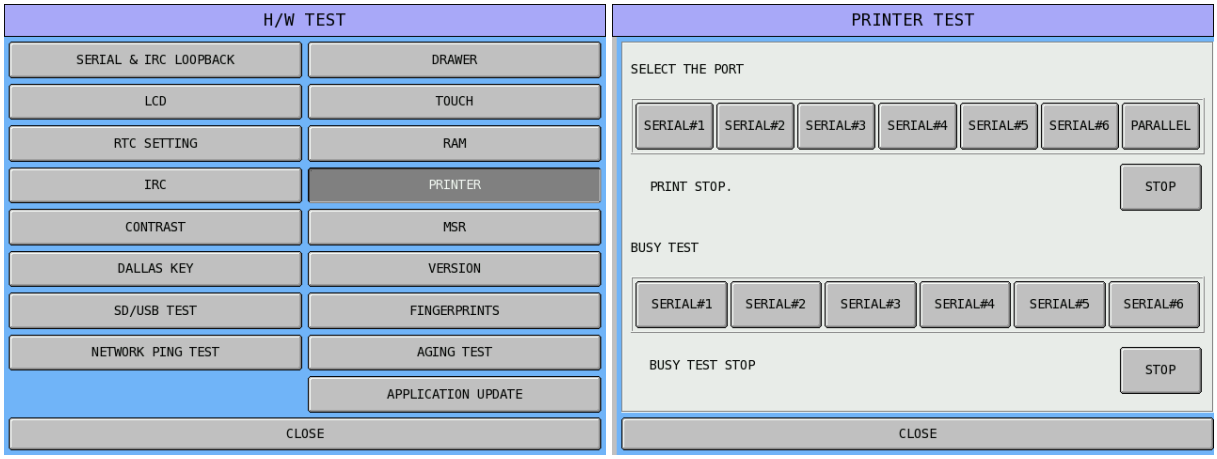


NOTE: This test is non-destructive. Performing this test will not affect the current program or totals.

Printer

This will test any printer connected to each of the SERIAL Ports and/or the PARALLEL port.

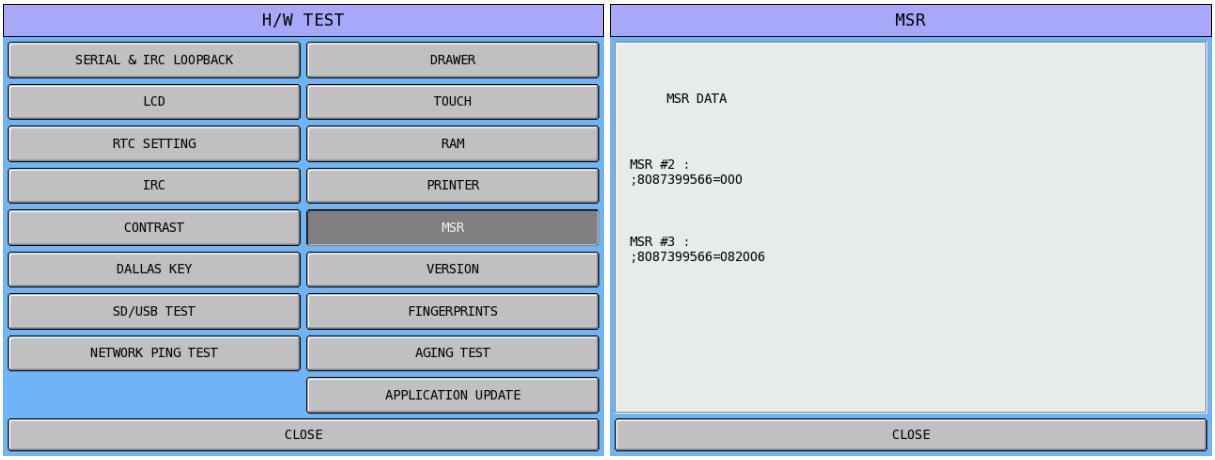
☞ Tap **PRINTER** button from the **H/W TEST** screen and **PRINTER TEST** will start automatically. Tap the port you want to test. When the port has a printer connect with, the test print will start until **STOP** is tapped. An error message will pop-up along with a long beep when the port is empty. Tap **CLOSE** to exit the Printer Test.



MSR

Here is the place to test your **M**agnetic **S**trip **R**eader (**MSR**).

☞ Tap **MSR** button from the **H/W TEST** screen and test screen will show. Swipe a card and track number and the data within will appear on the screen. Tap **CLOSE** to exit when finish.



NOTE 1: Please make sure the card reader is fitted before test on this feature.

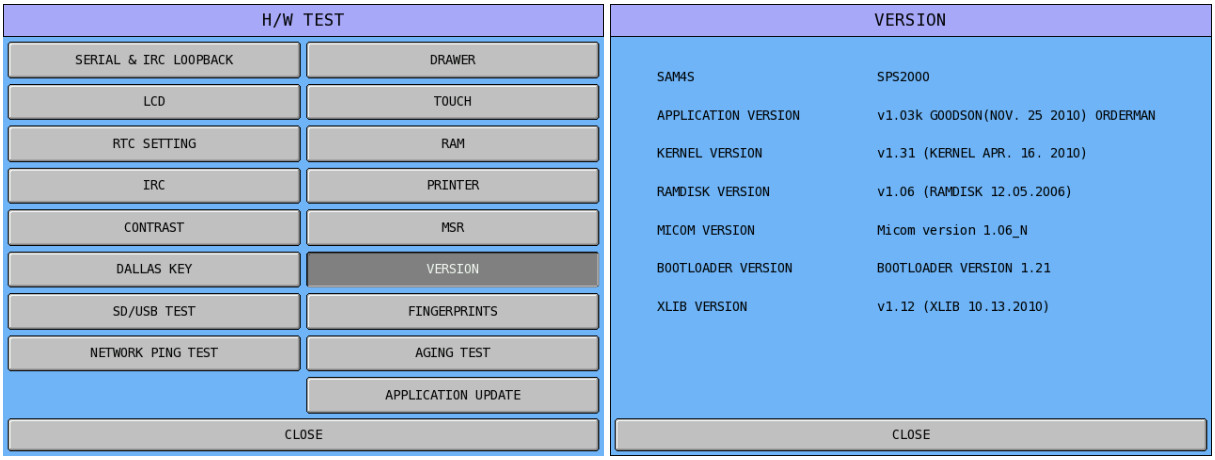
NOTE 2: The ECR has been preset to read data only on Track 2 & 3 as Australia version standard feature.

NOTE 3: If MICOM VERSION can be seen in the next section, make sure the version is ending with "_N". Please contact your dealer if it happens to be different.

Version

This will check and display the current operating version.

☞ Tap **VERSION** button from the **H/W TEST** screen and version information will display on the screen. Tap **CLOSE** to exit.

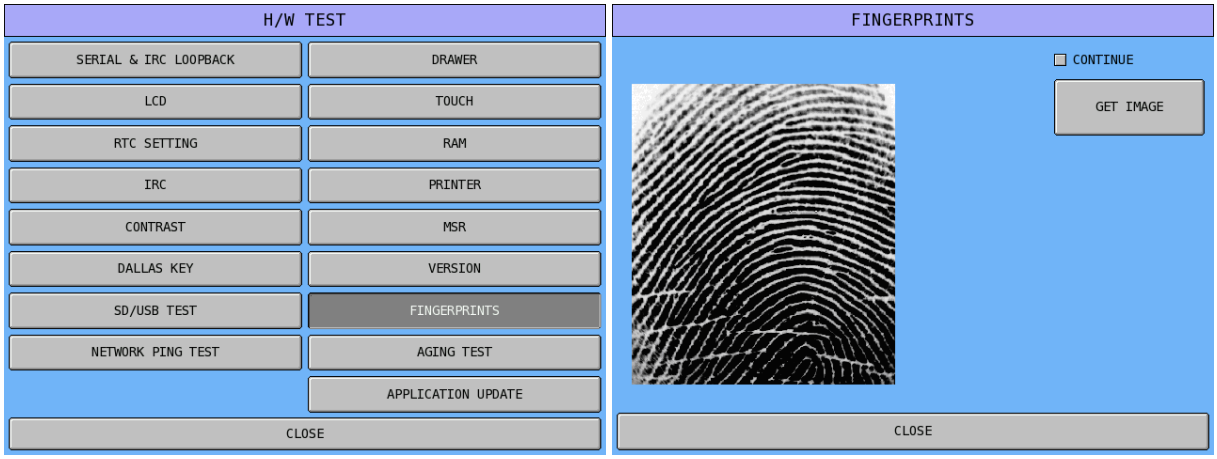


NOTE: Earlier versions do only shows **APPLICATION, KERNEL** and **RAMDISK** version information.

Fingerprints

Here is the place where you can test a fingerprints reader.

☞ Tap **FINGERPRINTS** button from the **H/W TEST** screen and test screen will show up automatically. When ready, tap **GET IMAGE** button, you should see your fingerprint image appear on the screen like below.

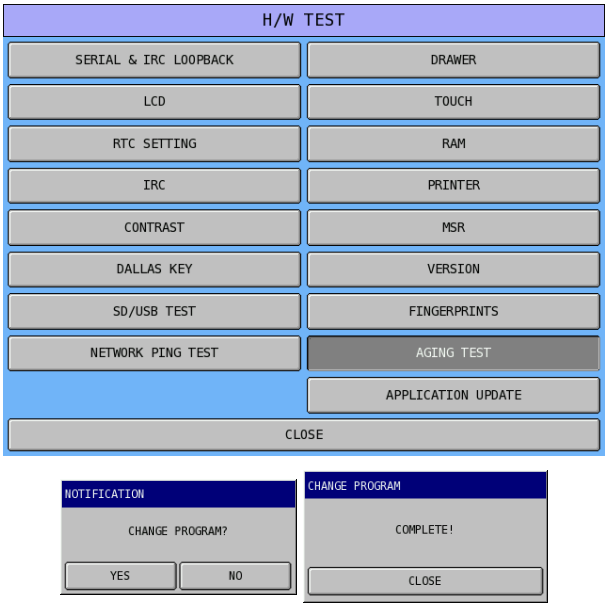


NOTE: Please make sure a fingerprint reader has connected to one of the USB ports at back panel before test on this feature.

Aging Test

Here provides an infinite loop test on ECR. This test is running in different mode, therefore reboots ECR before and after the test is needed.

☞ Tap **AGING TEST** button from the **H/W TEST** screen then tap **YES** button to agree changing program on **NOTIFICATION** window. Tap **CLOSE** to acknowledge the completion on **CHANGE PROGRAM** window.

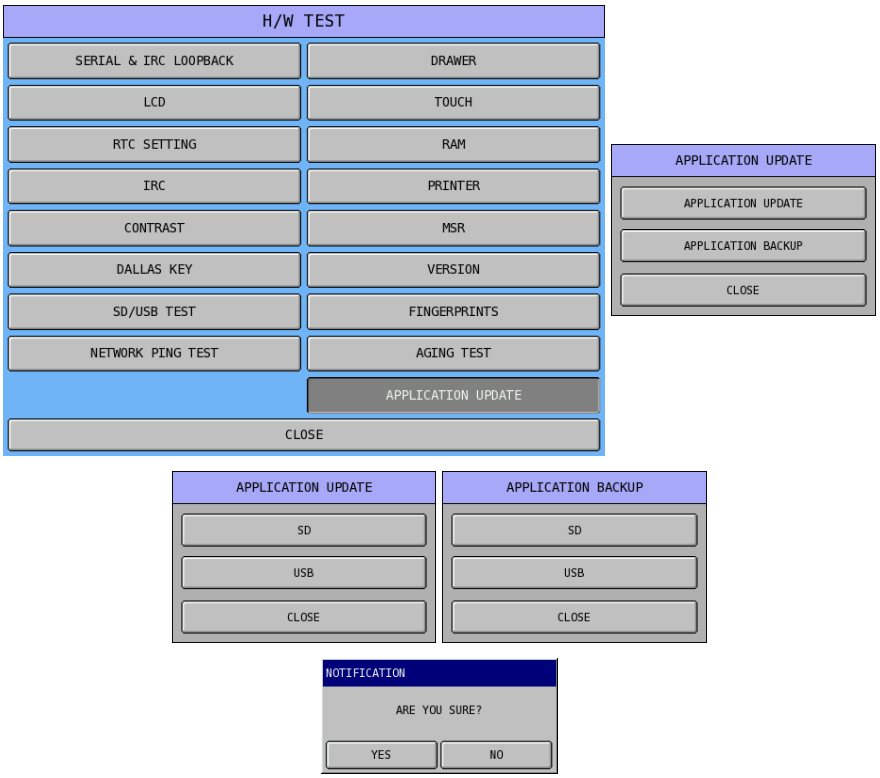


After reboot the ECR, Aging Test will start automatically. To terminate the Aging Test, tap screen until the **AGING PROGRAM** window appear. Tap **CHANGE** button to change program, tap **YES** button to confirm the change, and **OK** button on acknowledge. The screen will then showing **green** colour with a cursor. Reboot the ECR will then go back to normal program.

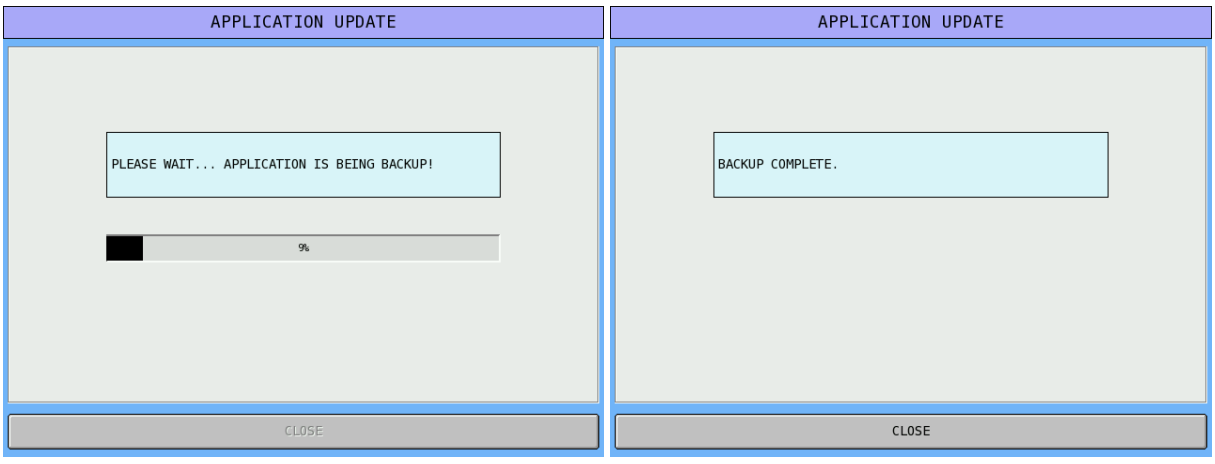
Application Update

With this feature, the application program of ECR can be updated with SD card or USB memory stick. For further detail, please contact you dealer.

☞ Tap **APPLICATION UPDATE** button from the **H/W TEST** screen and the selection between **APPLICATION UPDATE** and **APPLICATION BACKUP** will appear along with **CLOSE**. The next selection is to choose between **SD** card and **USB** memory stick along with **CLOSE**. If select one of the **SD** or **USB**, a NOTIFICATION window will pop-up for further confirmation.



Screen captures of backing up the application

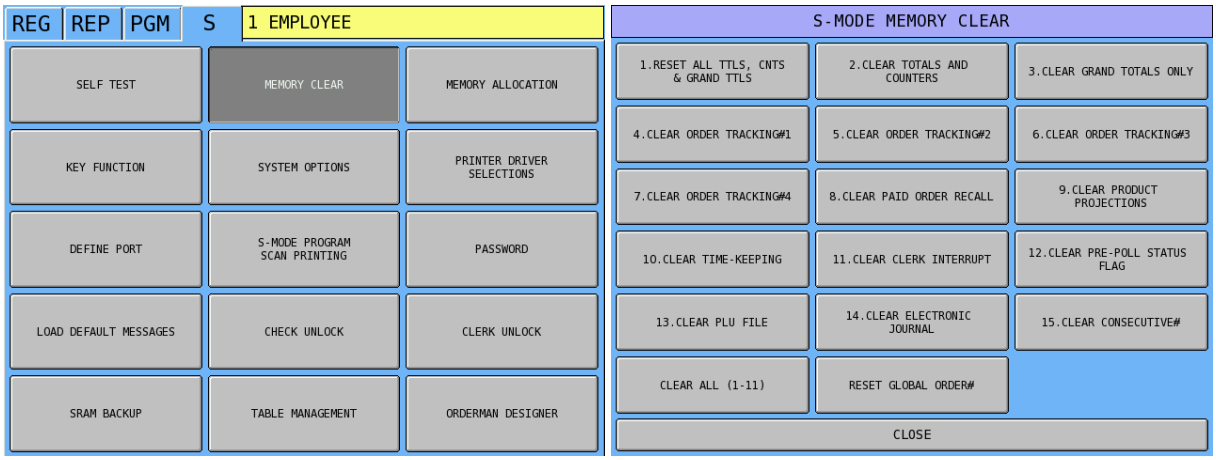


NOTE: For details of file location, please see ---------- for detail.

Memory Clear

This Memory Clear selection allows you to selectively clear various areas of the ECR memory.

☞ Tap **MEMORY CLEAR** from the **S-Mode** main screen to display the **S-MODE MEMORY CLEAR** screen.



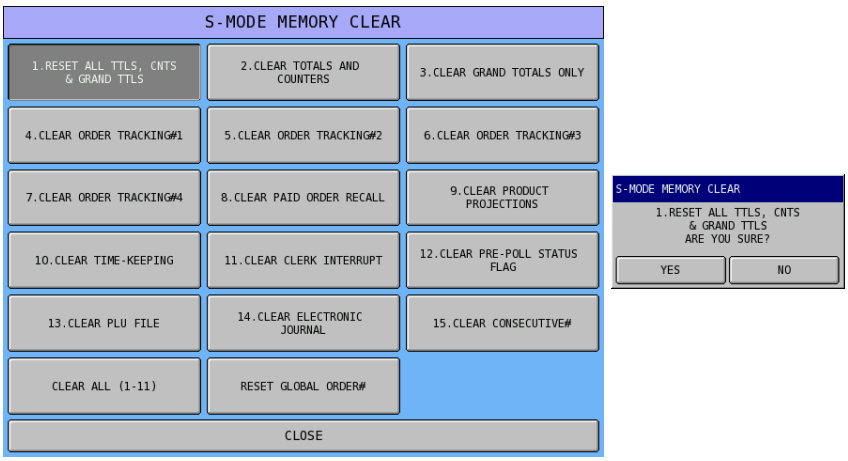
There are totally 16 different types of data can be cleared. Between them, number 1 to 11 can be cleared all at once by tapping **CLEAR ALL (1-11)**.

Memory Clear Options

(1) 1.RESET ALL TTLS, CNTS & GRAND TTLS

This will remove any sales from the reporting memory, clearing all totals, including grand totals.

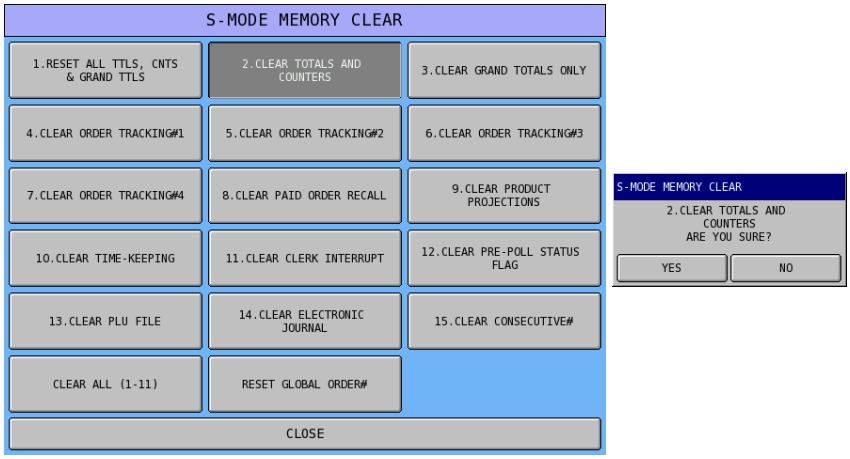
☞ Tap **1.RESET ALL TTLS, CNTS & GRAND TTLS** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(2) 2. CLEAR TOTALS AND COUNTERS

This will clear all sales totals from the reporting memory, excluding grand totals.

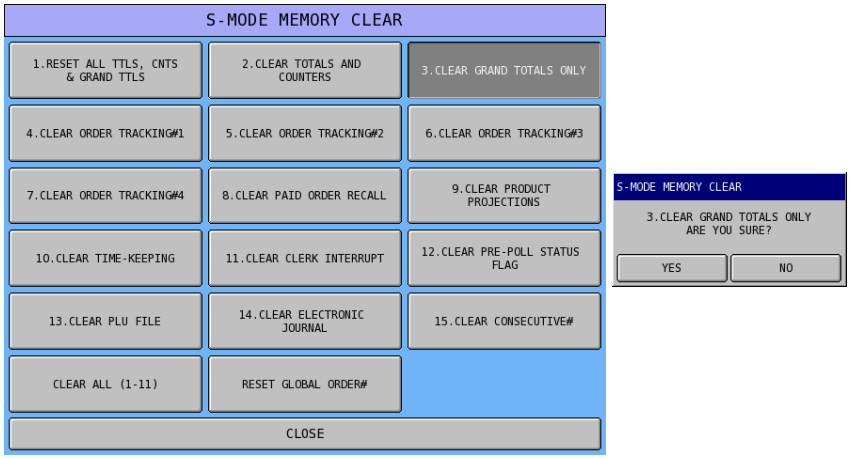
☞ Tap **2.CLEAR TOTALS AND COUNTERS** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(3) 3. CLEAR GRAND TOTALS ONLY

This will clear grand totals only, excluding all other sales totals.

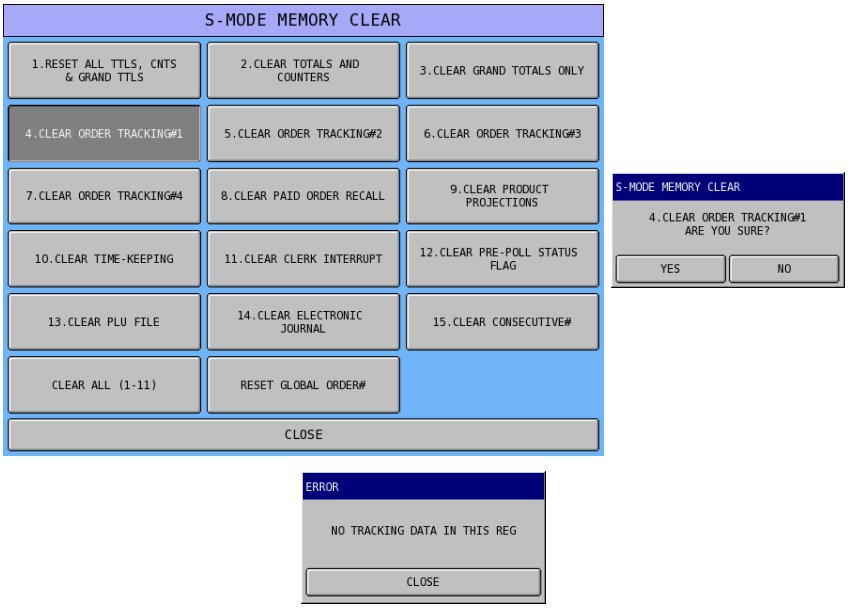
☞ Tap **3.CLEAR GRAND TOTALS ONLY** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(4) 4. ~ 7. CLEAR ORDER TRACKING#1 ~ #4

This will clear the open checks, setting the balance to zero. The PLU sales are still retained for that check on the financial and product reports. This must be done on the ECR set by S-mode options.

☞ Tap one of the 4 **CLEAR ORDER TRACKING#1 ~ #4** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.

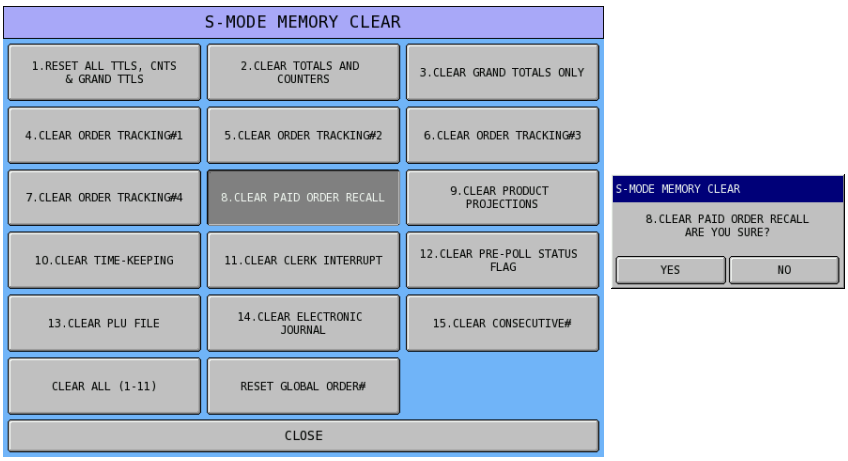


NOTE: When **S-Mode, SYSTEM OPTIONS → OPTION#2 → 10. REG# HOLDS CHECK TRACKING DATA** is not set properly, an error message like above will show along with "beep!".

(5) 8. CLEAR PAID RECALL

This is reset the memory for displaying paid transactions, the information will begin storing again.

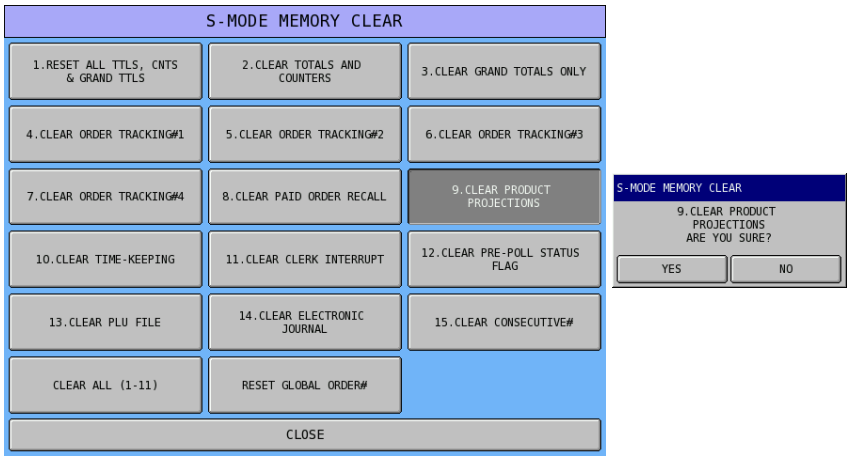
☞ Tap **8.CLEAR PAID RECALL** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(6) 9. CLEAR PRODUCT PROJECTIONS

This will reset any information held in the product mix, sales projection files, which store the product usage, period projection analysis.

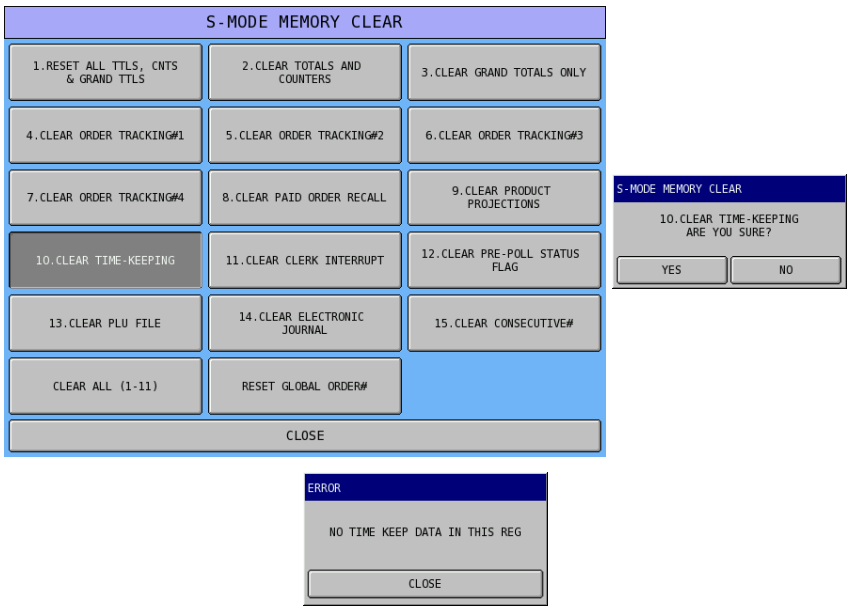
☞ Tap **9.CLEAR PRODUCT PROJECTIONS** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(7) 10. CLEAR TIME-KEEPING

This will reset employee time clock information, remove all hours worked totalizes and labor costing.

☞ Tap **10.CLEAR TIME-KEEPING** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.

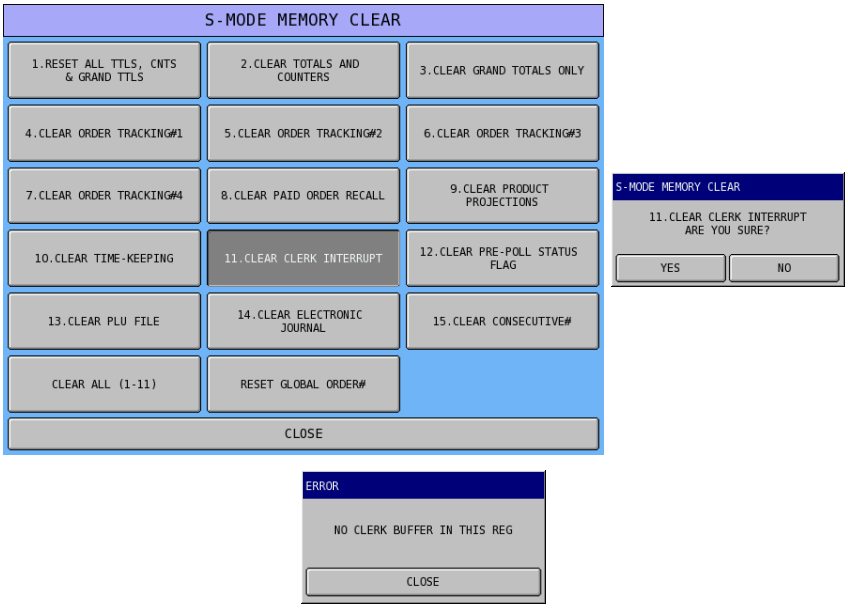


NOTE: When **S-Mode, SYSTEM OPTIONS → OPTION#2 → 9. REG# HOLDS TIME IN/OUT DATA** is not set properly, an error message like above will show along with "beep!".

(8) 11. CLEAR CLERK INTERRUPT

This will remove any sales currently open against an employee.

☞ Tap **11.CLEAR CLERK INTERRUPT** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.

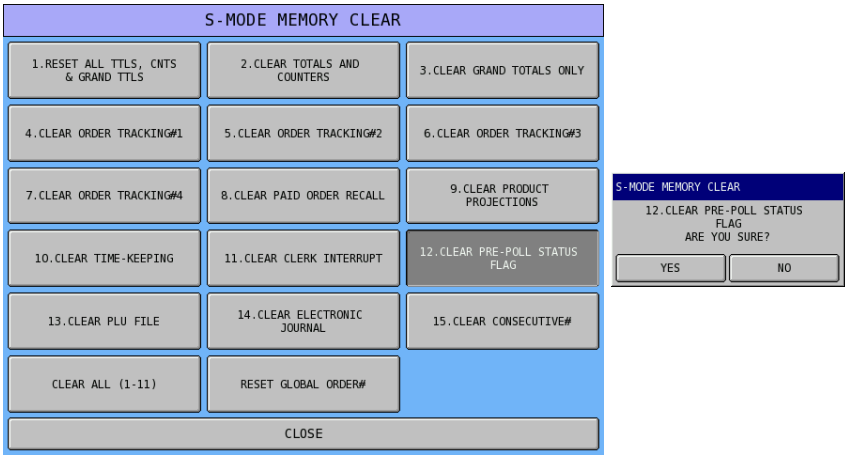


NOTE: When **S-Mode, SYSTEM OPTIONS → OPTION#3 → 13. REG# HOLDS CLERK INTERRUPT DATA** is not set properly, an error message like above will show along with “beep!”.

(9) 12. CLEAR PRE-POLL STSTUS FLAG

If an unsuccessful attempt has been made to consolidate ECRs sales data, the report is flagged as failed. This will remove that flag allowing normal reporting consolidation again.

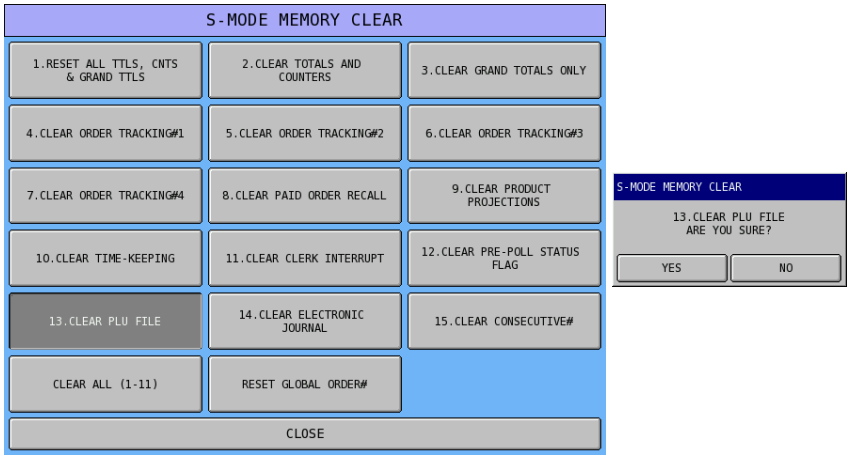
☞ Tap **12.CLEAR PRE-POLL STSTUS FLAG** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(10) 13. CLEAR PLU FILE

This will remove all programmed PLUs from the file, leaving on the basic program.

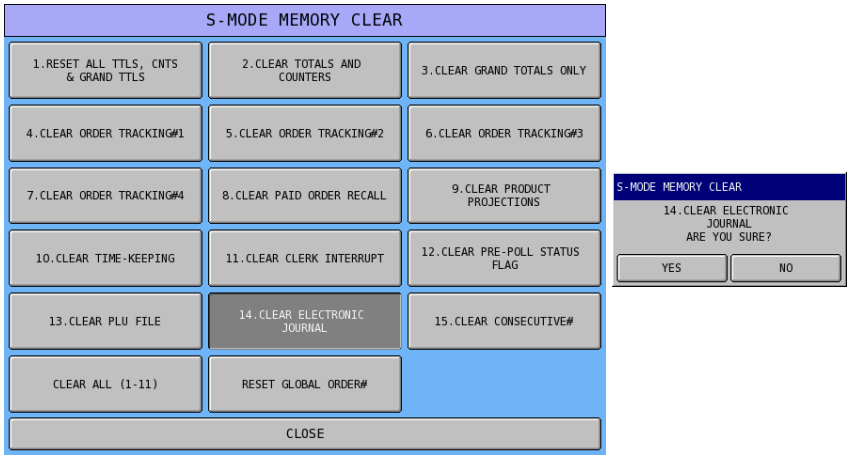
☞ Tap **13.CLEAR PLU FILE** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(11) 14. CLEAR ELECTRONIC JOURNAL

This will reset all sales data held within the electronic journal without printing.

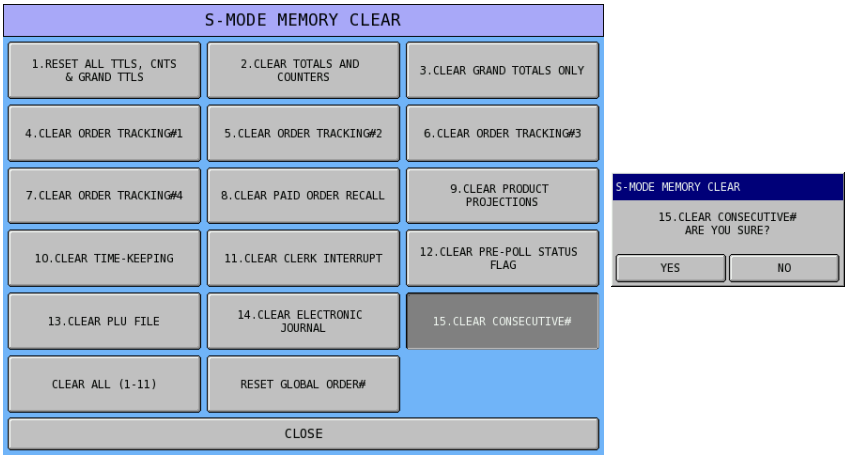
☞ Tap **14.CLEAR ELECTRONIC JOURNAL** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(12) 15. CLEAR CONSECTIVE#

This will reset the receipt consecutive number.

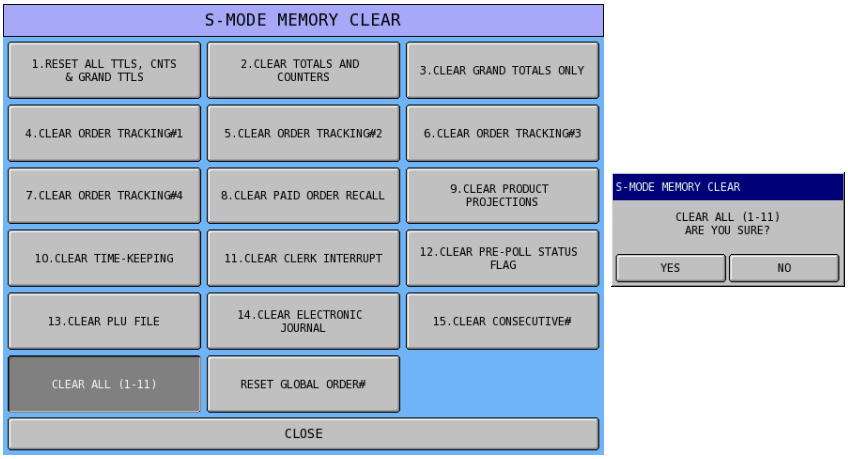
☞ Tap **15.CLEAR CONSECTIVE#**button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.



(13) CLEAR ALL (1-11)

This will clear all sales totals as shown above in options 1–11.

☞ Tap **CLEAR ALL (1-11)** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.

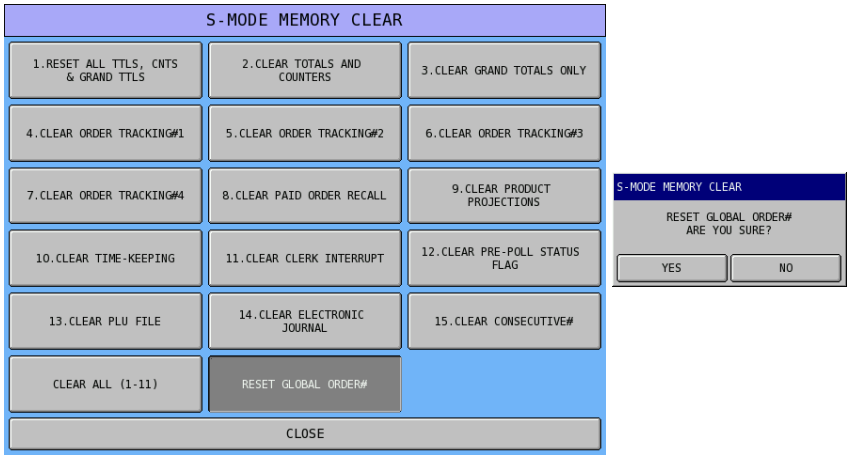


NOTE: When use this feature, no error message will be shown even those settings required for individual feature is not set correctly as explained earlier.

(14) RESET GLOBAL ORDER#

This will reset the global order number to zero.

☞ Tap **RESET GLOBAL ORDER#** button, then tap **YES** button on **S-MODE MEMORY CLEAR** window to confirm the action, **NO** to discard. The action will take place immediately, then jump back to **S-MODE MEMORY CLEAR** screen.

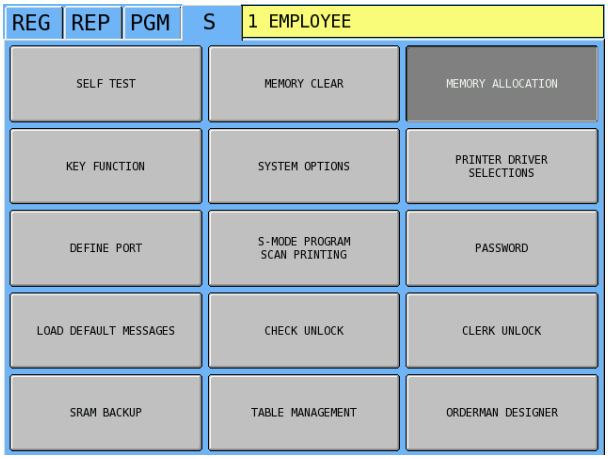


Memory Allocation

CAUTION: The procedures described in this area are security sensitive. Memory is automatically cleared after memory allocation is set. Do not change memory allocation after your system has been installed unless you are aware that all programs, totals and counters will be cleared. Do not share this information with unauthorized users and provide the S-Mode password only to those you may want to perform these functions.

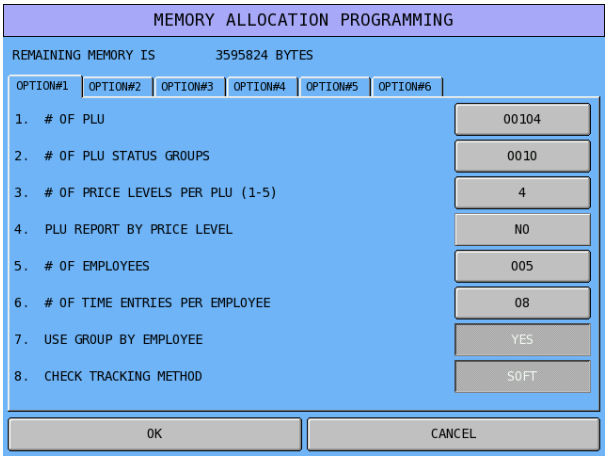
The Memory Allocation is requested when the machine is program reset and default memory allocation is declined. The information can be displayed at any time by selecting **S-Mode → MEMORY ALLOCATION**.

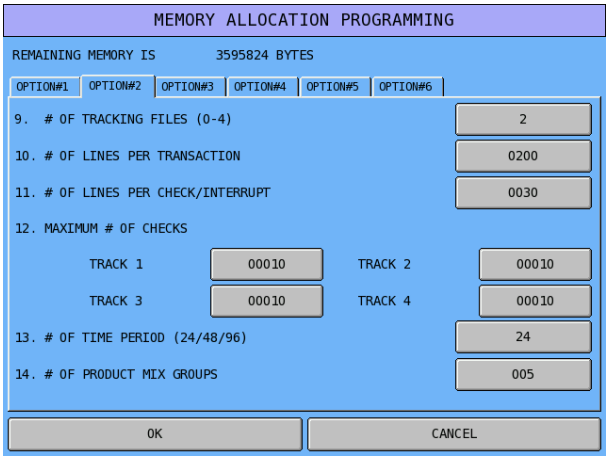
☞ Tap **MEMORY ALLOCATION** from the **S-Mode** main screen to display the **MEMORY ALLOCATION PROGRAMMING** screen.

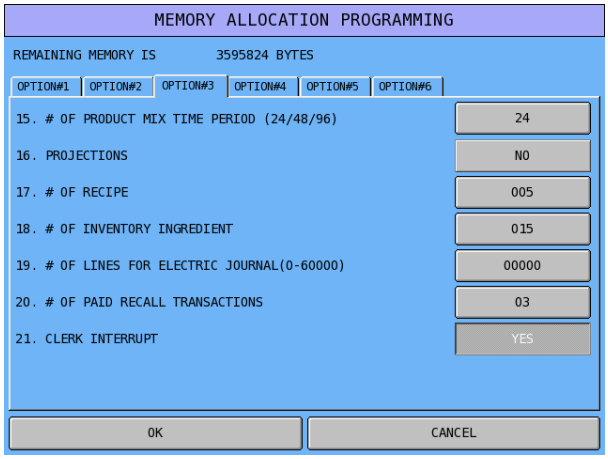


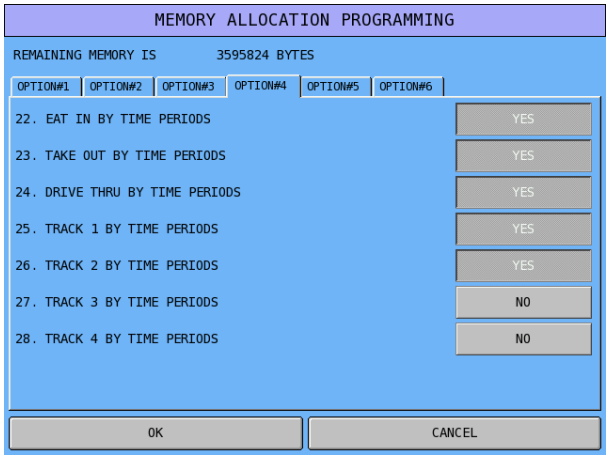
Options are organised under six tabs. Available memory is monitored at the top of the screen. An error message displays if you attempt to allocated features that require more memory than is available.

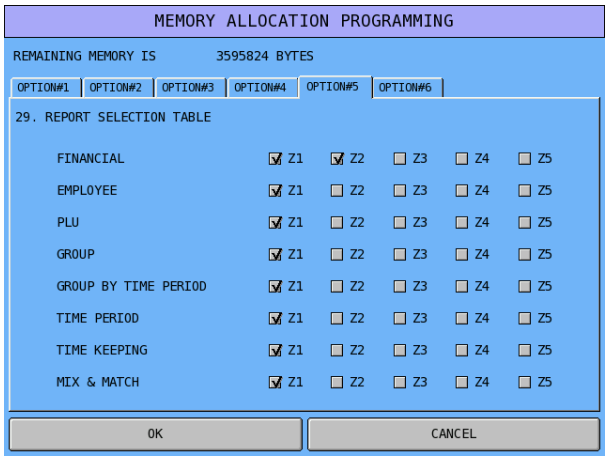
Every entry defines the file size for the ECR; once they have been entered they are fixed and cannot be changed without program resetting the machine. When IRC (Inter Register Communication) feature is enabled, all ECRs within the system have to have identical memory allocation.

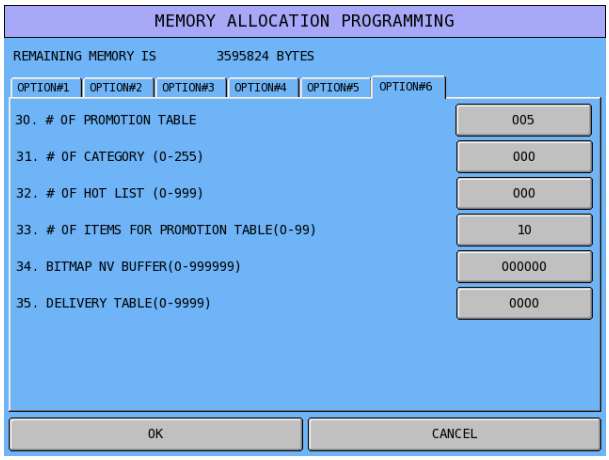












Memory Allocation - Definitions

Tab	#	Item
Option #1	1	**# OF PLU** This is the maximum number of PLUs (Price Look-Ups) you require in the system. Default is **00104**.
	2	**# OF PLU STATUS GROUPS** This is the maximum number of Status Groups. These are used to program common system flags to a group of PLUs and are required by the system. Default is **0010**.
	3	**# OF PLU PRICE LEVELS PER PLU (1 - 5)** This is the number of price levels per PLU. Each product has the ability to use four prices selected from twenty price bands. This allows the user to create a matrix of products, selected for sale using the correct price key. This also provides a detailed report when used with the PLU report by price level. Default is **4**.
	4	**PLU REPORT BY PRICE LEVEL** It is possible to produce a read and reset report listing the sales quantity and value for each of the four prices used per product, also providing an overall analysis of the sales quantities and values for the each price level. Default is **NO**.
	5	**# OF EMPLOYEES** This is the number of operators for the system also including the total number of employees available for the time clock wage calculation feature. In order to produce the optional training financial report, include an additional employee. Default is **005**.
	6	**# OF TIME ENTRIES PER EMPLOYEE** This is the number of times an employee can clock into the system before a daily time keeping reset report is required to be printed. (I.e. the number of shifts per day). Default is **08**
	7	**USE GROUP BY EMPLOYEE** It is possible to produce a report showing specific group values sold per clerk. The option of 30 groups for each individual clerk is available. This allows a specific range of 30 groups to be allocated to clerk 1 and a different range of groups to be allocated to clerk 2 etc.. with the relevant sales reporting available. For further settings, please see **P-Mode**, **EMPLOYEE → GROUPS BY EMPLOYEE** Default is **YES**.
	8	**CHECK TRACKING METHOD: SOFT / HARD** This is the method by which balances can be stored within the system. Soft refers to a complete detailed analysis with all product sales stored and printed. Hard refers to balance only storage. Default is **SOFT**.
Option #2	9	**# OF TRACKING FILES** The norm is to have one tracking file for table detail storage. This however can be increased to four, each running independently. This could be utilised to provide storage for Tables. Bar Check, Room Tabs, etc. Default is **2**.
	10	**# OF LINES PER TRANSACTION** This is the maximum number of products, which can be sold per transaction and must be greater than the number of lines per check/interrupt. Default is **0200**.

Tab	#	Item
	11	**# OF LINES PER CHECK/INTERRUPT** This is the maximum number of product lines that can be stored per check, also when using clerk interrupt this is the number of lines that can be stored per clerk. Default is **0030**.
	12	**MAXIMUM # OF CHECKS** This is the maximum number of checks that can be opened at once. The value you enter here provides that maximum for each of the tracking files independently. For example:- Check file 1 may be used for bar tabs of which 50 are required, whilst check file 2 may be used for restaurant tables of which 200 are required. Default is: TRACK 1: **00010**; TRACK 2: **00010**; TRACK 3: **00010**; TRACK 4: **00010**
	13	**# OF TIME PERIODS (24/48/96)** This is the number of time periods for sales reporting. This can be either 24 - hourly, 48 - ½ hourly, 96 - 15 minutes. Further programming allows suppression and edit of any time report within the chosen range. Default is **24**.
	14	**# OF PRODUCT MIX GROUPS** Product mix groups are used for individual or for a group of products, providing an outer and single unit usage analysis, the analysis is automatically updated when products are sold. Default is **005**.
Option #3	15	**# OF PRODUCT MIX TIME PERIOD (24/48/96)** This is the number of time periods for product mix group sales reporting. This can be either 24 - hourly, 48 - 1/2 hourly, 96 - 15 minutes. Further programming allows suppression and edit of any of the time periods within the chosen range. Default is **24**.
	16	**PROJECTIONS** The product mix usage per time period can be used for define weekly projections of produce usage determining how many of each group have been used per day of the week over four weeks. This is in addition to the normal product usage, analysis report. Default is **NO**.
	17	**# OF RECIPE** Recipes can be used for stock control, When a product is sold; the information will be automatically calculated back through the recipe file in order to deduct the stock from the relevant ingredients. This is the maximum recipes available. Default is **005**.
	18	**# OF INVENTORY INGREDIENTS** This is the maximum number of ingredients required for recipe inventory stock control on the whole system. Default is **015**
	19	**# OF LINES FOR ELECTRONIC JOURNAL** This is the maximum number of lines available for the journal storage area before a reset report is required. One line is needed for each line of normal print. Wrap round reporting can be activated with line by line override of the oldest data. Default is **00000**.
	20	**# OF PAID RECALL TRANSACTIONS** It is possible to the display the last transactions and issue copy receipts. This is the maximum number for recall. Default is **03**.
	21	**CLERK INTERRUPT** This enables the layaway of active sales allowing more than one operator to use the terminal at a time. Default is **YES**.

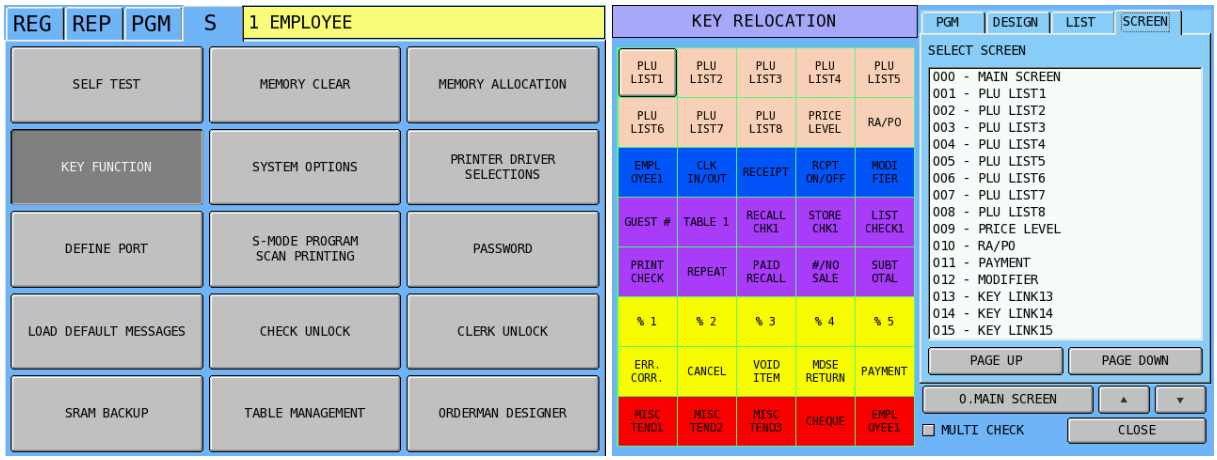
Tab	#	Item
Option #4	22	**EAT IN BY TIME PERIODS** This allows analysis of all eat in sales. The sale total is stored under the analysis heading for reporting on the financial and appropriate time period report. The analysis keys can also be used to change the printer output or tax status for product orders. Default is **YES**.
	23	**TAKE OUT BY TIME PERIODS** This allows analysis of all take out sales. The sale total is stored under the analysis heading for reporting on the financial and appropriate time period report. The analysis keys can also be used to change the printer output or tax status for product orders. Default is **YES**.
	24	**DRIVE THRU BY TIME PERIODS** This allows analysis of all drive through sales. The sale total is stored under the analysis heading for reporting on the financial and appropriate time period report. The analysis keys can also be used to change the printer output or tax status for product orders. Default is **YES**.
	25	**TRACK 1 BY TIME PERIODS** The activity of paid checks can be reported per time period. Default is **YES**.
	26	**TRACK 2 BY TIME PERIODS** Default is **YES**.
	27	**TRACK 3 BY TIME PERIODS** Default is **NO.**
	28	**TRACK 4 BY TIME PERIODS** Default is **NO**.
Option #5	29	**REPORT SELECTION TABLE** This enables activation of five reporting areas for each of the file types shown. The five report areas can be read and reset independently. ***Please see screen for default selections***.
Option #6	30	**# OF PROMOTION TABLE** The register allows promotional tables, discounting products based on the number of products sold and a preset discount amount. Reporting per mix and match table is available. Default is **005**.
	31	**# OF CATEGORY (0-255)** It is possible to connect a smart card reader to the ECR. This memory option provides the ability to allocate categories to the cards. This enables rewarding of specific card holders, for example CATEGORY 1 card holder may require a 10% discount or points gained multiplied by 2 etc.. Each card in use must be linked to a category. Default is **000**.
	32	**# OF HOT LIST (0-999)** It is possible to connect a smart card reader to the ECR. This memory option provides the ability to Hot list stolen or lost cards, the value entered represents how many card references can be stored as hot listed. This file is checked to determine validity when a card sale is attempted. Default is **000**.
	33	**# OF ITEMS FOR PROMOTION TABLE (MIX and MATCH TABLE) (0-99)** This is the maximum number of items that can be used in a promotion table. Default is **10**.

Tab	#	Item
	34	**BITMAP NV BUFFER (0-999999)** The system has the ability to print graphics logos to the internal printer, these are downloaded from the PC directly to the register. Alternatively the system allows graphical image printing on an external printer, where an image number can be selected per product group and printed as vouchers etc. Default is **000000**.
	35	**DELIVERY TABLE (0-9999)** Numbers of default delivery table 1000. You can adjust the number of table here. Currently each table can have up to 48 items for last purchase. Default is **0000**.

Key Function

This **Key Function** section is the place to program and design the "keyboard" of SPS-2000. On SPS-2000, in addition to the main screen (Screen #0 - the default screen) you can display 200 additional screens referred to as **KEY LINK**s. Each Key Link contains up to 40 programmable locations. (Note that the default program pre-defines the first 12 Key Links for PLU lists and various function lists.) Use this program to set function locations on each Key Link.

☞ Tap **KEY FUNCTION** from the **S-Mode** main screen to display the **default KEY RELOCATION** screen.

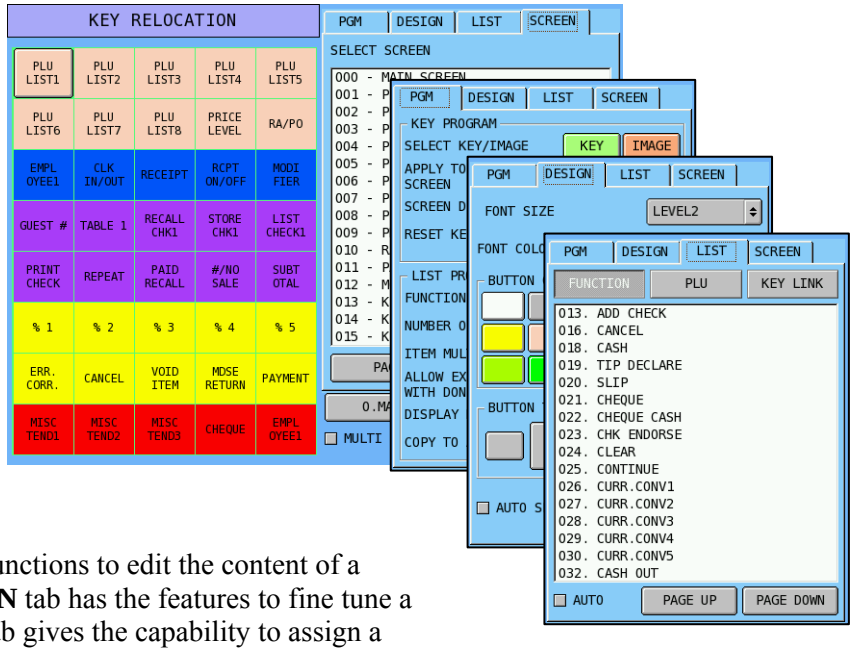


About Key Links

- Key Links have multiple uses. Typically they will be used as a menu screens containing like items such as entrees, appetisers or drinks or condiments. They may also be used to organise function keys such as discounts or type of payment keys.
- Key Links can display any combination of PLUs (menu items or condiments) or function keys (% buttons, media buttons, etc.)
- A Key Link can be opened (displayed) by touching a button on the **Main Screen** or by touching a button on another Key Link. Key Links can also be opened automatically after the entry of a PLU item (see PLU Programming). If desired a specific Key Link can display after employee sign on is completed.
- Key Links can be programmed to remain open for unlimited entries, with the **DONE** button used to close the **KEY LINK** screen, or can be programmed to close automatically after a set number of entries are completed.

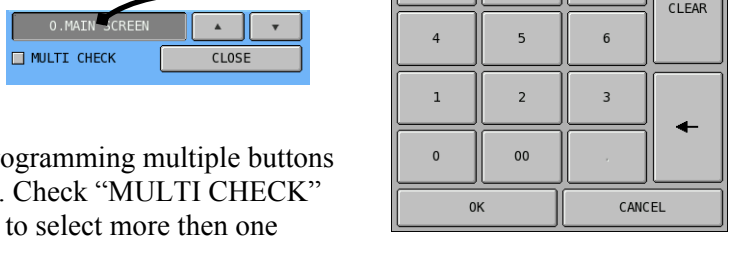
Programming Interface

☞ When touch different tabs, you can switch between different functions of programming purposes. **SCREEN** tab allows accessing to the screen (Key Link) then appear on **KEY RELOCATION** section.



PGM tab has functions to edit the content of a button; **DESIGN** tab has the features to fine tune a button; **LIST** tab gives the capability to assign a function key, a PLU, or a Key Link to a button.

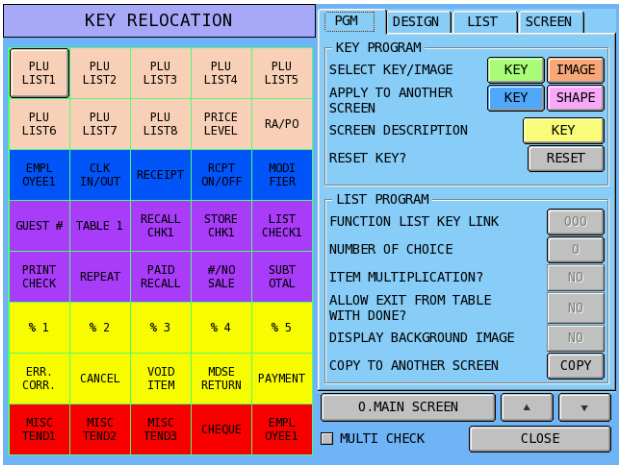
☞ On bottom right corner of the screen, a section of navigation control buttons allows to quick access to other screen by tapping the Key Link name button or by tapping ▲ (PageUp) or ▼ (PageDown) to browse through screens.



MULTI CHECK allows programming multiple buttons with same features at a time. Check “MULTI CHECK” option then you will be able to select more then one button to program.

PGM Tab

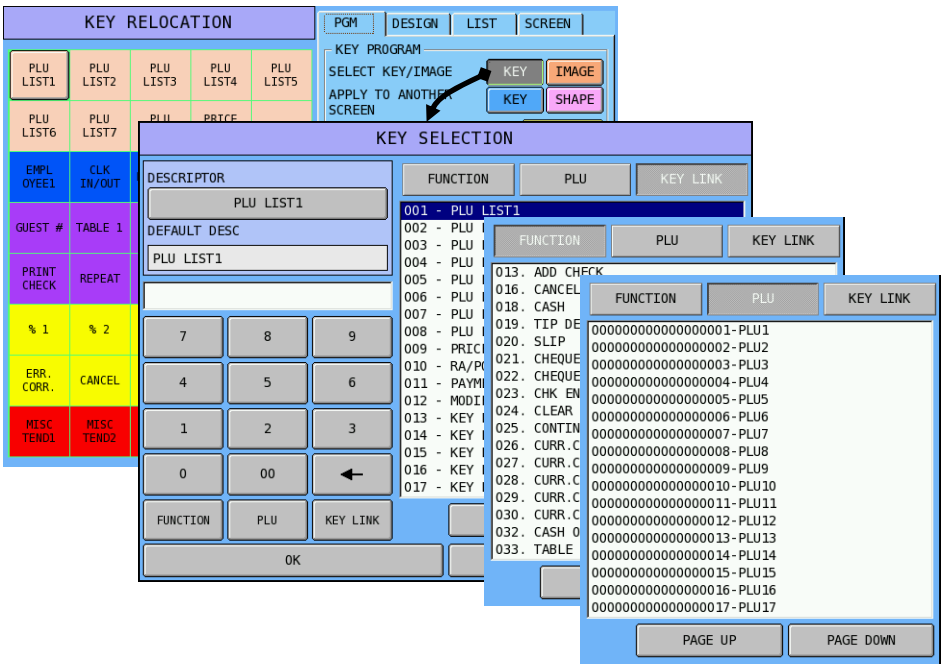
After tap **PGM** tab, there are two parts of the programming you can do in this section - **KEY PROGRAM** and **LIST PROGRAM**. The **KEY PROGRAM** section allows to program a button (or multiple buttons when **MULTI CHECK** is selected); and **LIST PROGRAM** section allows to setup the features for the Key Link on **KEY RELOCATION** section.



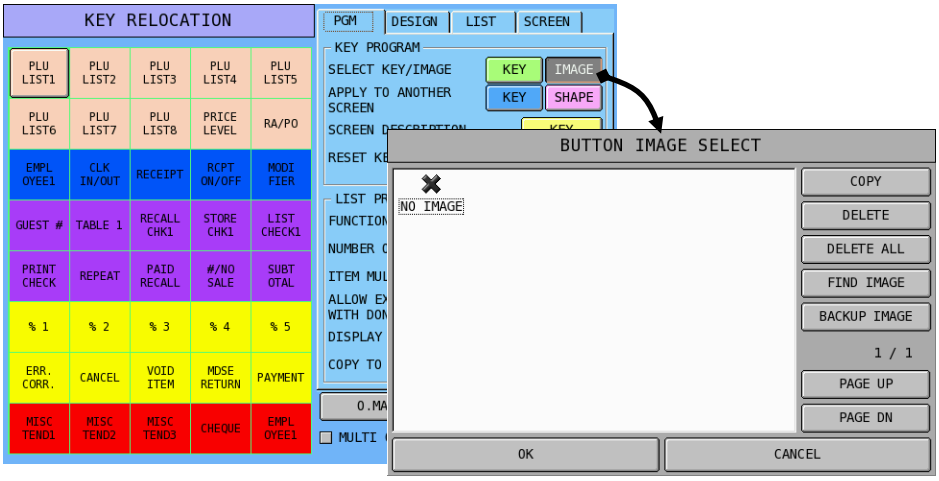
Key Program

- **SELECT KEY/IMAGE**

  ☞ Tap **KEY** button, **KEY SELECTION** screen will come up. You can choose between a Key Link (Screen), a PLU, or a Function (Key). On the left hand side, current key is displayed on top. If the key needed is already known, enter code through numeric pad then select the type will pickup the key immediately. Tap **OK** will go back to main screen of **PGM** tab.

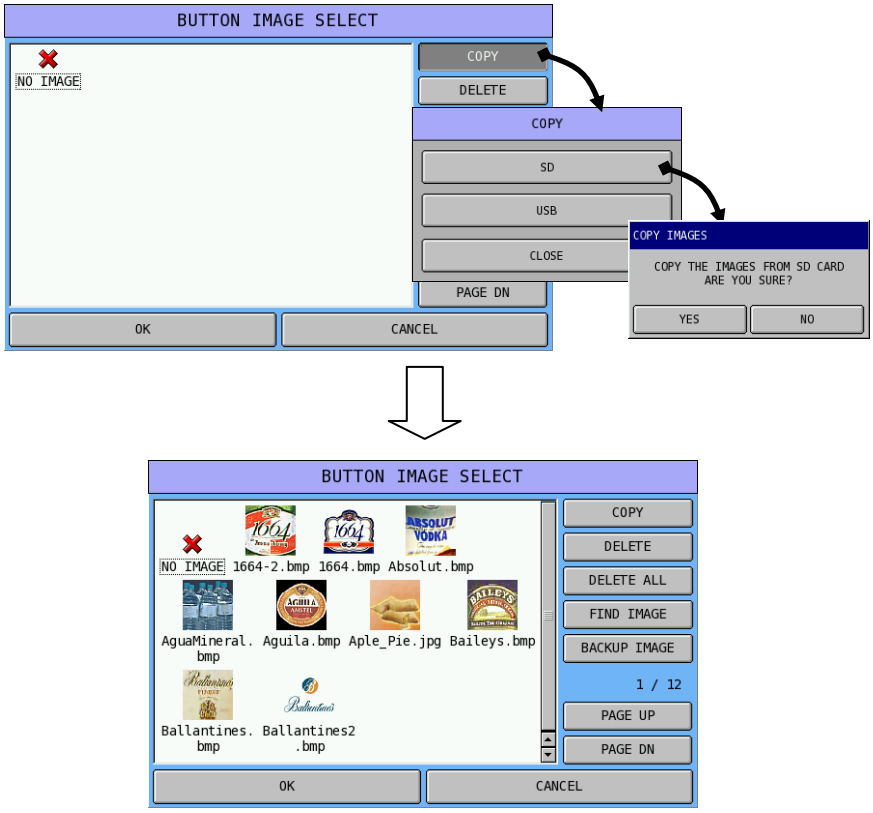


☞ Tap **IMAGE** button, **BUTTON IMAGE SELECT** window will come up. In a new ECR, the image library. So first thing is to load image files into the ECR.



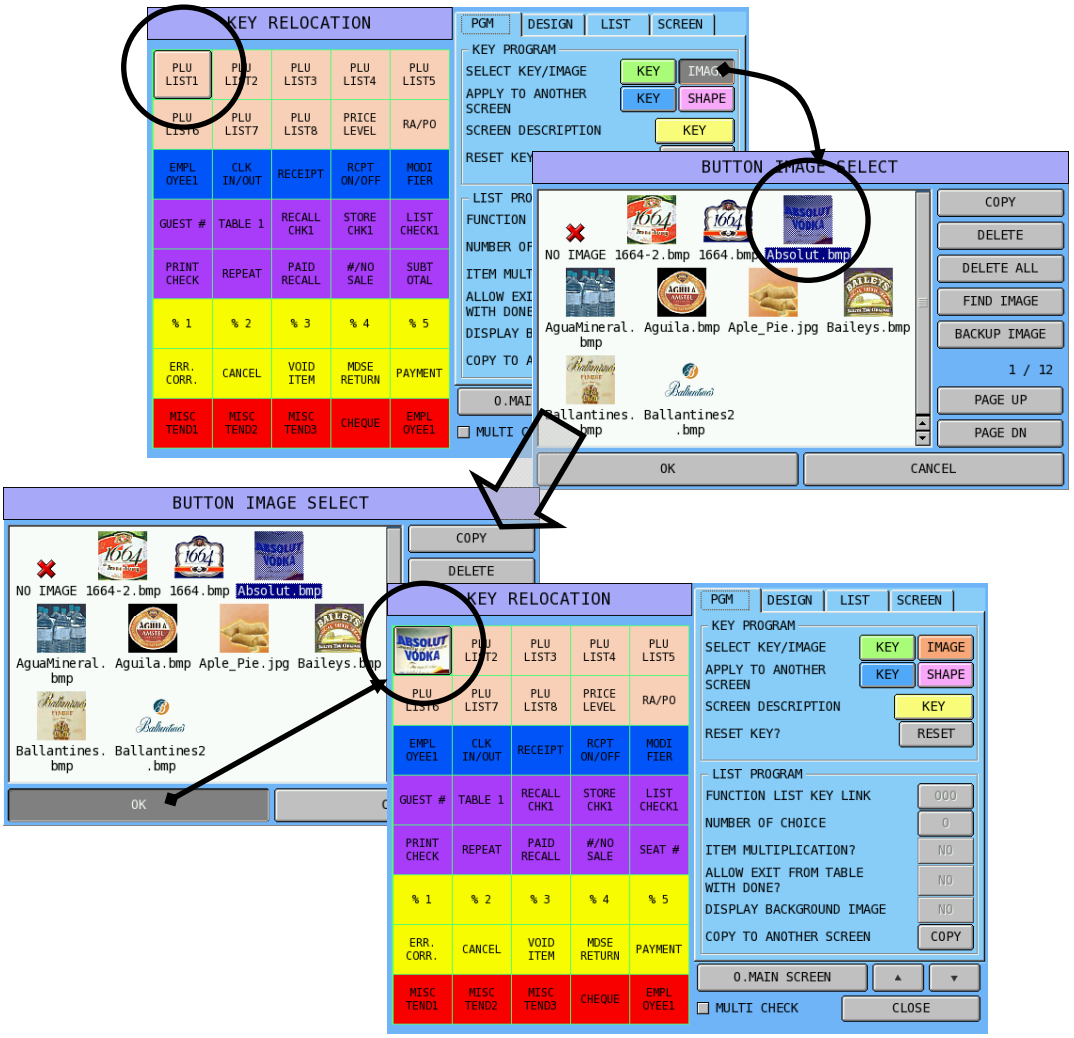
☞ Tap **COPY** button on **BUTTON IMAGE SELECT** window, then select the media that has prepared images (in this example, is it a SD card), then confirm the action. All available images will then import into ECR. All images will then be arranged as 9 images per page. Tap **PAGE UP** or **PAGE DN** to browse through the images then tap on the image you like. Tab **OK** will then apply the image to the button.

NOTE: Source image files have to be saved in `<SD Card or USB Stick>:\image\`



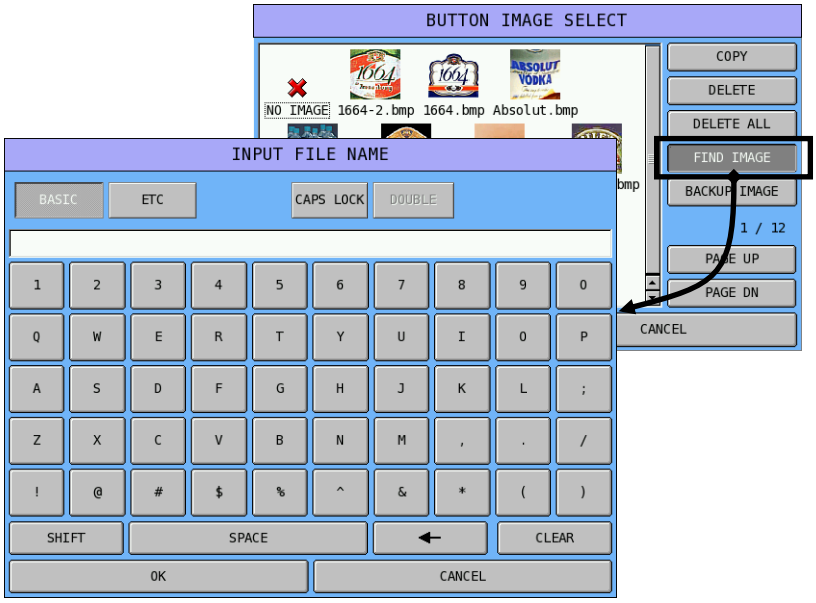
☞ When image for the button is found, tap on the image, then tap **OK** button, the image will fill the button space.

NOTE: Image will replace the descriptor of the button. Descriptor and Image for a button can not be used together.



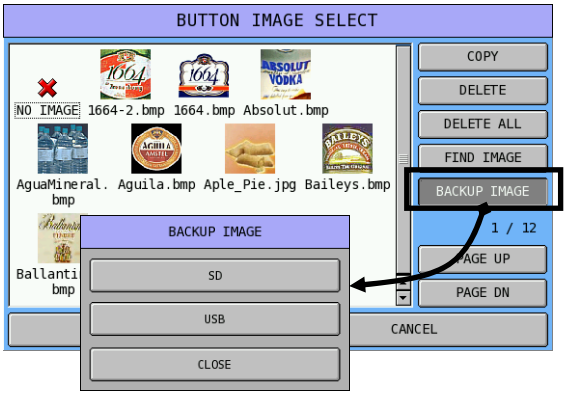
☞ When images loaded into ECR are too many, search an image by browse may take long time. If file name of the image is available, tap **FIND IMAGE** button on **BUTTON IMAGE SELECT** window, then type file name of the image into **INPUT FILE NAME** window. The page include the image you are looking for will show on the screen.

NOTE: This search function is **case sensitive**. File name entered has to be **exactly** the same name of the image name.



☞ As the collection of the images is not an easy job, to save your effort, the images can be backed up. Tap **BACKUP IMAGE** button, then select between **SD** or **USB** as the storage media you put into ECR.

NOTE: Files are backed up into
`<SD Card or USB Stick>:\image\<ECR's Store Name>\`

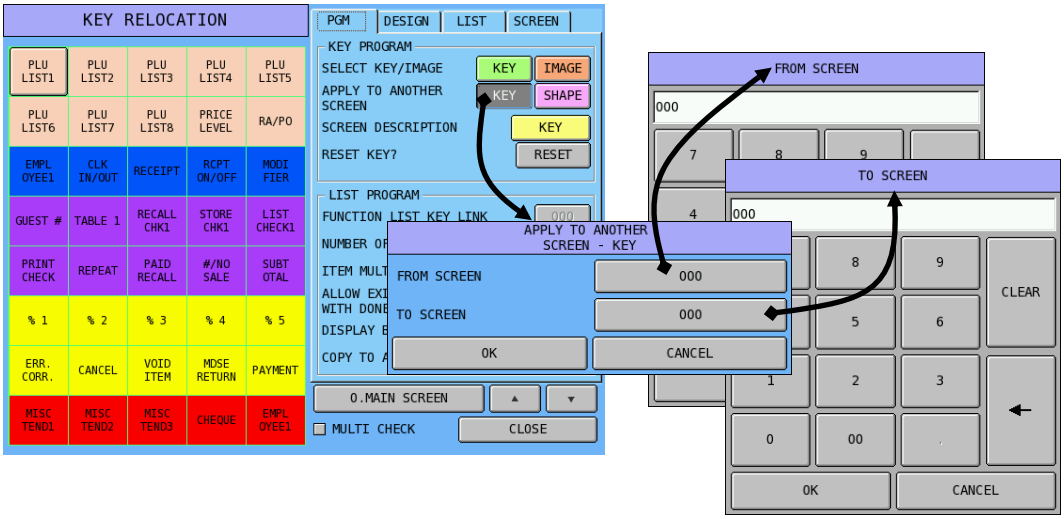


☞ To delete an image, tap on the unwanted image, tap **DELETE** button, and then confirm the action. If all images are to be removed, just tap on **DELETE ALL** button, then confirm the action as well.

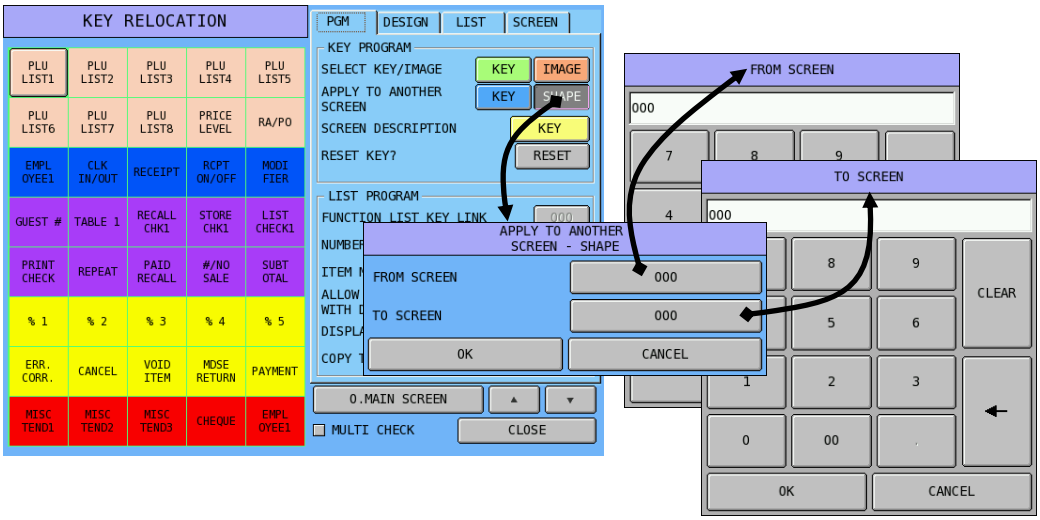
- **APPLY TO ANOTHER SCREEN**

  If programming plan has been well prepared, when a button (or multiple buttons) is going to be used in other Key Link, either the **KEY** or **SHAPE** of the button can be apply to other screen without program it repetitively.

  ☞ Tap **KEY** button, **APPLY TO ANOTHER SCREEN - KEY** window pop-up, tap **000** button of **FROM SCREEN**, enter the Key Link number through the numeric pad, then **OK**; tap **000** button of **TO SCREEN**, enter the Key Link number through the numeric pad, then **OK**. Tap **YES** to confirm action. The button will then copy to same location of the designated Key Link (screen) accordingly.



☞ Tap **KEY** button, **APPLY TO ANOTHER SCREEN - SHAPE** window pop-up, tap **000** button of **FROM SCREEN**, enter the Key Link number through the numeric pad, then **OK**; tap **000** button of **TO SCREEN**, enter the Key Link number through the numeric pad, then **OK**. Tap **YES** to confirm action. The button will then copy to same location of the designated Key Link (screen) accordingly.

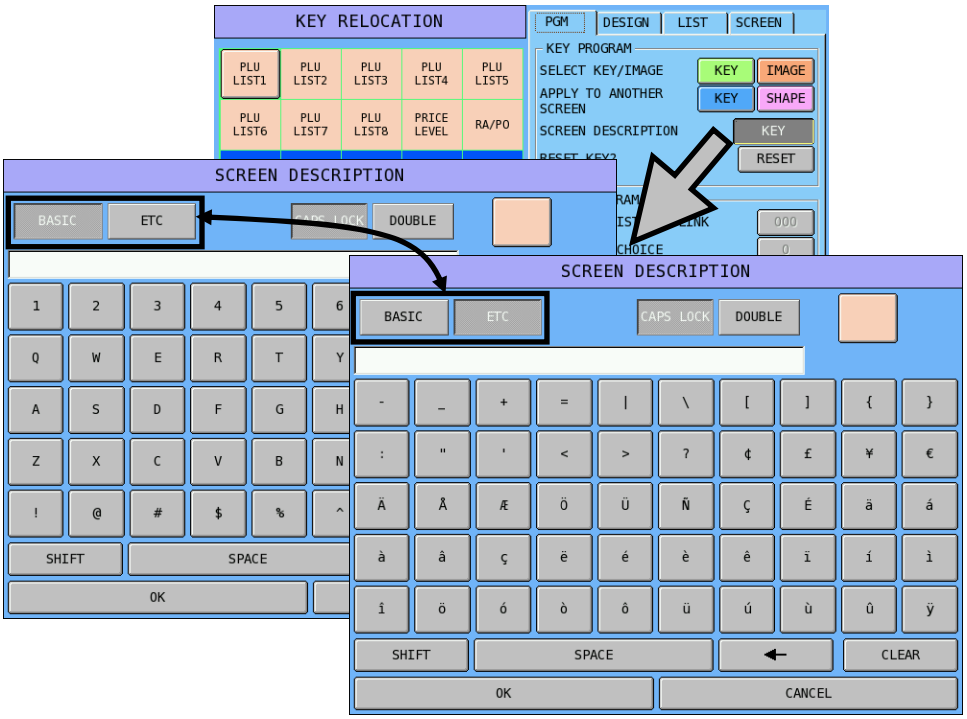


- **SCREEN DESCRIPTION**

  Here is the place that descriptor of a button can be programmed.

  ☞ Tap **KEY** button, **SCREEN DESCRIPTION** screen will appear. You can enter up to **20** characters for button description. Switch between **BASIC** and **ETC** layout by tap the button. The description programming is default to UPPERCASE (**CAPS LOCK** ON), deselect **CAPS LOCK** to enter LOWERCASE; tap **DOUBLE** button to enter DOUBLE SIZE character.

  NOTE: The alpha overaly does not change when **CAPS LOCK** or **DOUBLE** is either selected or deselected. If any image has been programmed, the descriptor will replace image of the button. Descriptor and Image for a button can not be used together.

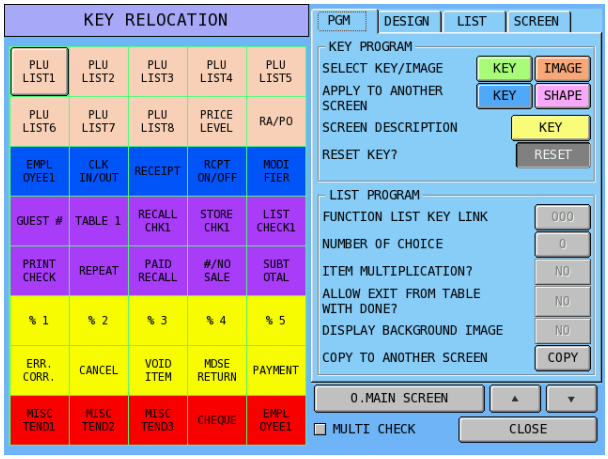


- **RESET KEY?**

  Use this feature to reset a button. This will remove any colour, descriptor, image, font, type, function of a **standard button** back to a "white and blank" button.

  ☞ Tap **RESET** button, then confirm the action by tapping **YES** on NOTIFICATION window.

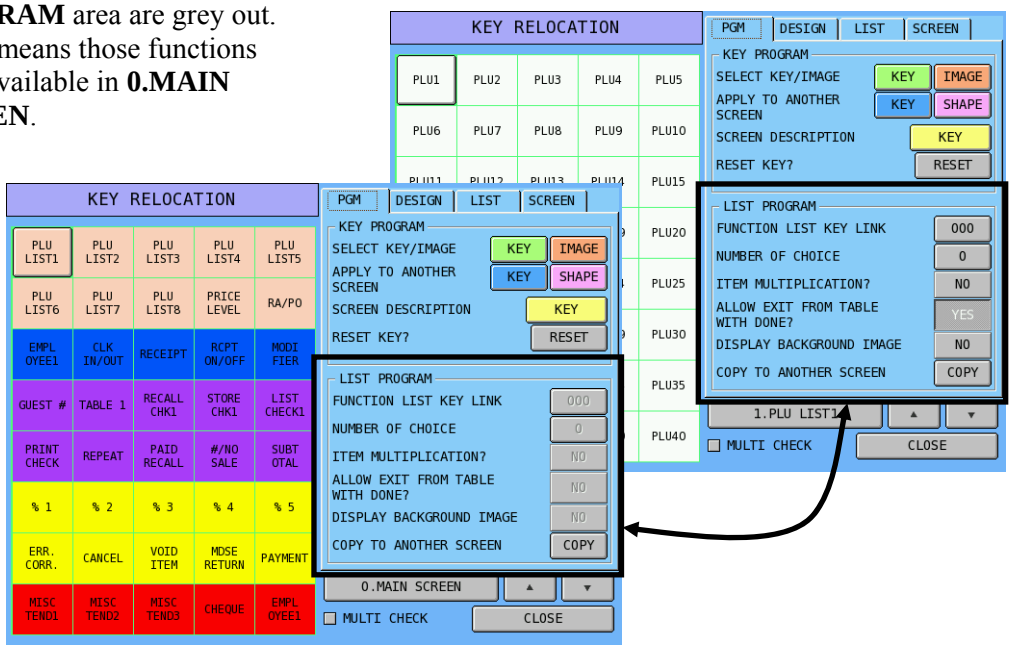
  NOTE: Any button has to reduce to standard size (1 x 1) in order to use this **RESET KEY** feature.



List Program

The other part of **PGM tab** is **LIST PROGRAM**. This part is about how a **Key Link (Screen)** will work. The final action is result of the combined settings made.

Please note that when **0.MAIN SCREEN** is selected, all functions except "COPY TO ANOTHER SCREEN" in **LIST PROGRAM** area are grey out. Which means those functions are unavailable in **0.MAIN SCREEN**.

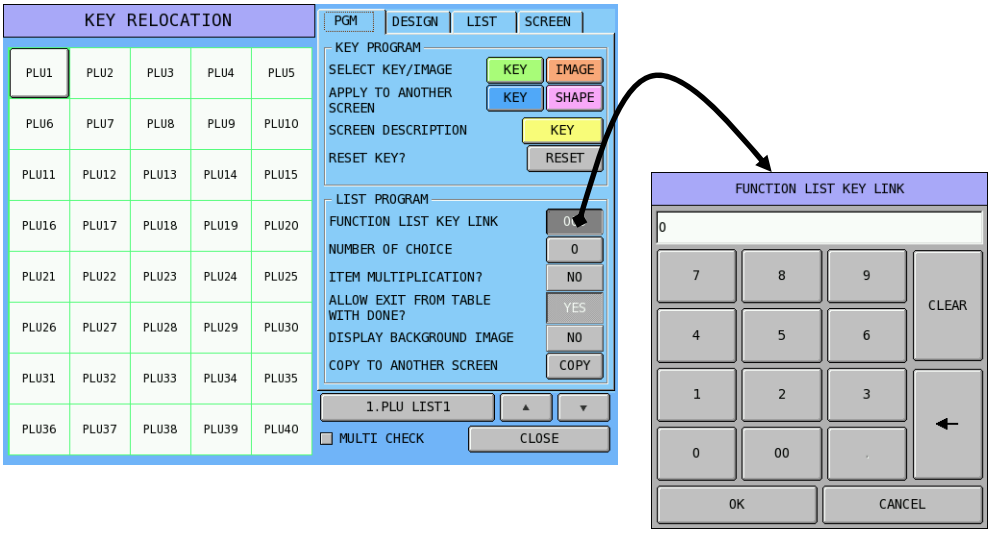


- **FUNCTION LISK KEY LINK**

  Change this setting when an additional Key Link (Screen) needs to connect to current Key Link (Screen). This linkage will activate when the operation on current Key Link is finished.

  ☞ Tap **000** button of **FUNCTION LISK KEY LINK**, then enter the linked Key Link number through numerical pad of **FUNCTION LIST KEY LINK** and tap **OK** to confirm.

NOTE: This setting will not work when next option (**NUMBER OF CHOICE**) is set to **0** - even **ALLOW EXIT FROM TABLE WITH DONE?** is set to **YES.**

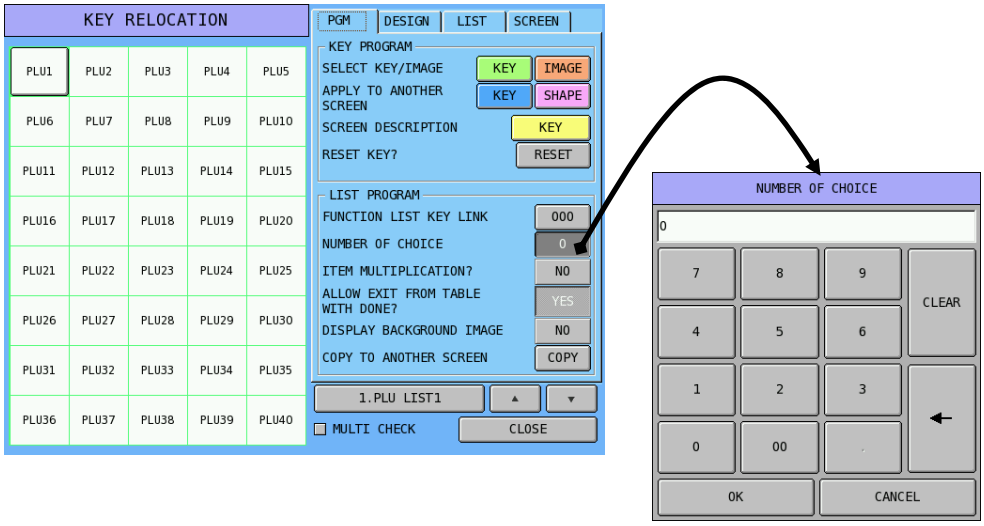


- **NUMBER OF CHOICE**

  The value entered here will determine the number of entries before the Key Link is automatically closed.

  ☞ Tap **0** button of **NUMBER OF CHOICE**, then enter the number of entries number through numerical pad of **NUMBER OF CHOICE** then tap **OK** to confirm.

NOTE: To make sure the setting in **FUNCTION LISK KEY LINK** is working, **NUMBER OF CHOICE** has to be set anything other than 0.



- **ITEM MULTIPLICATION?**

  When this feature turned ON (**YES**), the Key Link will show a "notification window" ask to enter quantity then follow with **X/TIME** button before register an item. Default is **NO.**

NOTE: This option inherets from previous models. On SPS-2000, this feature does not do what it says. However, "Item Multiplication" is always working by enter the number of item, tab **X/TIME** button, then register the item.

- **ALLOW EXIT FROM TABLE WITH DONE?**

  The option is better to be said as "ALLOW EXIT FROM **KEY LINK (SCREEN)** WITH DONE?". When this set to **YES**, you can exit from this Key Link by tapping **DONE** button at any time before reaching "number of choice" number. Default is **YES**. When sets to **NO**, an **FUNCTION KEY NOT ALLOWED** error message will pop-up along with beep!.

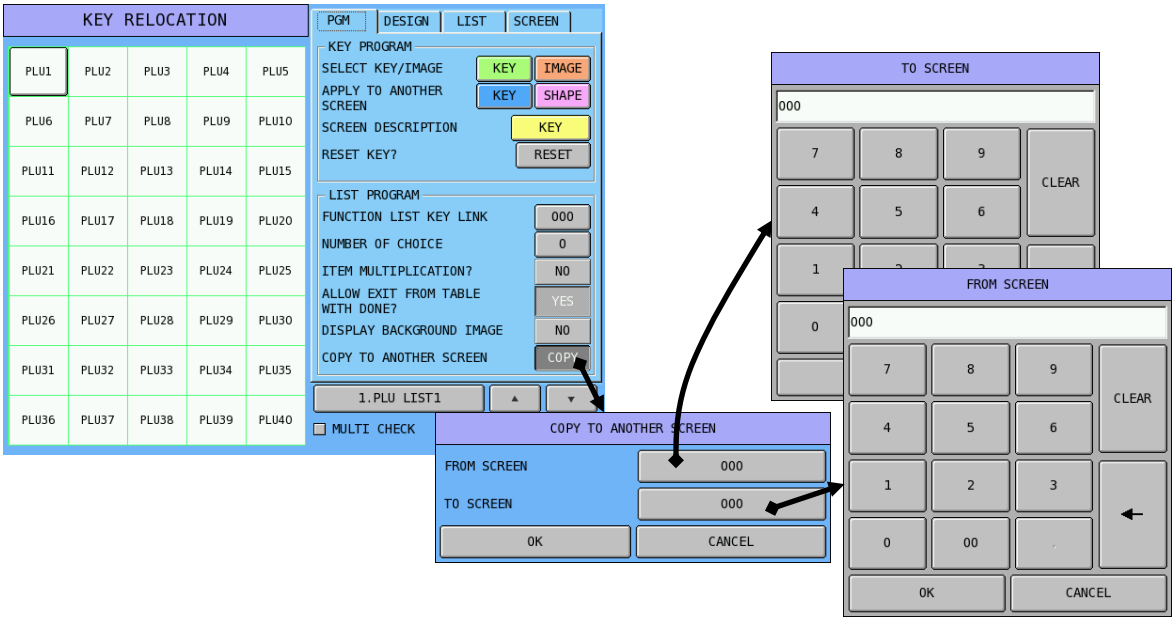
- **DISPLAY BACKGROUND IMAGE**

  When you have proper background images for this Key Link, this option determines to show that image or not. *For how to prepare and download background image, please see "xxxxxxxxxxx" for detail*.

- **COPY TO ANOTHER SCREEN**

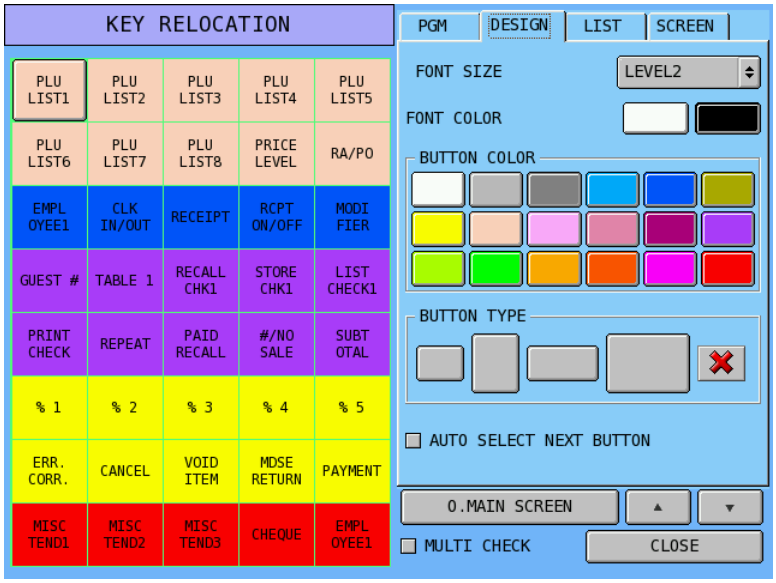
  If programming plan has been well prepared, when the format of a Key Link can be applied for other Key Link, you can copy the whole Key Link in to a range of others.

  ☞ Tap **COPY** button of **COPY TO ANOTHER SCREEN**, then **COPY TO ANOTHER SCREEN** window pop-up, tap **000** button of **FROM SCREEN**, enter the Key Link number through the numeric pad, then **OK**; tap **000** button of **TO SCREEN**, enter the Key Link number through the numeric pad, then **OK**. Tap **YES** to confirm action. The **current Key Link** you are programming will then copy to the designated Key Link (screen) accordingly.



DESIGN Tab

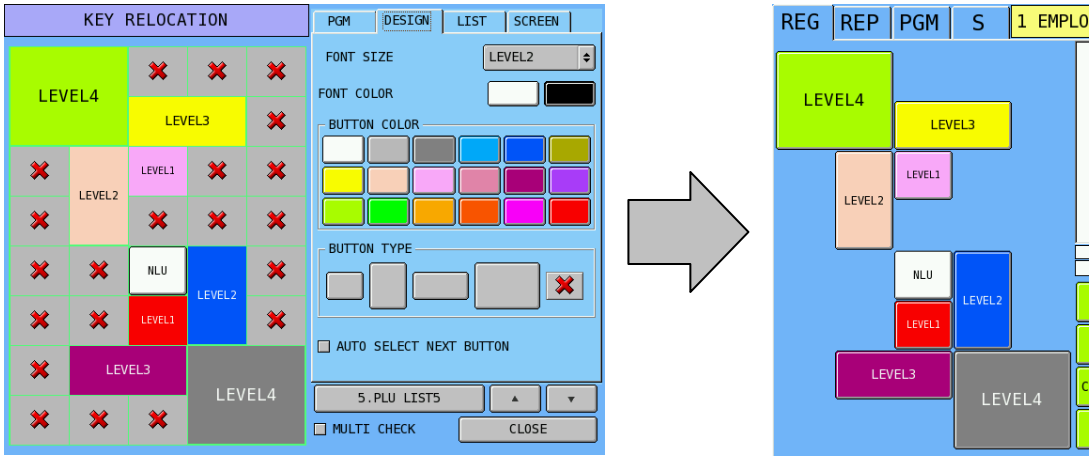
This **DESIGN** tab has all available "creative art" functions to program a button (or multiple buttons when **MULTI CHECK** is selected). When you program button by button, tick "**AUTO SELECT NEXT BUTTON**" will jump to next button automatically when previous button is done.



You can adjust **font size**, **font color**, **button color** and **button type** in this section.

☞ Tap the button you want to modify, then tap feature you are about to adjust on the button. Image below provides an example about the result on **KEY RELOCATION** section and how it looks like in **REG-Mode**.

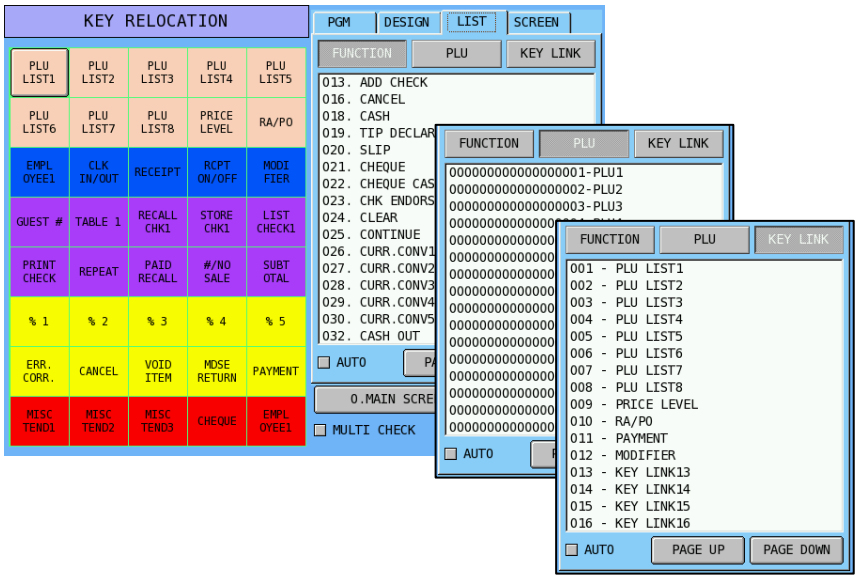
NOTE: To remove a button, the button has to be in standard size (1 x 1).



LIST Tab

When the programming is only about assigning a function to a particular button, this **LIST** tab provides quick access to Function Key, PLU, Key Link (Screen) list. Tick **AUTO** for continuously programming, when previous button is done, it will jump to next button immediately.

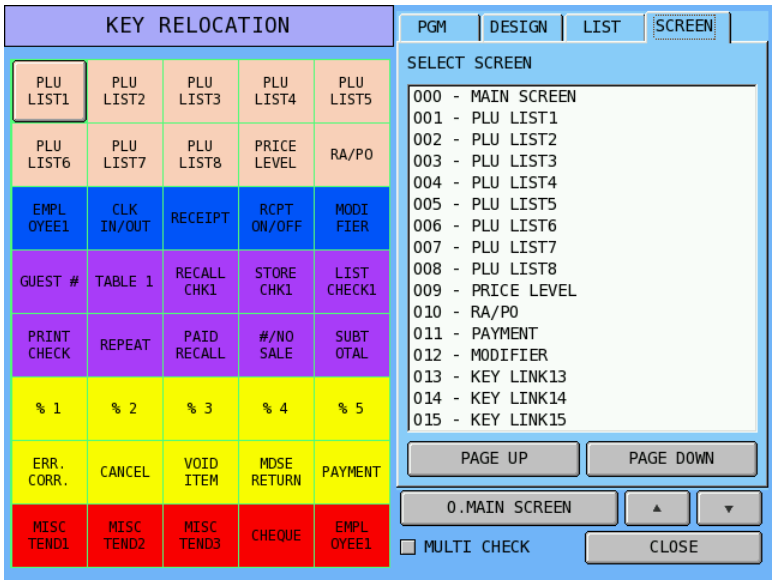
☞ Tap **FUNCTION**, **PLU**, or **KEY LINK** button to switch between lists. Use **PAGE UP** or **PAGE DOWN** button to browse through the list. The function selected from the list will immediate change on the highlighted button.



SCREEN Tab

SCREEN tab, is the first tab when you enter **S-MODE → KEY FUNCTION**. This tab provides the fastest way to browse through Key Link (Screen) list in order to pick up the right one that you want to program.

☞ Tap **PAGE UP** or **PAGE DOWN** button to browse through **SELECT SCREEN** list. The Key Link (Screen) selected will appear on **KEY RELOCATION** section for further programming.



List of Function Keys and Key Links

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	0
11	00
12	000
13	ADD CHECK
14	BACKSPACE
15	BOLD
16	CANCEL
17	CAPS
18	CASH
19	TIP DECLARE
20	SLIP
21	CHEQUE
22	CHEQUE CASH
23	CHK ENDORSE
24	CLEAR
25	CONTINUE
26	CURR.CONV1
27	CURR.CONV2
28	CURR.CONV3
29	CURR.CONV4
30	CURR.CONV5
31	*Reserved*
32	CASH OUT
33	TABLE DSP
34	SEND SUMMA
35	DECIMAL
36	REPORT
37	DONE
38	DRIVE THRU
39	EAT IN
40	EMPLOYEE
41	EMPLOYEE1
42	EMPLOYEE2
43	EMPLOYEE3
44	EMPLOYEE4
45	EMPLOYEE5
46	EMPLOYEE6
47	EMPLOYEE7
48	EMPLOYEE8
49	EMPLOYEE9
50	EMPLOYEE10
51	ENTER
52	ERR.CORR.
53	FD/S SHIFT
54	FD/S SUBTL
55	FD/S TEND
56	GUEST #
57	HOLD
58	INACTIVE
59	*Reserved*
60	*Reserved*
61	*Reserved*
62	*Reserved*
63	*Reserved*
64	LIST CHECK1
65	LIST CHECK2
66	LIST CHECK3
67	LIST CHECK4
68	CUSTOMER ID
69	DELIVERY
70	PARK DELIVERY
71	SERV DELIVERY
72	DELIVERY LIST
73	*Reserved*
74	*Reserved*
75	*Reserved*
76	CLOSE ACCOUNT
77	MACRO1
78	MACRO2
79	MACRO3
80	MACRO4
81	MACRO5
82	MACRO6
83	MACRO7
84	MACRO8
85	MACRO9
86	MACRO10
87	MACRO11
88	MACRO12
89	MACRO13
90	MACRO14
91	MACRO15
92	MACRO16
93	MACRO17
94	MACRO18
95	MACRO19
96	MACRO20
97	MACRO21
98	MACRO22
99	MACRO23
100	MACRO24
101	MACRO25
102	MACRO26
103	MACRO27
104	MACRO28
105	MACRO29
106	MACRO30
107	MACRO31
108	MACRO32
109	MACRO33
110	MACRO34
111	MACRO35
112	MACRO36
113	MACRO37
114	MACRO38
115	MACRO39
116	MACRO40
117	MACRO #
118	MDSE RETURN
119	MISC TEND1
120	MISC TEND2
121	MISC TEND3
122	MISC TEND4
123	MISC TEND5
124	MISC TEND6
125	MISC TEND7
126	MISC TEND8
127	MISC TEND9
128	MISC TEND10
129	MISC TEND11
130	MISC TEND12
131	MISC TEND13
132	MISC TEND14
133	MISC TEND15
134	MISC TEND16
135	MISC TEND #
136	MODIFIER1
137	MODIFIER2
138	MODIFIER3
138	MODIFIER4
139	MODIFIER5
141	MODIFIER6
142	MODIFIER7
143	MODIFIER8
144	MODIFIER9
145	MODIFIER10
146	*Reserved*
147	#/NOSALE
148	P/BAL
149	*Reserved*
150	*Reserved*
151	PAID OUT1
152	PAID OUT2
153	PAID OUT3

154	PAID OUT4
155	PAID OUT5
156	PAID RECALL
157	% 1
158	% 2
159	% 3
160	% 4
161	% 5
162	% 6
163	% 7
164	% 8
165	% 9
166	% 10
167	PLU
168	*Reserved*
169	PRICE INQ
170	PRICE LVL1
171	PRICE LVL2
172	PRICE LVL3
173	PRICE LVL4
174	PRICE LVL5
175	PRICE LVL6
176	PRICE LVL7
177	PRICE LVL8
178	PRICE LVL9
179	PRICE LVL10
180	PRICE LVL11
181	PRICE LVL12
182	PRICE LVL13
183	PRICE LVL14
184	PRICE LVL15
185	PRICE LVL16
186	PRICE LVL17
187	PRICE LVL18
188	PRICE LVL19
189	PRICE LVL20
190	PRINT
191	PRINT CHECK
192	PRINT HOLD
193	PROMO
194	*Reserved*
195	QUIT
196	RCPT ON/OFF
197	RECALL CHK1
198	RECALL CHK2

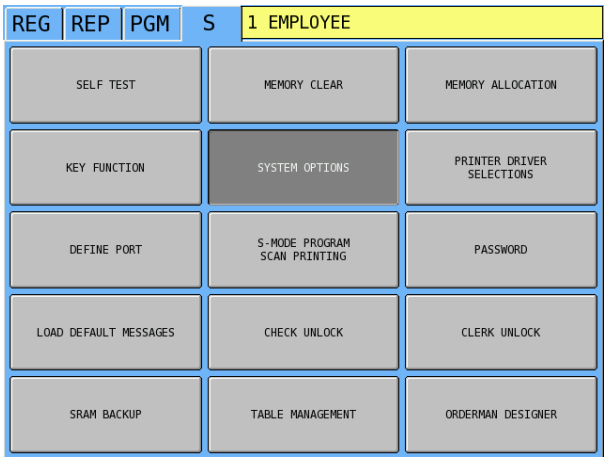
199	RECALL CHK3
200	RECALL CHK4
201	RECD ACCT1
202	RECD ACCT2
203	RECD ACCT3
204	RECD ACCT4
205	RECD ACCT5
206	RECEIPT
207	REPEAT
208	SCALE
209	SEAT #
210	*Reserved*
211	SPLIT ITEM
212	SPLIT PAY
213	STOCK INQ
214	STORE CHK1
215	STORE CHK2
216	STORE CHK3
217	STORE CHK4
218	SUBTOTAL
219	TABLE 1
220	TABLE 2
221	TABLE 3
222	TABLE 4
223	TAKE OUT
224	TAX EXMPT
225	TAX SHIFT1
226	TAX SHIFT2
227	TAX SHIFT3
228	TAX SHIFT4
229	TAX SHIFT5
230	TAX SHIFT6
231	CLK IN/OUT
232	TIP1
233	TIP2
234	TIP3
235	TRANS CHK1
236	TRANS CHK2
237	TRANS CHK3
238	TRANS CHK4
239	TRAY SUBTL
240	VALID
241	VOID ITEM
242	WASTE
243	FUNC.LIST#

244	X/TIME
245	*Reserved*
246	PARK ORDER
247	SERVE ORDER
248	KP ROUTING
249	SPLIT CHECK
250	ALPHA TEXT
251	NEW CHECK1
252	NEW CHECK2
253	NEW CHECK3
254	NEW CHECK4
255	*Reserved*
256	PRICE CHG
257	CASH W/DRAW
258	ADD BALANCE
259	AUB BALANCE
260	ADD POINTS
261	SUB POINTS
262	DISP. CARD
263	PRINT CARD
264	REDEEM PNTS
265	ADD HOTLIST
266	DEL HOTLIST
267	*Reserved*
268	PREV LIST
269	NEXT LIST
270	**PLU LIST1**
271	**PLU LIST2**
272	**PLU LIST3**
273	**PLU LIST4**
274	**PLU LIST5**
275	**PLU LIST6**
276	**PLU LIST7**
277	**PLU LIST8**
278	**PRICE LEVEL**
279	**RA/PO**
280	**PAYMENT**
281	**MODIFIER**
282 | 469	KEY LINK13 | KEY LINK200

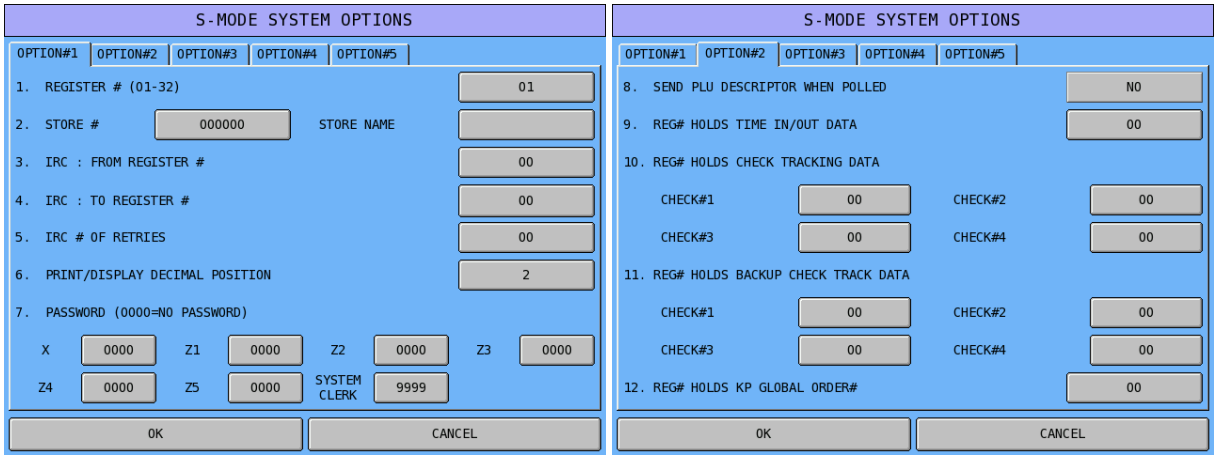
S-Mode System Options

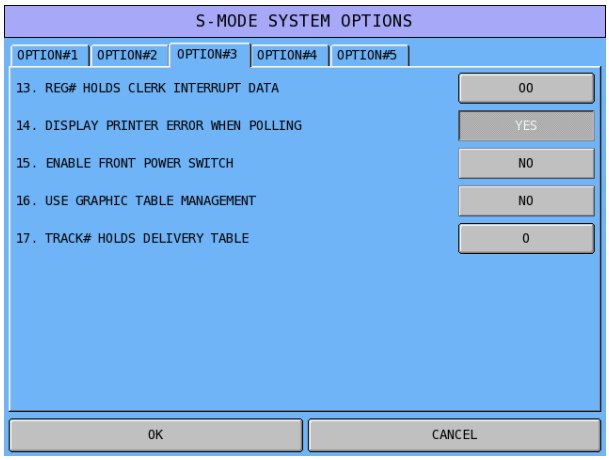
This section is used to define the most fundamental parameters of the whole system such as, how many ECRs are in the network, which ECR number will store common data, etc.

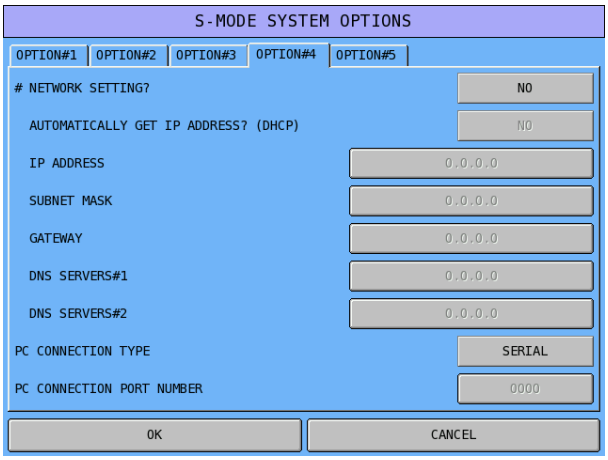
☞ Tap **SYSTEM OPTIONS** from the **S-Mode** main screen to display **S-MODE SYSTEM OPTIONS** screen.

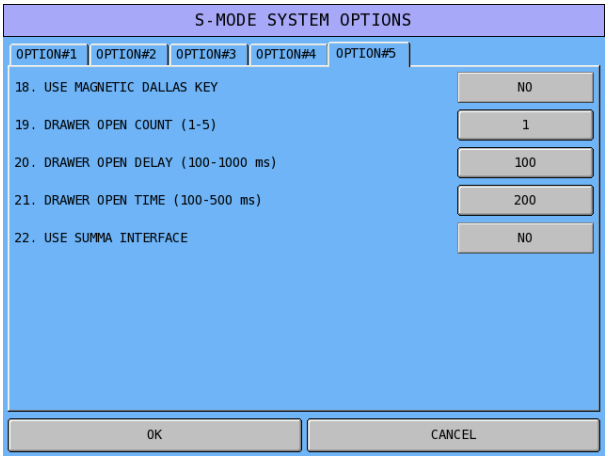


Options are designed in five tabs. Every entry defines the way that how the system will work. When IRC (Inter Register Communication) feature is enabled, some options even include the information from other ECR(s), , all ECRs within the system have to have identical system options.









S-Mode System Options - Definitions

Tab	#	Item
Option #1	1	**REGISTER # (01-32)** This is the register number for this terminal. This is required to be a sequential number starting from 1 (the master) then in turn for each of the terminals in an inter-register communications system. Default is **01** (01 ~ 32) (This number may different depends on the machine number entered after RAM All Clear)
	2	**STORE # / STORE NAME** These are used during communications to indicate which store sales are collected from. Default is **000000 / [blank]**
	3	**IRC: FROM REGISTER #** This is the number of the first terminal in an inter-register communications system. Default is **00** (01 ~ 32)
	4	**IRC: TO REGISTER #** This is the number of the first terminal in an inter-register communications system. Default is **00** (01 ~ 32)
	5	**IRC # OF RETRIES** The standard setting will be acceptable here, unless a specialist environment is to be designed. This feature controls the number of requests to consolidate a terminal before failure is announced. Default is **00** (0 ~ 99)
	6	**PRINT/DISPLAY DECIMAL POSITION** This is the number of decimal places the system will use. Default is **2** (0 ~ 3)
	7	**PASSWORD (0000=NO PASSWORD)** Each of the reporting areas can be password protected providing management restriction. Default is: X: **0000**; Z1: **0000**; Z2: **0000**; Z3: **0000**; Z4: **0000**; Z5: **0000**; SYSTEM CLERK: **9999**
Option #2	8	**SEND PLU DESCRIPTOR WHEN POLLED** This will send in addition to the normal information, the PLU description, when polled by a PC. Default is **NO** (YES)
	9	**REG# HOLDS TIME IN/OUT DATA** The time clock, labour hours worked and costing analysis feature can be operated on any terminal however the data is held centrally on one cash register. Default is **00** (00 ~ 32)
	10	**REG# HOLDS CHECK TRACKING DATA** The four check tracking billing files can be operated on any terminal. The files however are stored centrally, normally on terminal 1 (the master). On a more tailored system this can be changed so that each tracking file is stored on a different terminal, the information will be available for central use. Default is: CHECK#1: **00**; CHECK#2: **00**; CHECK#3: **00**; CHECK#4: **00** (00 ~ 32)
	11	**REG# HOLDS BACKUP CHECK TRACK DATA** When there is more then one terminal, a second terminal can be designate to store backup check track data. If the "master" terminal is down, there is still a backup check tracking files. Default is: CHECK#1: **00**; CHECK#2: **00**; CHECK#3: **00**; CHECK#4: **00** (00 ~ 32)

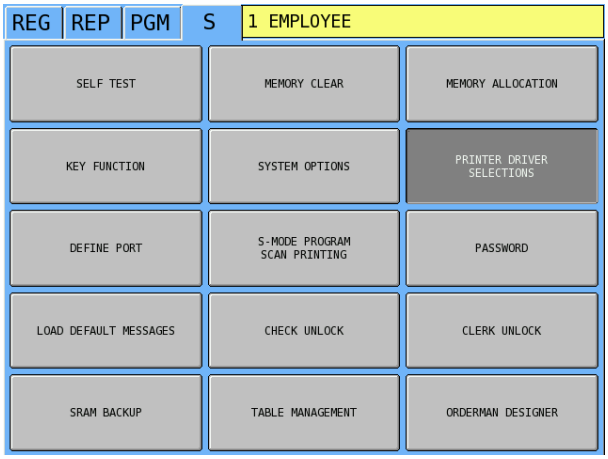
Tab	#	Item
	12	**REG# HOLDS KP GLOBAL ORDER#** The order number printed on kitchen order tickets can be combined with 2 digit register number followed by a consecutive number. Alternatively this can be a global number incremented by each sale of every registers in the system. A terminal has to be assigned to manage the global order number. Default is **00** (00 ~ 32)
Option #3	13	**REG# HOLDS CLERK INTERRUPT DATA** A terminal needs to be assigned to hold Clerk Interrupt when it is going to be activated. Default is **00** (00 ~ 32)
	14	**DISPLAY PRINTER ERROR WHEN POLLING** This controls the response of the terminal when a printer is not available to print a PC activated report. This option can be set to NO to ensure that the communication will continue if a printer is off line. Default is **YES** (NO)
	15	**ENABLE FRONT PANEL SWITCH** The **POWER ON/OFF** button on the front panel can be used as "instant sleep button". Set this to YES will activate the feature. Once activated, press and hold the button for one second will switch between ON and OFF sequentially. Default is **NO** (YES)
	16	**USE GRAPHIC TABLE MANAGEMENT** By setting this YES, will link to Graphic Table Management. (Sign Off then back ON will active this feature correctly) *This feature is related to Track Checking. Please make sure **S-Mode, SYSTEM OPTIONS → OPTION#2 → 10. REG# HOLDS CHECK TRACKING DATA** has been set correctly.* Default is **NO** (YES)
	17	**TRACK# HOLDS DELIVERY TABLE** Delivery feature uses one of the Check Tracking File, select a Check Tracking File here in order to use this feature. Default is **0** (0 ~ 4)
Option #4		**# NETWORK SETTING** This option is about setup network with **MANUALLY** enter the IP Addresses or using DEFAULT setting. Leave this option NO to use Default Network Setting. Default is **NO** (YES → Fields below will light up allows to manually enter IP Addresses)
		AUTOMATICALLY GET IP ADDRESS? (DHCP) Set this one to YES in order to get IP Address from DHCP (router). To check IP Address assigned by router, press X/TIME button in REG-Mode, or go to SELF TEST - NETWORK PING TEST in S-Mode. Default is **NO** (YES)
		IP ADDRESS When this field light up, enter preferred IP Address for the terminal. When # NETWORK SETTING is NO, default IP Address is 192.168.0.11 for terminal 1, 192.168.0.12 for terminal 2 and so on. Default is **0.0.0.0**
		SUBNET MASK When this field light up, enter preferred Subnet Mask for the whole IRC Network. The standard value is 255.255.255.0 Default is **0.0.0.0**
		GATEWAY When this field light up, enter preferred Gateway IP Address. Normally, leave this field blank, if need, please contact your network administrator for detail. Default is **0.0.0.0**

Tab	#	Item
		DNS SERVERS#1 When this field light up, enter preferred DNS Server #1 IP Address. Normally, leave this field blank, if need, please contact your network administrator for detail. Default is **0.0.0.0**
		DNS SERVERS#2 When this field light up, enter preferred DNS Server #2 IP Address. Normally, leave this field blank, if need, please contact your network administrator for detail. Default is **0.0.0.0**
		PC CONNECTION TYPE This is the option to select the PC Connection type. Default is SERIAL, change to ETHERNET when using Local Area Network as PC connection. **A crossover Cat-5 Cable is needed for direct connect to a PC**. Straight through Cat-5 cable is for indirect connection via a Switch or Router. Default is **SERIAL** (ETHERNET)
		PC CONNECTION PORT NUMBER When ETHERNET connection method is selected, a port number also need to be assigned. Please enter **8027** for default port number. Default is **0000**
Option #5	**18**	**USE MAGNETIC DALLAS KEY** The MAGNETIC version is not currently available on SPS-2000. Default is **NO**.
	19	**DRAWER OPEN COUNT (1-5)** This is the number of drawer open pulses sent to the drawer. Modify this option only if you are experiencing intermittent cash drawer opening failure. Default is **1**.
	20	**DRAWER OPEN DELAY (100-1000 MS)** With multiple Drawer Open pulses is sent, this is the time delay between pulses. Modify this option only if you are experiencing intermittent cash drawer opening failure. Default is **100**.
	21	**DRAWER OPEN TIME (100-500 MS)** This sets the length of drawer pulse. Modify this option only if you are experiencing intermittent cash drawer opening failure. Default is **200**.
	22	**USE SUMMA INTERFACE** This turns a 3rd party "Summa Interface" for reporting ON. This is a NZ feature. Default is **NO**.

Printer Driver Selections

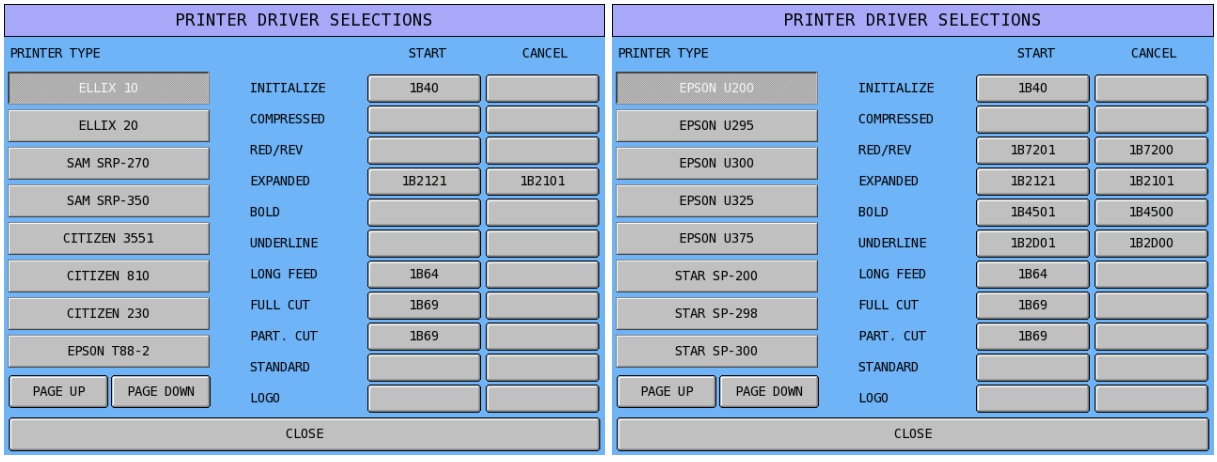
This program allows you to change the commands for specific printers, or to set up a new printer by using generic (1-5) settings.

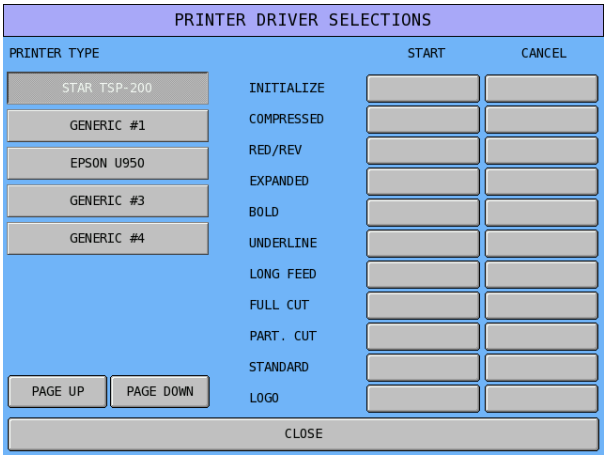
☞ Tap **PRINTER DRIVER SELECTIONS** from the **S-Mode** main screen to display **PRINTER DRIVER SELECTIONS** screen.

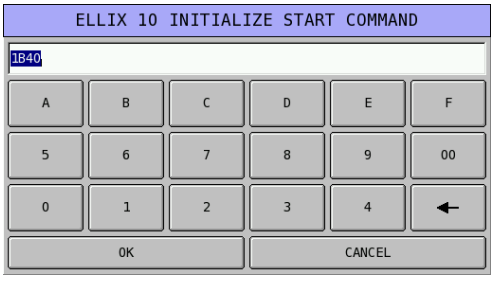


This is used to customize existing printer formats or to add generic printers to the system. There is normally no need to change this information. The only exception being, when "PRINT BITMAP" on serial port is set to **YES**, the **START code** of **LOGO** for the appropriate printer should be deleted.

☞ Tap **PAGE UP** or **PAGE DOWN** to browse through printer models. The last image below shows the interface to input command.







Printer Driver Selections - Definitions

- **PRINTER TYPE**

  Common printer types have been defined, **SAM4S**, **SAMSUNG - BIXOLON**, **CITIZEN**, **EPSON** and **STAR**. These need no modification. The system does have some custom printer types available for technicians to allocate their own settings.

- **PRINTER TASKS: INITIALIZE, COMPRESS, etc.**

  This is the definition area of the tasks the printer can perform such as bold, underline etc. This is a fixed field and is used to label the start and cancel codes. The only amendment that need be made is when a bitmap graphics image is to be printed and then, the initialization code should be deleted for the appropriate printer, or an alternatively is when a generic printer is to be allocated to the system.

  SRP-350 The SRP-350 will support the storage of 255 NV bitmap images within the printer, all of which are retained in memory when the printer is turned off and on. To determine which image is printed, a different method other than the in-built bitmap download of program file 83 (logo image) is used. The images can be downloaded to the printer using the PC Utility (available from your supplier). When using this method it is necessary to change the logo print code. The **SRP-350 LOGO** is as standard 1D2F this should be changed to 1C7xxx where xxx is the image number 001 to 255.

- **START CODE**

  This code relates to the printer task and is input from your own printer manual when defining a custom printer.

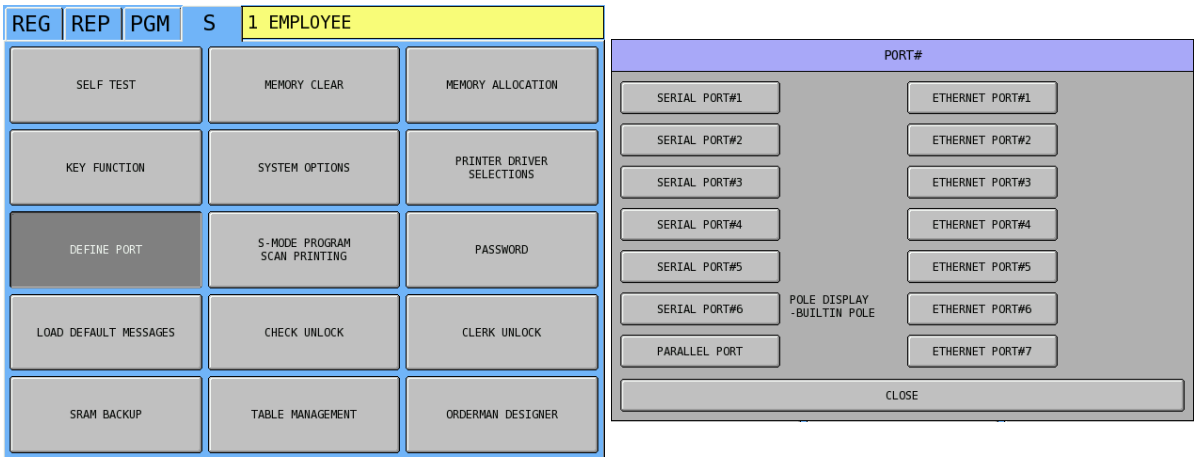
- **CANCEL**

  This code relates to the printer task and is input from your own printer manual when defining a custom printer.

Define Port

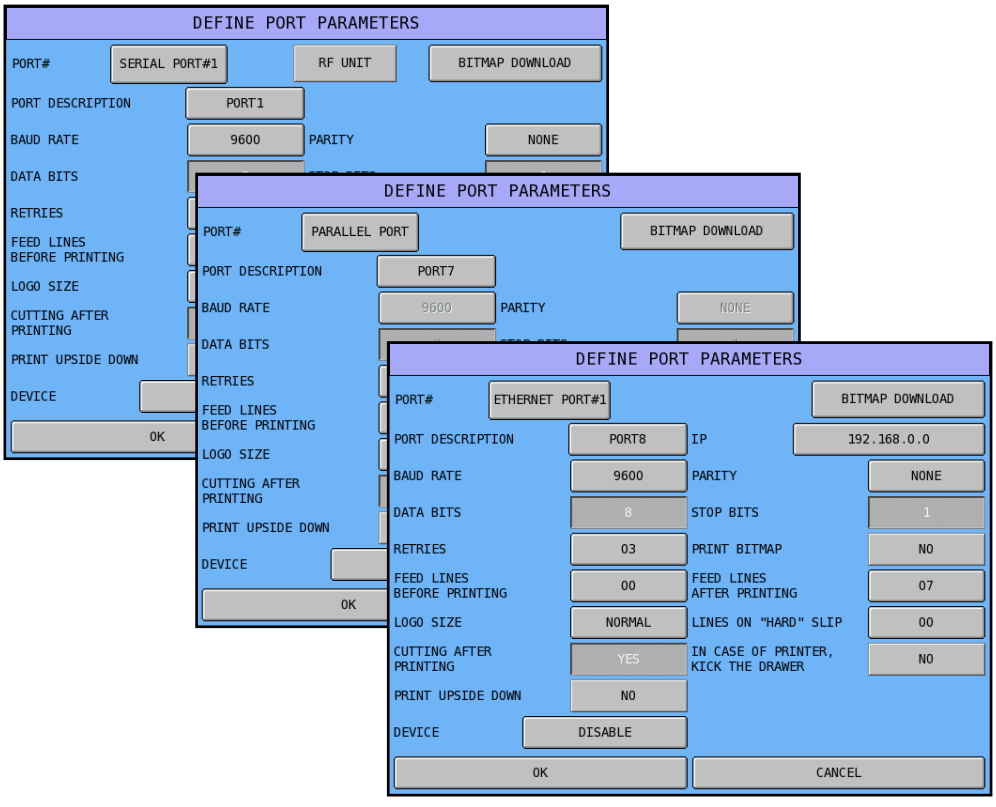
There are 6 serial ports, 1 parallel port, and 7 Ethernet ports for peripheral device connection. (Note the standard rear display is connected to port #6.) The following section defines the peripheral device and the parameters for the peripheral that will be attached to the port.

☞ Tap **DEFINE PORT** from the **S-Mode** main screen to display **PORT#** window.



There are 3 different types of port on ECR. 6 serial ports #1 and #2 are DB9 male adaptor, #3 to #6 are RJ45 adaptor. Along with 1 parallel port in DB25 female adaptor and up to 7 Ethernet ports can be programmed.

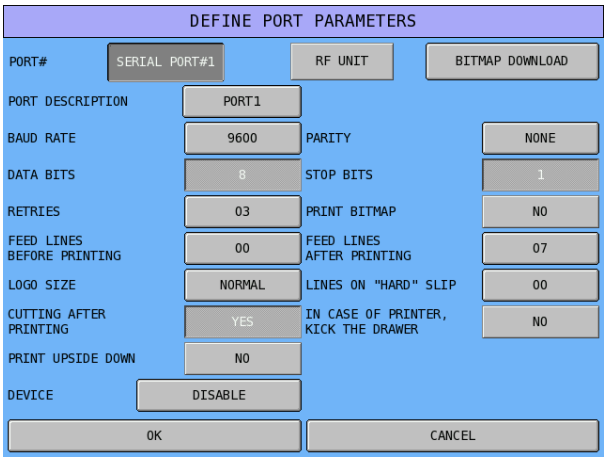
Below is the interface comparison between ports on **DEFINE PORT PARAMETERS** screen. A serial port has an extra button **RF UNIT**, the handshake on PARALLEL PORT is grey out as they are not relevant, an Ethernet port then have an **IP** address setting. Default is **192.168.0.0**.

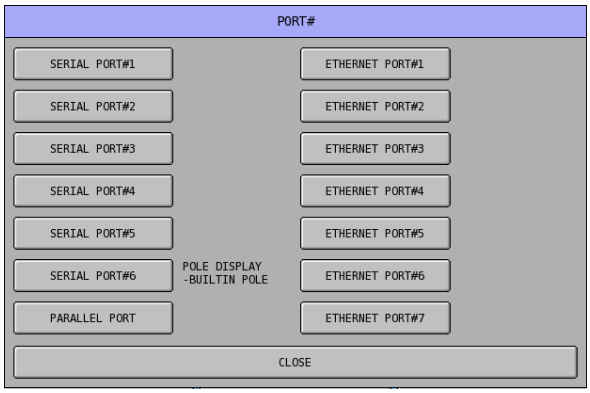


Define Port - Definitions

On SPS-2000, different ports have slightly different features. Here is the general features on all **SERIAL**, **PARALLEL** and **ETHERNET** ports.

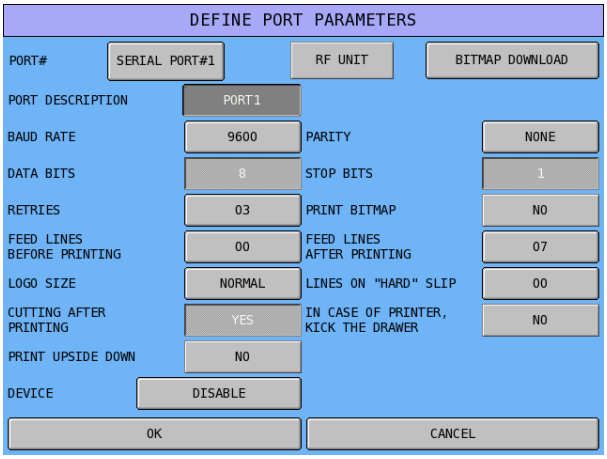
- **PORT#**
  This is the number of the physical port located on the ECR. There are six serial ports, seven Ethernet ports and a parallel port.

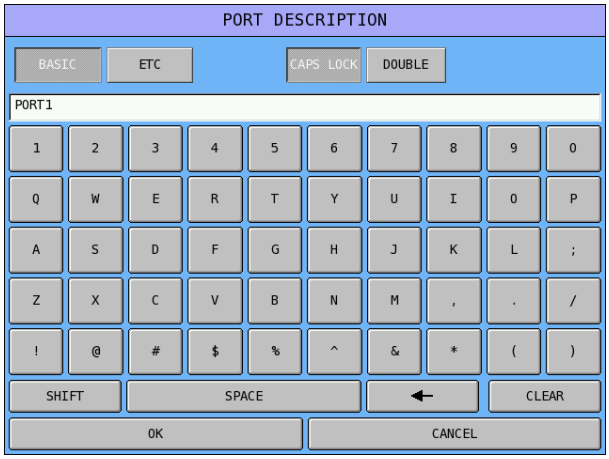




- **PORT DESCRIPTION**
  This is an area in which you can type your own description of the task the port is carrying out, i.e. KITCHEN PRINTER, HAND SCANNER etc. This description is for your own reference purposes.

  ☞ Tap **[port name]** button of **PORT DESCRIPTION**, then enter the name through popped-up **PORT DESCRIPTION** screen. Tap **OK** to exit when finalised.

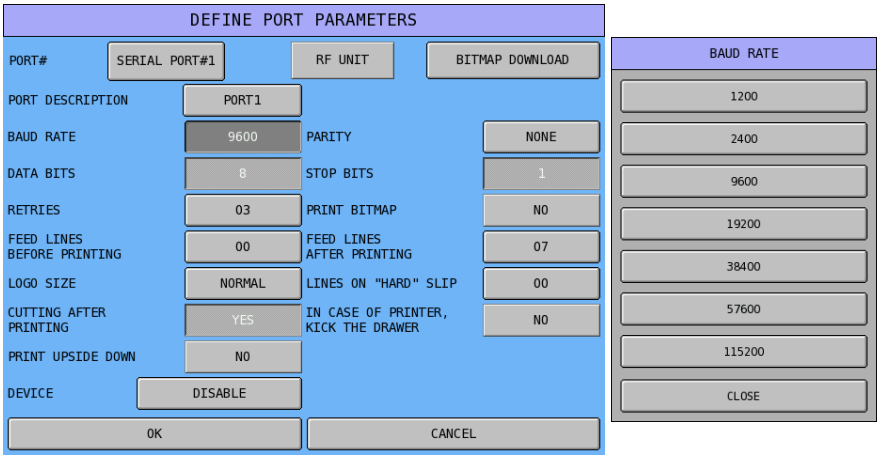




- **BAUD RATE**

  This is the Baud Rate of the device, the communications speed of the peripheral. Default is **9600**.

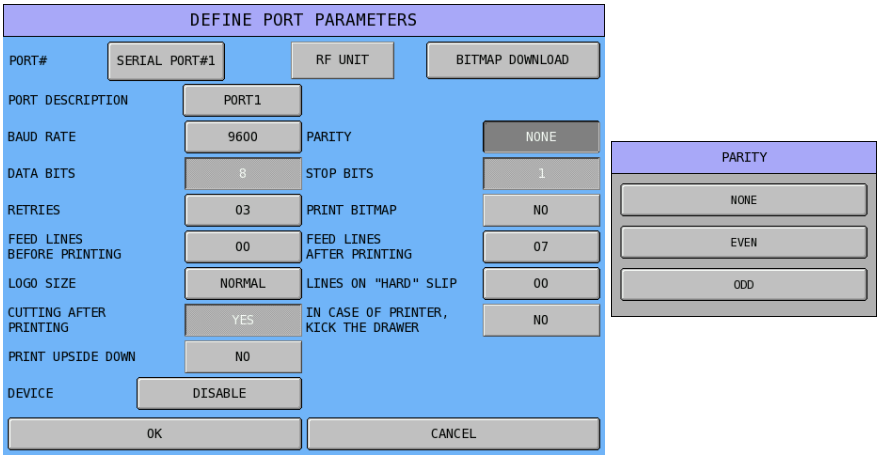
  ☞ Tap **[baud rate]** button of **BAUD RATE**, then tap the preferred baud rate on the popped-up **BAUD RATE** window. The window will close automatically. Or tap **CLOSE** button to close the window and exit.



- **PARITY**

  This is a standard peripheral definition; the information is normally supplied with the device. Default is **NONE**.

  ☞ Tap **[parity]** button of **PARITY**, then tap the preferred parity on the popped-up **PARITY** window. The window will close automatically. Or tap "**original parity"** button to close the window and exit.



- **DATA BITS**

  This is a standard peripheral definition; the information is normally supplied with the device. Default is **8**.

  ☞ Tap **[data bits]** button of **DATR BITS** to switch between **8** bits and **7** bits.

- **STOP BITS**

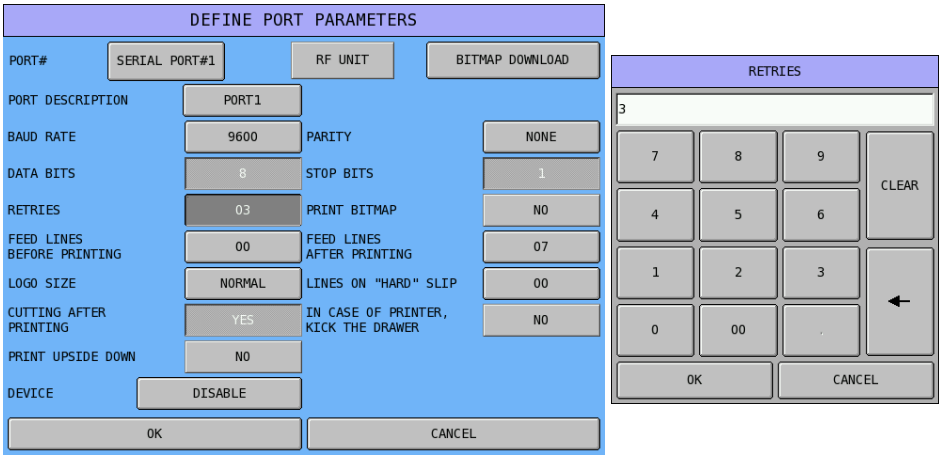
  This is a standard peripheral definition; the information is normally supplied with the device. Default is **1**.

  ☞ Tap **[stop bits]** button of **STOP BITS** to switch between **1** bits and **2** bits.

- **RETRIES**

  This is the number of attempts that will be made to communicate with a device before failure is declared. The default setting (3) is satisfactory for most commonly used peripherals. Default is **3**.

  ☞ Tap **[retries]** button of **RETRIES**, the numeric pad window of **RETRIES** will pop-up for entering the number of retries. Tap **OK** to confirm or **CANCEL** to discard the change.



- **PRINT BITMAP**

  This allows printing of the previously downloaded graphics logo if the option has been defined as available within the memory allocation. Default is **NO**.

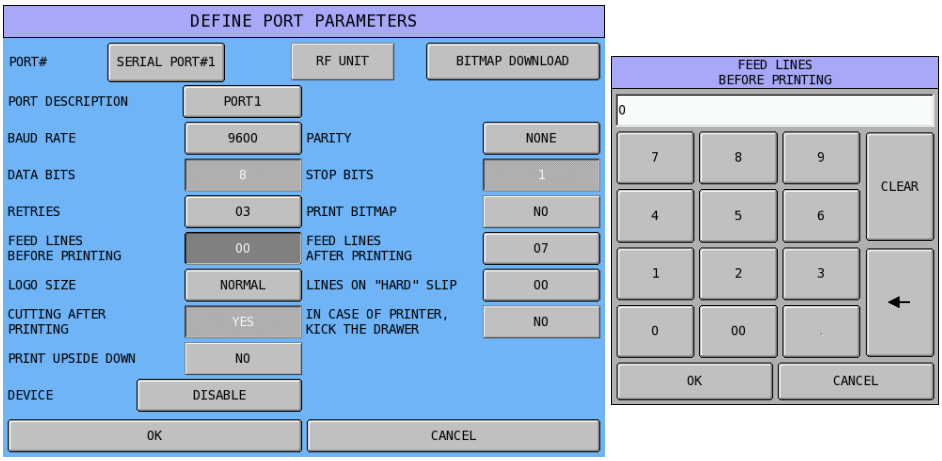
  ☞ Tap **[print bitmap]** button of **PRINT BITMAP** to switch between **NO** and **YES**.

NOTE: When this option has been turned **ON** (**YES**), the printer driver of the printer model assigned to this port need to be double checked. The **START code** of **LOGO** needs to be deleted if present. **S-Mode → PRINTER DRIVER SELECTIONS → <select appropriate printer model> → <remove the START code of LOGO>**

- **FEED LINES BEFORE PRINTING**

  This the number of lines to be fed before the printing is started, this will make the receipt longer, helping format the ticket for non-cutter printers. Default is **0**.

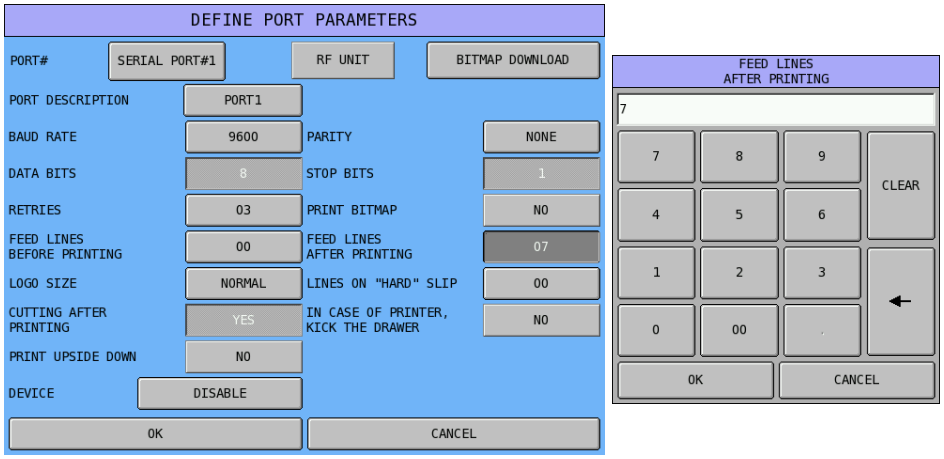
  ☞ Tap **[feed lines before printing]** button of **FEED LINES BEFORE PRINTING**, the numeric pad window of **FEED LINES BEFORE PRINTING** will pop-up for entering the number of lines. Tap **OK** to confirm or **CANCEL** to discard the change.



- **FEED LINES AFTER PRINTING**

  This the number of lines to be fed after the printing is finished, this will make the receipt longer, helping format the ticket for non-cutter printers. Default is **7**.

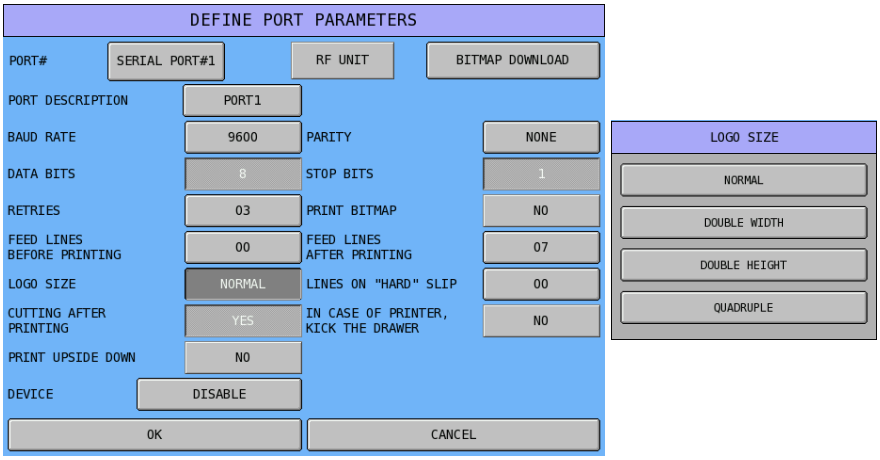
  ☞ Tap **[feed lines after printing]** button of **FEED LINES AFTER PRINTING**, the numeric pad window of **FEED LINES AFTER PRINTING** will pop-up for entering the number of lines. Tap **OK** to confirm or **CANCEL** to discard the change.



- **LOGO SIZE**

  Select between Normal, Double Height, Double Width, and Quadruple. This option is **not** used when using the new NV image downloading. Default is **NORMAL**.

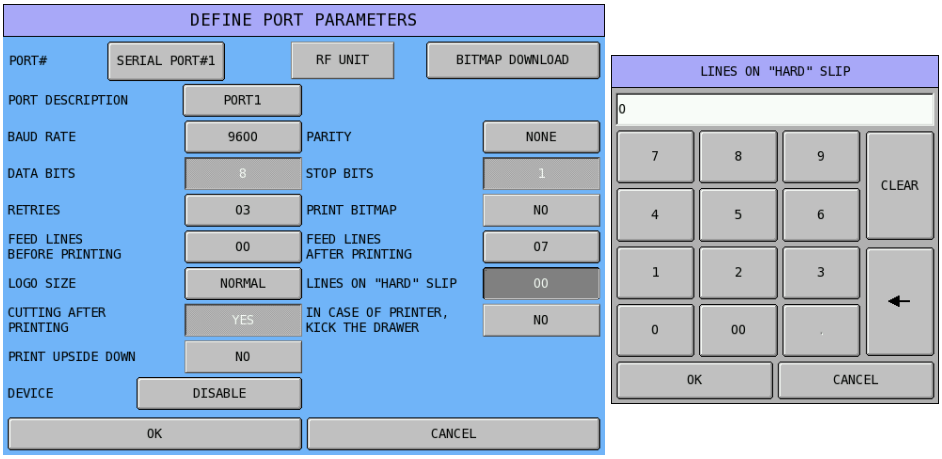
  ☞ Tap [logo size] button of **LOGO SIZE**, then select between **NORMAL**, **DOUBLE WIDTH**, **DOUBLE HEIGHT** and **QUADRUPLE** on the **LOGO SIZE** window. The window will close automatically when selection is done.



- **LINES ON HARD SLIP**

  When a slip printer is used, this is the number of lines that can be printed on a loose paper printer, before a prompt for the next page appears. Default is **0**.

  ☞ Tap **[lines on "hard" slip]** button of **LINES ON "HARD" SLIP**, the numeric pad window of **LINES ON "HARD" SLIP** will pop-up for entering the number of lines. Tap **OK** to confirm or **CANCEL** to discard the change.



- **CUTTING AFTER PRINTING**

  When a printer has the capabilities of auto cut, this option will decide if that feature is to be used. For receipts it is commonly set to yes, however detail journal printers do not require this option. Default is **YES**.

  ☞ Tap **[cutting after printing]** button of **CUTTING AFTER PRINTING** to switch between **YES** and **NO**.

- **IN CASE OF PRINTER, KICK THE DRAWER**

  Used to send audible beep using an optional beeper. Default is **NO**.

  ☞ Tap **[in case of printer, kick the drawer]** button of **IN CASE OF PRINTER, KICK THE DRAWER** to switch between **NO** and **YES**.

- **PRINT UPSIDE DOWN**

  The printer will print the receipt upside down so that if the printer is wall-mounted, or placed vertically, the user can read easily. Supported printers are: SAM4s Ellix 10, Ellix 20, Bixolon SRP-350, Epson TM-T88-2. Default is **NO**.

  ☞ Tap **[print upside down]** button of **PRINT UPSIDE DOWN** to switch between **NO** and **YES**.

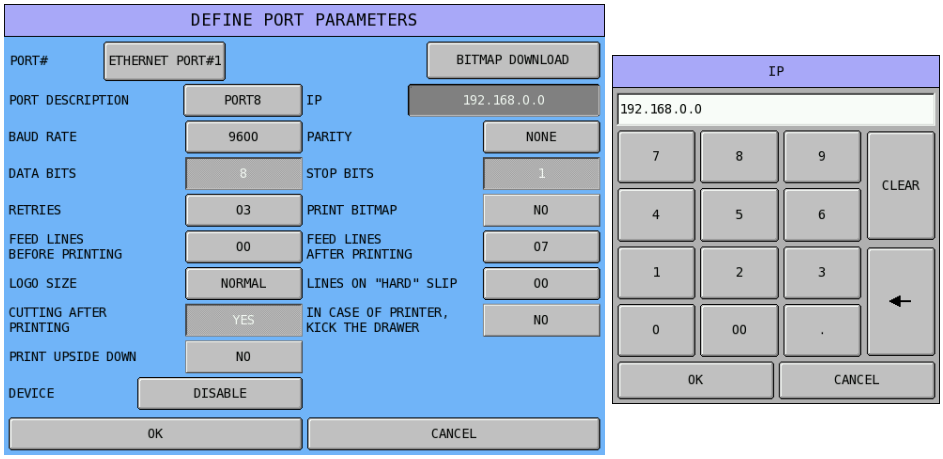
NOTE: If the number of lines to print in one print job exceeds 1000, the SPS-2000 will ignore the option.

On ETHERNET port, you need to program an additional setting - IP Address.

- **IP**

  Used to enter IP Address for an Ethernet printer. Default is **192.168.0.0**.

  ☞ Tap **[ip address]** button of **IP**, the numeric pad window of **IP** will pop-up for entering the IP address. Tap **OK** to confirm or **CANCEL** to discard the change.

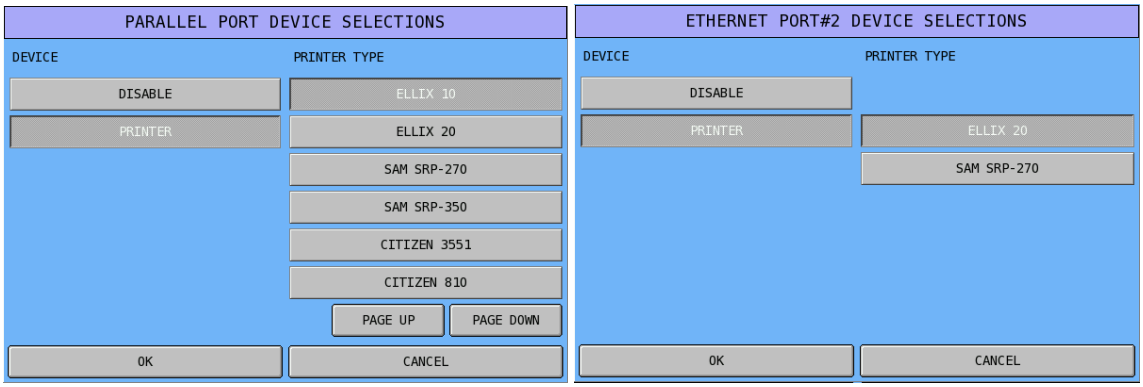


Devices Availability

With different types of port, the availability on each port is slightly different. Images below show the difference.

- Although all serial port works the same regardless different adaptor, **AXEZE** is only available on **Port#1**.

- On both parallel port and Ethernet ports, the available device is only **PRINTER**. You can have all printer types on **Parallel** port the same as on **Serial** port, but only **ELLIX 20** and **SAM SRP-270** on **Ethernet** port.

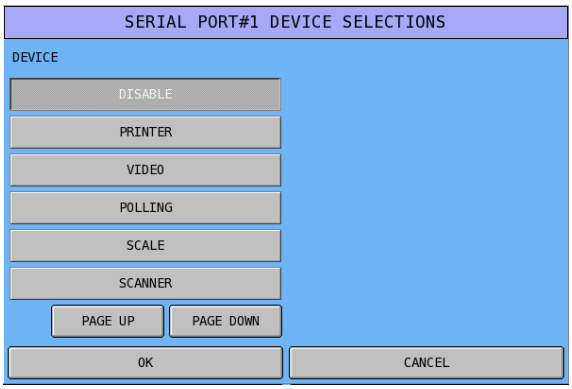


Devices Selections

This is the peripheral that will be connected to the port. The following options can be chosen:

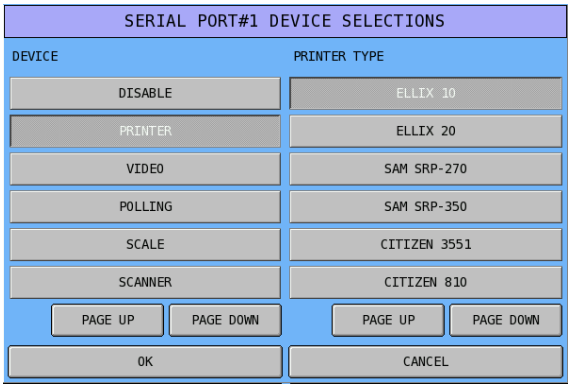
☞ Tap **PAGE UP** or **PAGE DOWN** to browse more device types.

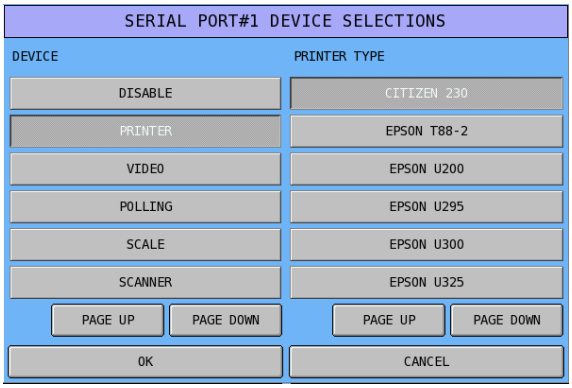
- **DISABLE**
  The port is not active.

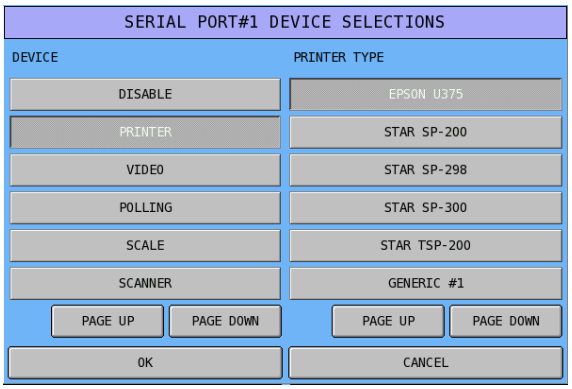


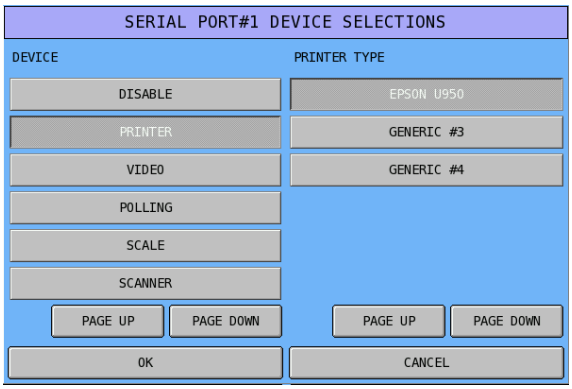
- **PRINTER**
  The port will be used to operate a printer, you are then presented with a list of Printer types, all of which are pre-programmed with Driver setting.

  ☞ Tap **PAGE UP** or **PAGE DOWN** on **PRINTER TYPE** side to browse more printer models.

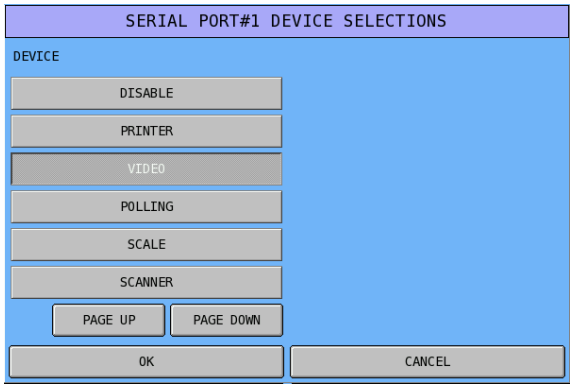




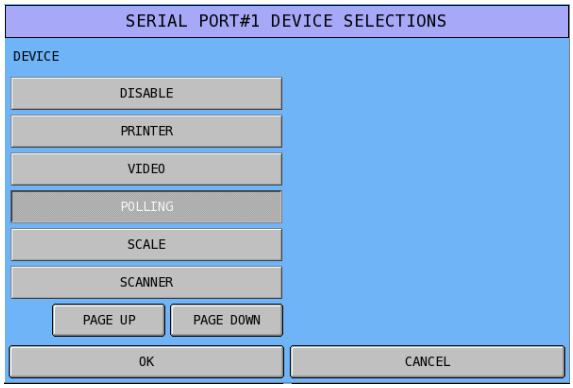




- **VIDEO**
  This is a linked Kitchen Video System for the display of products.

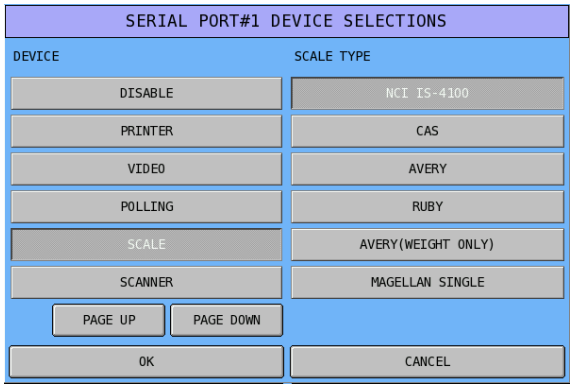


- **POLLING**
  This is the on-line computer link.



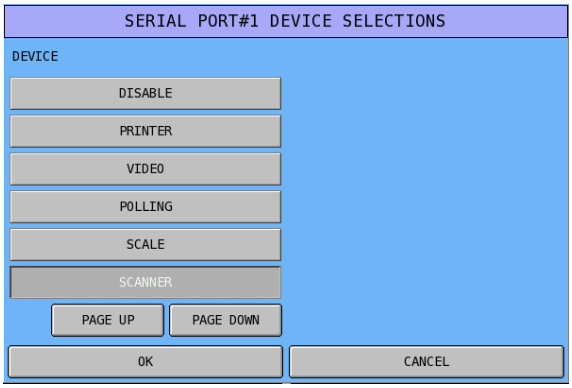
- **SCALE**
  This links to an approved scale for weighted items.

NOTE: In order to make Com working with scale, please make sure the serial port handshake has been correctly set. The CAS scale type means Cas Type-6 interface. When using Cas scales with different type interface, please adjust the interface type on scale accordingly.

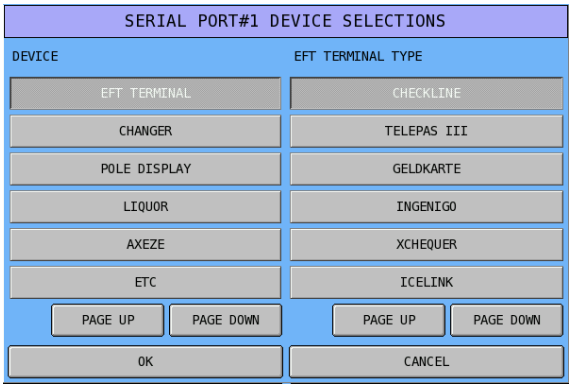


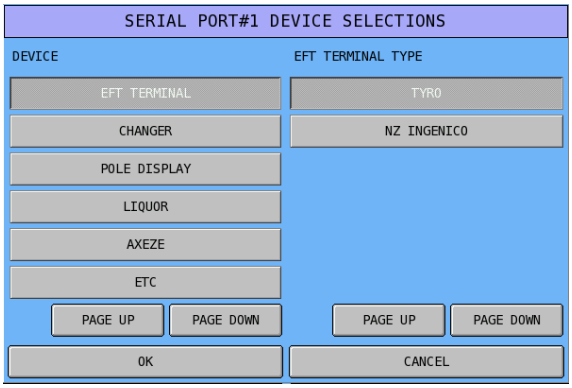
- **SCANNER**
  This option enables a barcode scanner.

NOTE: A standard serial interface scanner is using 9,600-NONE-8-1 handshake. Please make sure your scanner has been programmed with the handshake listed in order to work correctly.

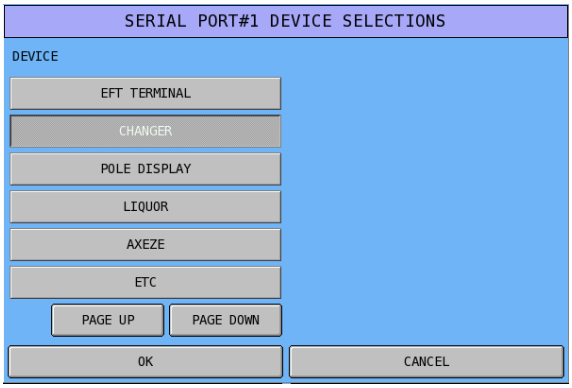


- **EFT TERMINAL**
  This option links a DataTran integrated payment device.



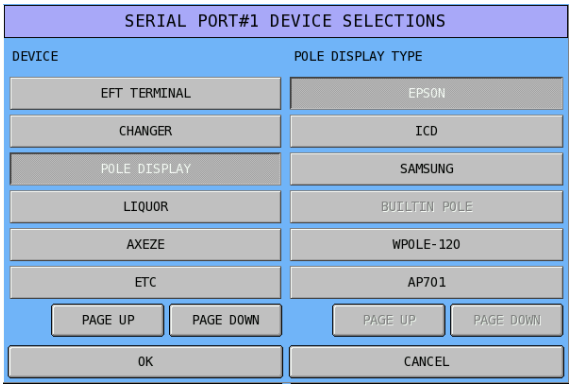


- **CHANGER**
  This option allows a coin changer to be connected.

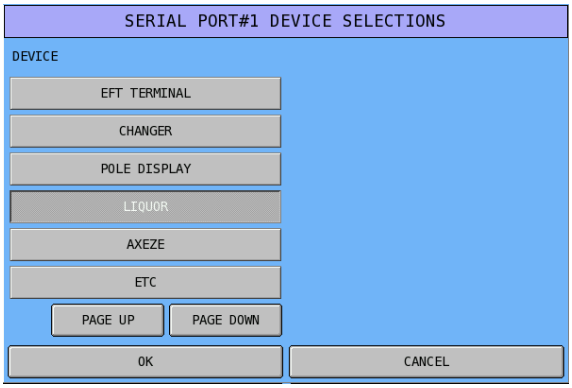


- **POLE DISPLAY**
  This option allows an external pole display to be connected.

NOTE: **BUILTIN POLE** has been hard coded and assigned to Com#6, therefore grey out on all other ports selection list.

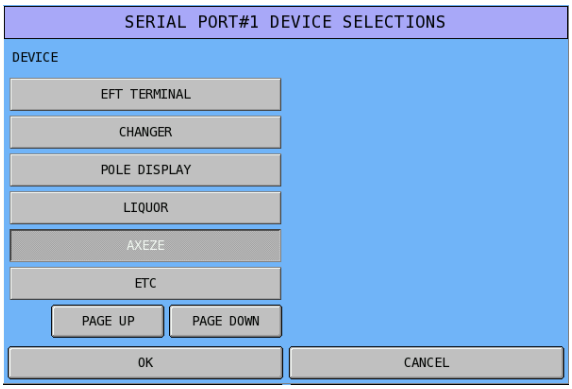


- **LIQUOR**
  This option allows a liquor dispenser to be connected.

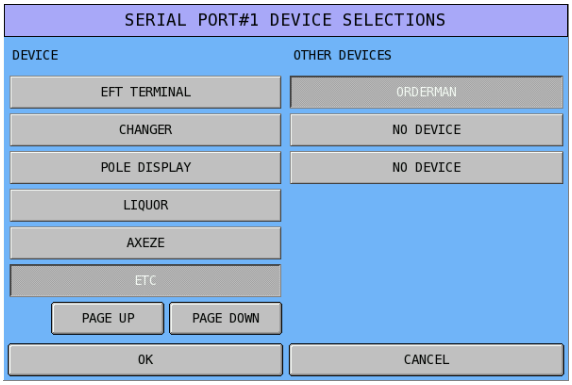


- **AXEZE**
  This option allows a clerk managing system - Axeze to be connected. Please contact your dealer if interest about this Axeze system.

NOTE: This option is only available on com port #1.



- **ETC**
  This option is reserved for all other devices.

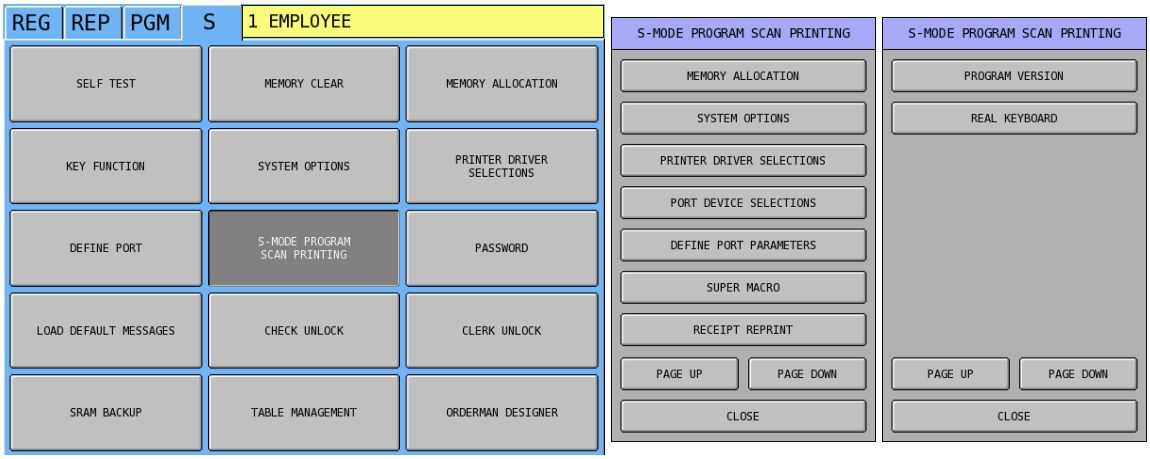


S-Mode Program Scan Printing

Programmed information can be sent to a printer so that a hard copy can be produced.

This option is ideal for keeping records of your machine's settings - these can then be stored for future reference.

☞ Tap **S-MODE PROGRAM SCAN PRINTING** from the **S-Mode** main screen to display **S-MODE PROGRAM SCAN PRINTING** window. Tap **PAGE UP** or **PAGE DOWN** to browse through available items.



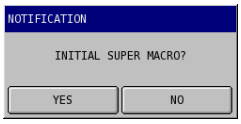
S-Mode Program Scans - Definitions

- **MEMORY ALLOCATION**
  Print the definitions of the systems features and file maximums.
  ☞ Tap **MEMORY ALLOCATION** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.
- **SYSTEM OPTIONS**
  This prints the most basic of features such as terminal number and IRC (inter register communications) settings.
  ☞ Tap **SYSTEM OPTIONS** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.
- **PRINTER DRIVER SELECTIONS**
  This print out shows how technicians have customized printers.
  ☞ Tap **PRINTER DRIVER SELECTIONS** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.
- **PORT DEVICE SELECTIONS**
  This prints the function of each of the physical ports listing the peripheral type connected.
  ☞ Tap **PORT DEVICE SELECTIONS** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.
- **DEFINE PORT PARAMETERS**
  This prints the configuration of the ports, communication speed and unique settings.
  ☞ Tap **DEFINE PORT PARAMETERS** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.
- **SUPER MACRO**
  The super macro (a troubleshooting resource) records the last 1000 keystrokes in **REG-Mode** (keystroke in other modes are not recorded). When 1000 keystrokes are entered, only the most current 1000 keystrokes are available (First-In-First-Out).

  Touch SUPERMACRO to print. On the report, each keystroke is preceded with a code:

  `[M]` indicates the keystroke is a mode key;
  `[K]` indicates the keystroke is a function key list (Key Link);
  `[F]` indicates the keystroke is a function key;
  `[P]` indicates the keystroke is a PLU entry.

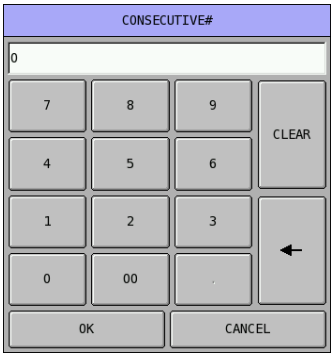
☞ Tap **SUPER MACRO** button then the scan printing will start immediately. When printing is finished, a **NOTIFICATION** window will pop-up asking if initialise Super Macro. Tap **YES** to confirm action, **NO** to discard. System will return to **S-Mode** main screen after selection is made.



- **RECEIPT REPRINT**

Enter the consecutive number of the transaction you wish to print from the electronic journal.

☞ Tap **RECEIPT REPRINT** button then enter the receipt number you want to reprint. The Receipt Reprint will start immediately. System will return to **S-Mode** main screen after printing is finish.



NOTE: The printout will **not** include Receipt Preamble Message (header), Postamble Message (footer) and Image Logo as it is extracted from Electronic Journal.

- **PROGRAM VERSION**

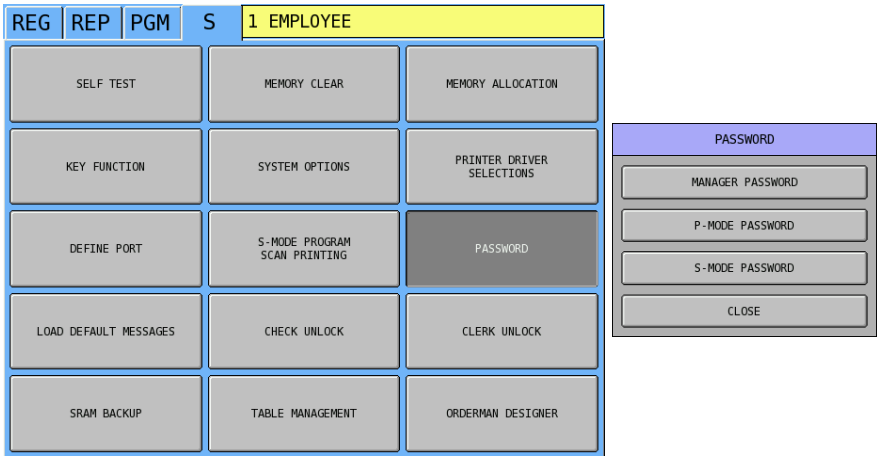
Tap this to print firmware version that currently loaded on the ECR.

☞ Tap **PROGRAM VERSION** button then the scan printing will start immediately. System will return to **S-Mode** main screen after printing is finish.

Password

The correct password is required to access Report Mode (**REP** tab), Void Mode (**VOID MODE** button) Program Mode (**PGM** tab) and Service Mode (**S** tab). The default settings activate the password for Program Mode and Service Mode. Also, manager controlled activities can be completed only after the correct password is entered. You can set your own 4-digit passwords by selecting **PASSWORD** in **S-Mode**.

☞ Tap **PASSWORD** from the **S-Mode** main screen to display **PASSWORD** window. Tap **CLOSE** to exit.



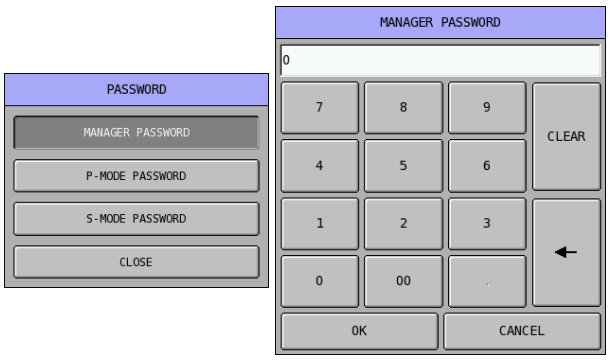
NOTE: There are more Password settings in **S-Mode**, **SYSTEM OPTIONS → OPTION#1 → 7. PASSWORD**; include X Reports Password, Z1 ~ Z5 Report Password, and System Clerk Password. Please discuss with your dealer about these password settings for security.

- **MANAGER / REPORT MODE / VOID MODE (REP tab) PASSWORD**

  There is a default password for **REP-Mode** and **VOID-Mode.** You can find out from your dealer. Here you can write down your own password:

  MANAGER: write your password here

  ☞ Tap **MANAGER PASSWORD** button on **PASSWORD** window, then enter new manager password on the popped-up numeric pad of **MANAGER PASSWORD**. Tap **OK** to confirm or **CANCEL** to discard the change.



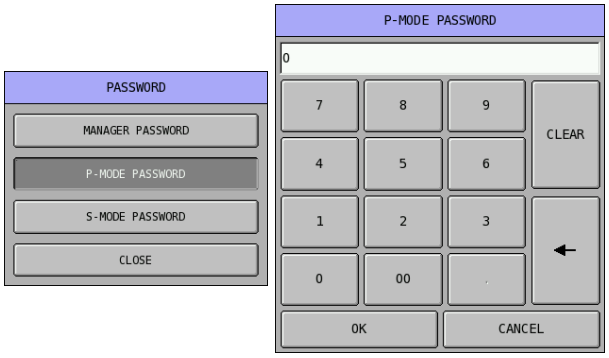
NOTE: This password can be deactivating along with certain employee authority level. Please see **PGM-Mode**, **EMPLOYEE → AUTHORITY LEVEL →** <select authority level> **→ OPTION#6 → 40. ALLOW ACCESS X/Z MODE WITHOUT PASSWORD** and **42. ALLOW ACCESS VOID MODE WITHOUT PASSWORD** for further settings.

- **PROGRAM MODE (PGM tab) PASSWORD**

  There is a default password for **PGM-Mode.** You can find out from your dealer. Here you can write down your own password:

  PGM-Mode: write your password here

  ☞ Tap **P-MODE PASSWORD** button on **PASSWORD** window, then enter new manager password on the popped-up numeric pad of **P-MODE PASSWORD**. Tap **OK** to confirm or **CANCEL** to discard the change.



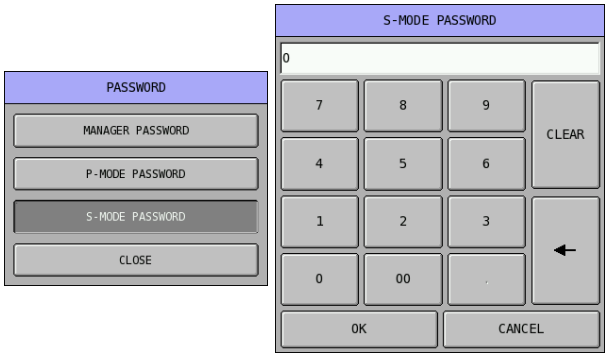
NOTE: This password can be deactivating along with certain employee authority level. Please see **PGM-Mode**, **EMPLOYEE → AUTHORITY LEVEL →** <select authority level> **→ OPTION#6 → 41. ALLOW ACCESS PGM MODE WITHOUT PASSWORD** for further settings.

- **SERVICE MODE (S tab) PASSWORD**

  There is a default password for **S-Mode.** You can find out from your dealer. Here you can write down your own password:

  S-Mode: write your password here

  ☞ Tap **S-MODE PASSWORD** button on **PASSWORD** window, then enter new manager password on the popped-up numeric pad of **S-MODE PASSWORD**. Tap **OK** to confirm or **CANCEL** to discard the change.



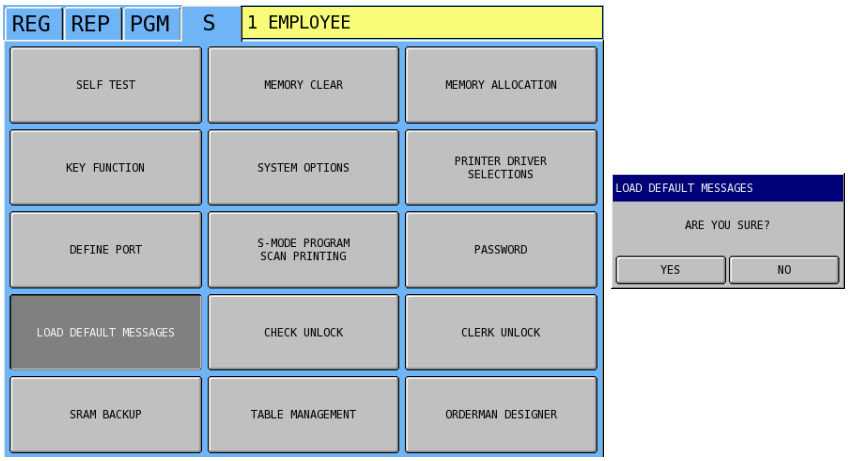
NOTE: This password can be deactivating along with certain employee authority level. Please see **PGM-Mode**, **EMPLOYEE → AUTHORITY LEVEL →** <select authority level> **→ OPTION#5 → 39. ALLOW ACCESS S MODE WITHOUT PASSWORD** for further settings.

Load Default Messages

This will revert back to default text for any messages, which may have been changed from their original settings, including:

- **ERROR MESSAGES**
  These are the onscreen display prompts warning the operator of miss-operations. Please refer to **PROGRAM Mode → MESSAGE → ERROR MESSAGE** for default Error Message list.
- **SYSTEM DESCRIPTORS**
  These are the onscreen and reporting messages designed to assist the operator. Please refer to **PROGRAM Mode → MESSAGE → SYSTEM DESCRIPTORS** for default System Descriptor Message list.
- **FINANCIAL REPORT DESCRIPTORS**
  These are the financial report item name for each field. Please refer to **PROGRAM Mode → MESSAGE → REPORT DESCRIPTORS → FINANCIAL REPORT** for default Financial Report Descriptors list.
- **EMPLOYEE REPORT DESCRIPTORS**
  These are the employee report item name for each field. Please refer to **PROGRAM Mode → MESSAGE → REPORT DESCRIPTORS → EMPLOYEE REPORT** for default Employee Report Descriptors list.
- **ALPHA TEXT MESSAGE**
  Please refer to **PROGRAM Mode → MESSAGE → ALPHA TEXT MESSAGE** for default Alpha Text Message list.
- **POLE DISPLAY MESSAGE**
  Please refer to **PROGRAM Mode → MESSAGE → POLE DISPLAY MESSAGE** for default Pole Display Message list.

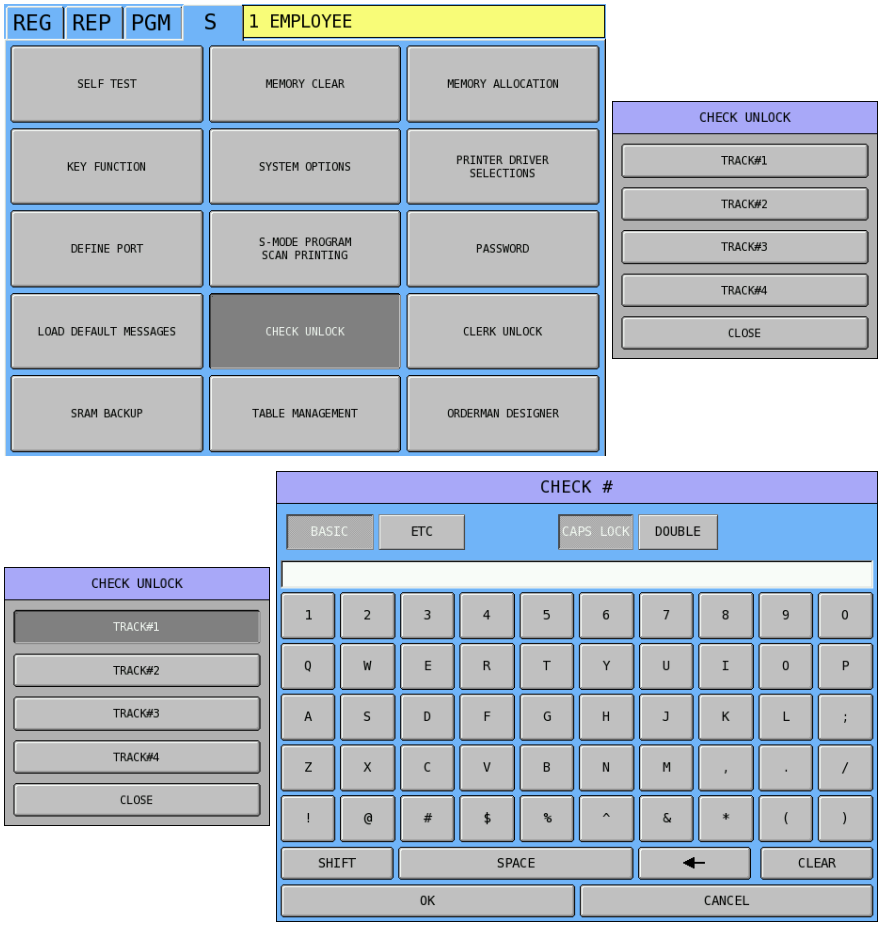
☞ Tap **LOAD DEFAULT MESSAGES** from the **S-Mode** main screen. Tap **YES** to confirm or **NO** to discard the action.



Check Unlock

This is used in the unlikely event that an open check track number becomes locked and inoperable and will reset locked operational checks details. This must be performed on the terminal set to store the data in the **S-Mode** system option settings. Please see **S-Mode**, **SYSTEM OPTIONS → OPTION#2 → 10. REG# HOLDS CHECK TRACKING DATA** for more detail.

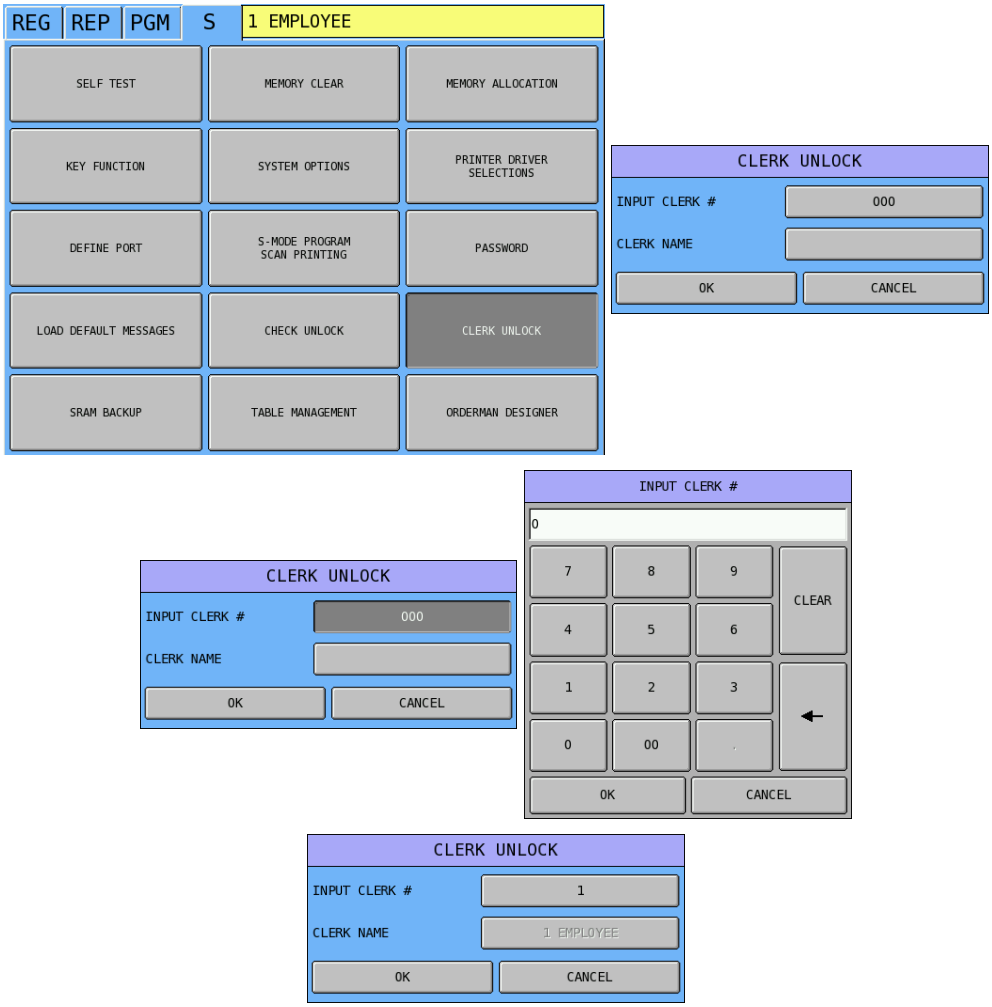
☞ Tap **CHECK UNLOCK** from the **S-Mode** main screen to display **CHECK UNLOCK** window. Tap check# button that contain the locked up check, then enter check number/name, follow with **OK** to unlock the check.



Clerk Unlock

This is used in the unlikely event that an open clerk interrupt buffer becomes locked and inoperable and will reset locked operational clerk interrupt details. This must be performed on the terminal set to store the data in the **S-Mode** system option settings. Please see **S-Mode**, **SYSTEM OPTIONS → OPTION#3 → 13. REG# HOLDS CLERK INTERRUPT DATA** for more detail.

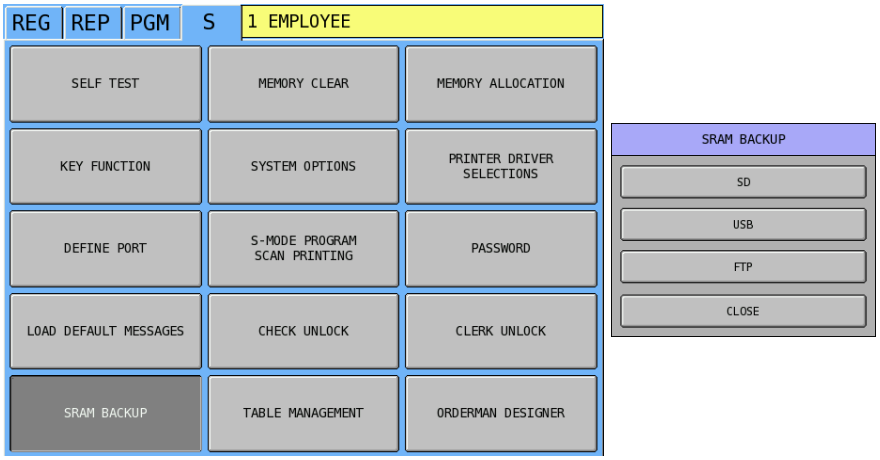
☞ Tap **CLERK UNLOCK** from the **S-Mode** main screen to display **CLERK UNLOCK** window. Tap **000** button of **INPOUT CLERK #**, then enter the clerk number of the locked clerk interrupt on the popped-up numeric pad of **INPUT CLERK #**. Tap **OK** to confirm or **CANCEL** to discard the change. Then followed with **OK** on **CLERK UNLOCK** window to unlock the check.



SRAM Backup

This **SRAM BACKUP** provides 3 different ways to backup information from ECR or to restore information to ECR. When **SD** card or **USB** stick is chosen, both Programs and Reports can be backed up from and restored to an ECR. The **FTP** method will only send reports to a PC, but can not send back to ECR.

☞ Tap **SRAM BACKUP** from the **S-Mode** main screen to display **SRAM BACKUP** window. Tap either **SD**, **USB** or **FTP** button to choose the way you want. Tap **CLOSE** to exist from **SRAM BACKUP** section.



NOTE: 1. **SD** cards and **USB** stick must be formatted as FAT32, along with **Default allocation size**.

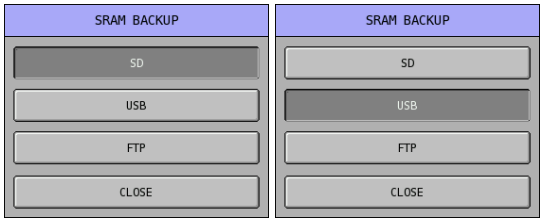
NOTE: 2. The program will save in the path: <SD / USB>:/sps2000/backup/xxxxxx, when xxxxxx is the store number (if store name is not programmed) or store name set in **S-Mode**, **SYSTEM OPTIONS → OPTION#1 → 2. STORE # [000000] STORE NAME []**. **STORE NUMBER** or **STORE NAME** is the key information of the program for the ECR. It indicates what is the program is just been backup or going to be restored. If you had previously saved a program for the same store on the same SD card, the backup function will write over your previous end user program. Be sure to archive previously saved programs to your PC.

Access to SD / USB Storage Devices

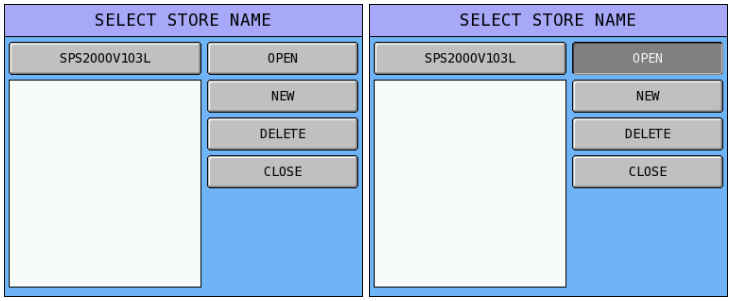
While **SD** or **USB** method is chosen the backup procedure are the same, only the storage media is different. Here will use images while using **USB** method.

☞ Plug a USB memory stick into one of the USB ports at the back panel; or
Insert a SD card into the SD card reader located at right hand side of lower front panel.

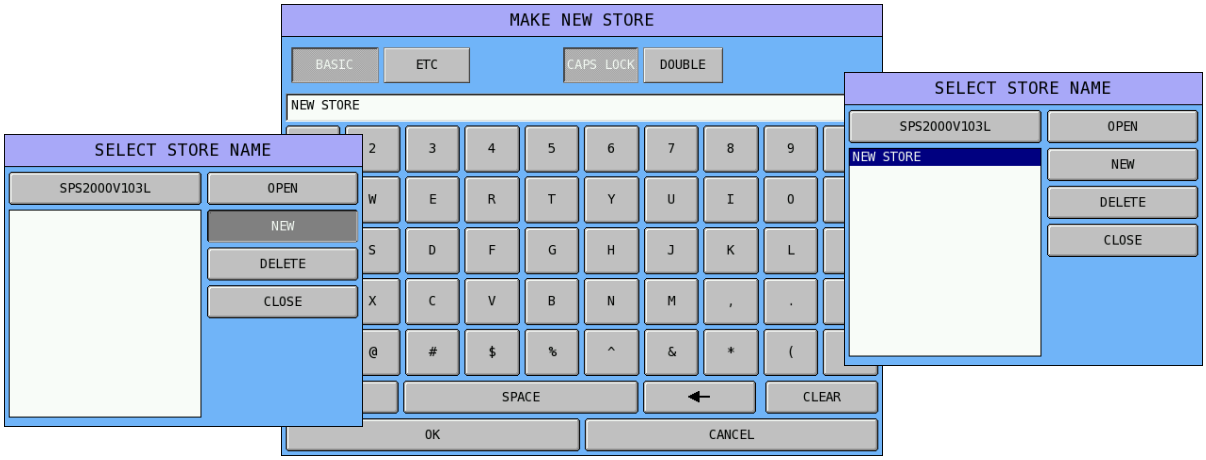
☞ Tap **USB** (or **SD**) on **SRAM BACKUP** window.



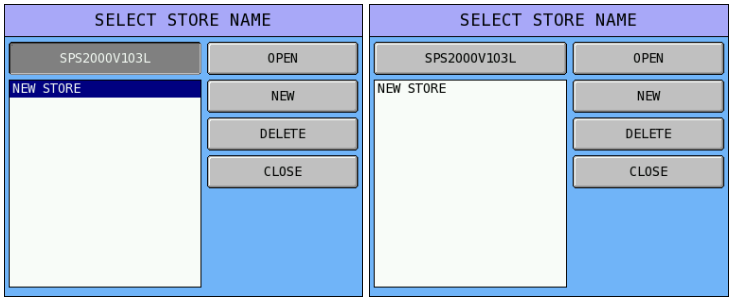
☞ On popped-up **SELECT STORE NAME** window, you will see no store in the list area for the first time you use your storage device. The **current** store name on the ECR - ***SPS2000103L*** is shown on the button above store list area. To backup, tap **OPEN** button.



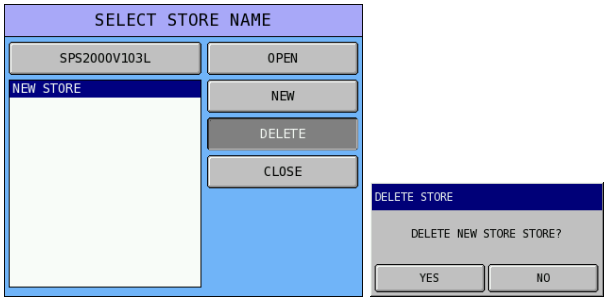
☞ Tap **NEW** button on **SELECT STORE NAME** window if you want to backup program into different store name. Enter store name through **MAKE NEW STORE** screen. Tap **OK** confirm. New store name will be added into the store list and highlighted. Tap **OPEN** button to use the store.



☞ When current store name in the ECR is preferred, tap the button with current store name, the highlighted selection on the store list will be removed. Tap **OPEN** button to use current store name.



☞ To delete a store from store list, tap on the store name to highlight it, then tap **DELETE** button. Tap **YES** to confirm the action, or tap **NO** to discard the action.



☞ **WARNING!!!**

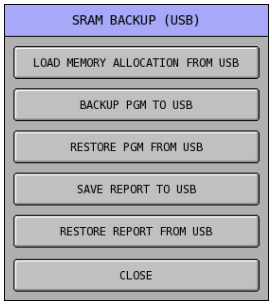
When you see the current store name also appear on the store list, please be aware about your next action!!!

a. In **BACKUP** processes, the current program in the ECR will **overwrite** the program exist in the **USB** stick (or **SD** card).
You can either CREAT a new store name, then use that store to backup program currently in the ECR to avoid overwrite program currently in the **USB** stick (or **SD** card) or carry on when you do realise what you are doing.

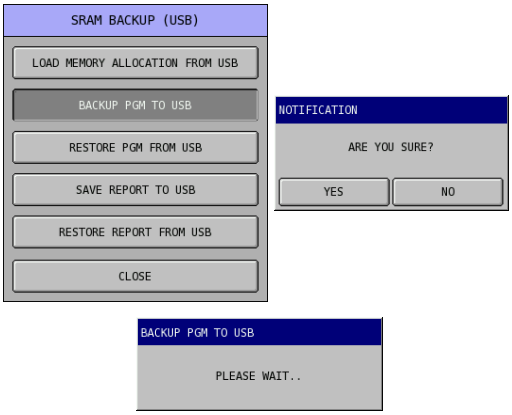
b. In **RESTORE** processes, the current program exist in the **USB** stick (or **SD** card) will **overwrite** the program in the ECR.
You can create a new store, backup program in the ECR into the new store, then restore the same name program in the **USB** stick (or **SD** card) back to ECR.

Backup Programs and Reports

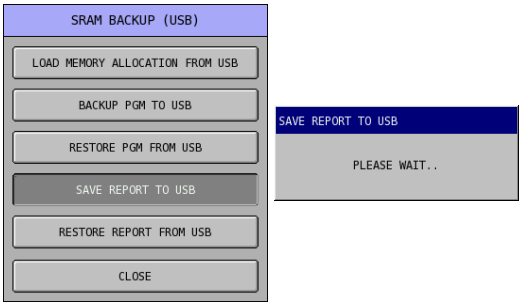
After store selection is finished, the **SRAM BACKUP (USB)** (or **(SD)**) window will appear on the screen.



☞ To backup program from ECR, tap **BACKUP PGM TO USB** (or **SD**) button, then confirm the action by tapping **YES** on **NOTIFICATION** window, the procedure will start after confirmed. Tap **NO** to discard the action.

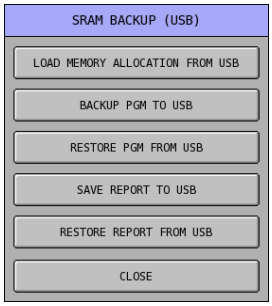


☞ To backup reports from ECR, tap **SAVE REPORT TO USB** (or **SD**) button, the process will start immediately.



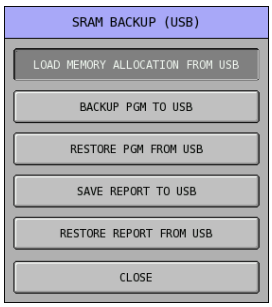
Restore Programs and Reports

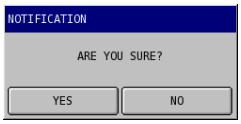
After store selection is finished, the **SRAM BACKUP (USB)** (or **(SD)**) window will appear on the screen.

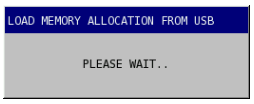


To restore program back to ECR, load memory allocation to ECR is always the first thing to do. When memory allocation is wrong, the program will not restore correctly in order to work correctly as it programmed.

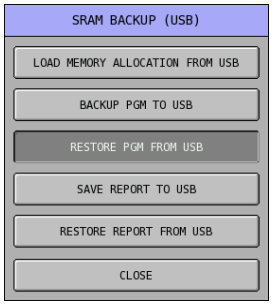
☞ **CAUTION!!! ALWAYS DO THIS FIRST!!!**
Tap **LOAD MEMORY ALLOCATION FROM USB** (or **SD**) button, then confirm the action by tapping **YES** on **NOTIFICATION** window, the procedure will start after confirmed. Tap **NO** to discard the action.



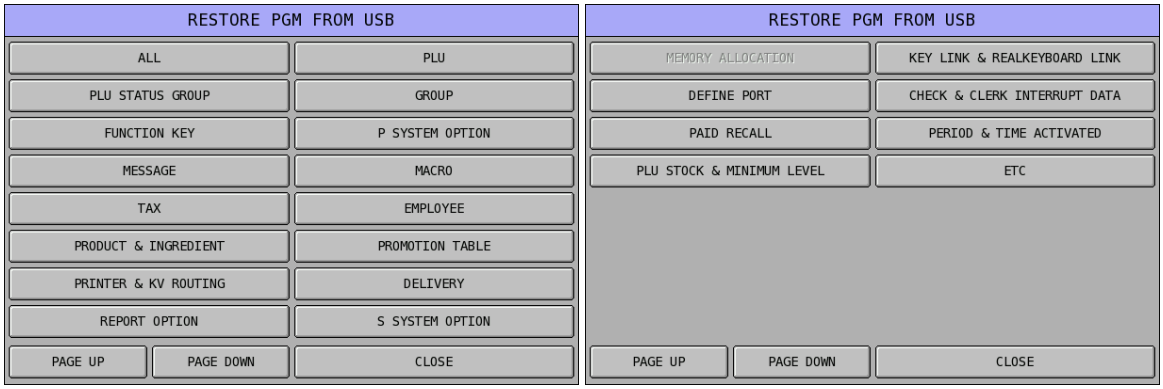




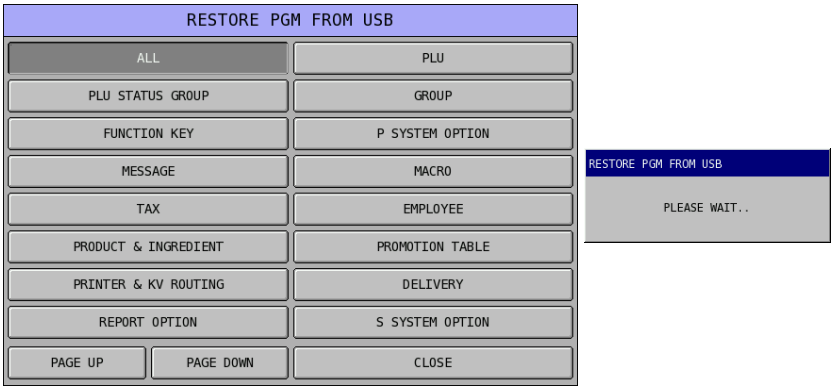
☞ To restore program to ECR, tap **RESTORE PGM FROM USB** (or **SD**) button on **SRAM BACKUP (USB)** (or **(SD)**) window, the **RESTORE PGM FROM USB** (or **SD**) window.

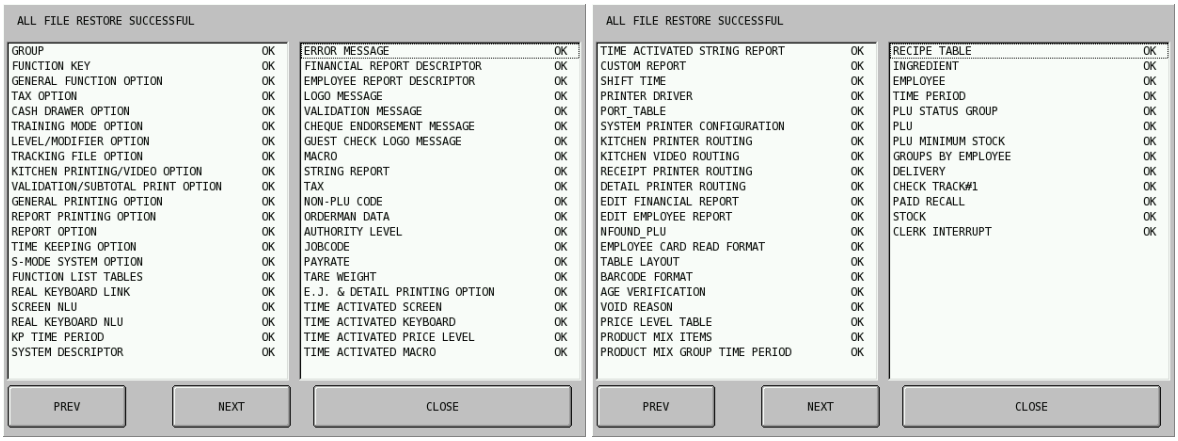


☞ The **RESTORE PGM FROM USB** (or **SD**) window will pop-up. Tap **PAGE UP** or **PAGE DOWN** button to browse through program list.

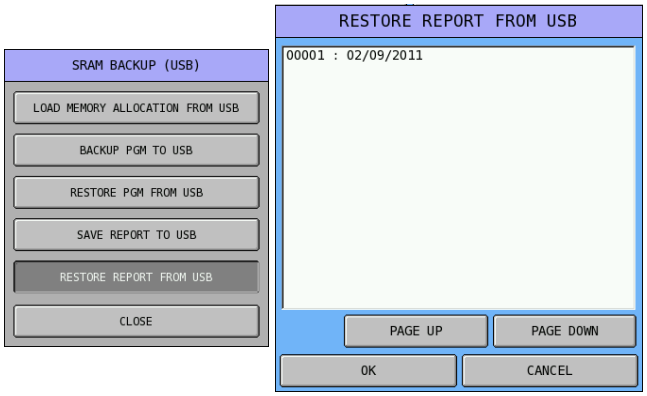


☞ Tap **ALL** button on **RESTORE PGM FROM USB** (or **SD**) window, the procedure will start immediately. A result check window will pop-up. Tap **NEXT** or **PREV** button to browse the result. Tap **CLOSE** button to exist.

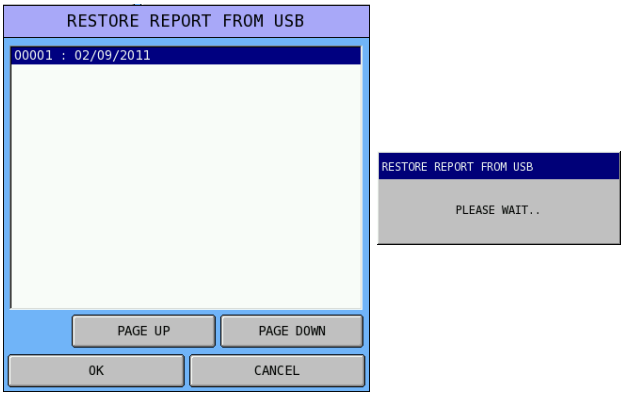




☞ To restore reports to ECR, tap **RESTORE REPORT FROM USB** (or **SD**) button on **SRAM BACKUP (USB)** (or **(SD)**) window. The **RESTORE REPORE FROM USB** (or **SD**) will pop-up.



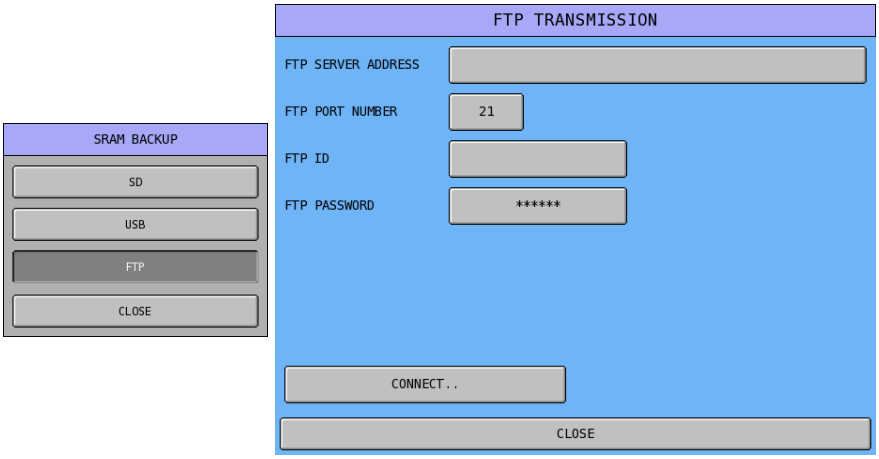
☞ Tap available report on the list, then tap **OK** button, the process will start immediately. Tap **PAGE UP** or **PAGE DOWN** button to browse through reports list.



Access to FTP Server

The third way to backup information from ECR, is via FTP server. This requires system setup on a PC in order to make the PC working like a FTP server. Please contact your dealer. On ECR side, the settings are…

☞ Tap **FTP** on **SRAM BACKUP** window. The **FTP TRANSMISSION** window will pop-up.

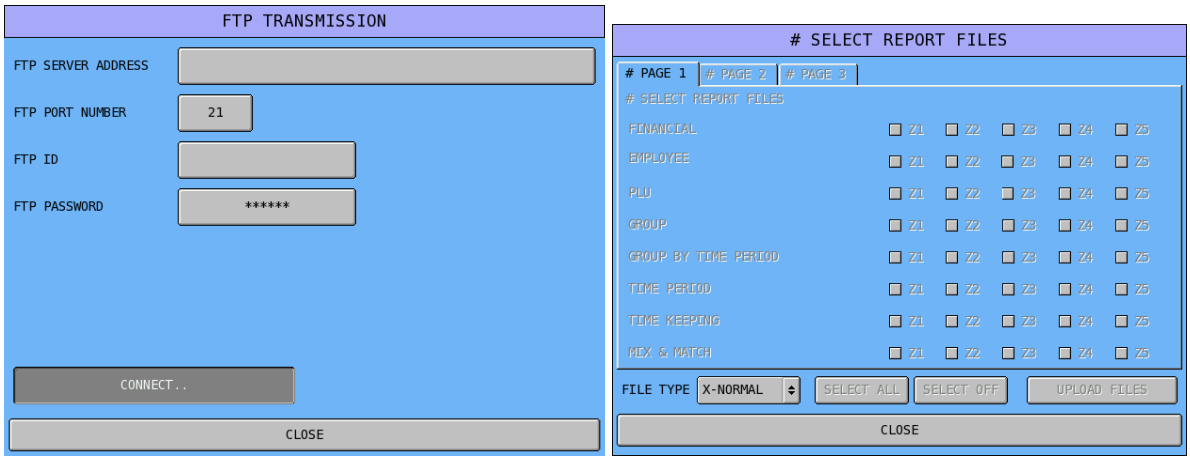


☞ Tap the field of **FTP SERVER ADDRESS**, in popped-up **FTP SERVER ADDRESS** window, enter the IP Address of your FTP Server. Tap **OK** to confirm, **CANCEL** to discard.

☞ Leave **FTP PORT NUMBER** as **21**, tap field of **FTP ID**. In popped-up **FTP ID** window, enter **ID of User Name** that has been pre-programmed on your FTP Server. Tap **OK** to confirm, **CANCEL** to discard. Please note that **FTP ID** is **case sensitive**.

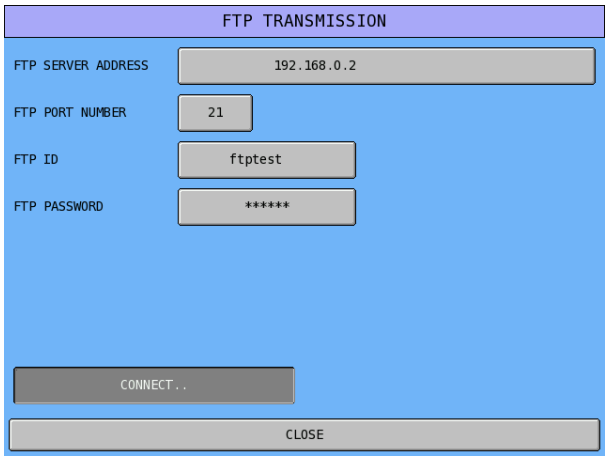
☞ Tap field of **FTP PASSWORD**. In popped-up **FTP PASSWORD** window, enter **PASSWORD** of the **FTP ID** the has been pre-programmed on your FTP Server. Tap **OK** to confirm, **CANCEL** to discard. Please note that **FTP PASSWORD** is **case sensitive**.

Before entering any information of the FTP Server, tap **CONNECT..** button will show you the screen on the right - all reports and its selection check box are grey out. This also happens when the connection to FTP Server does not work. Please check the settings when this happen.

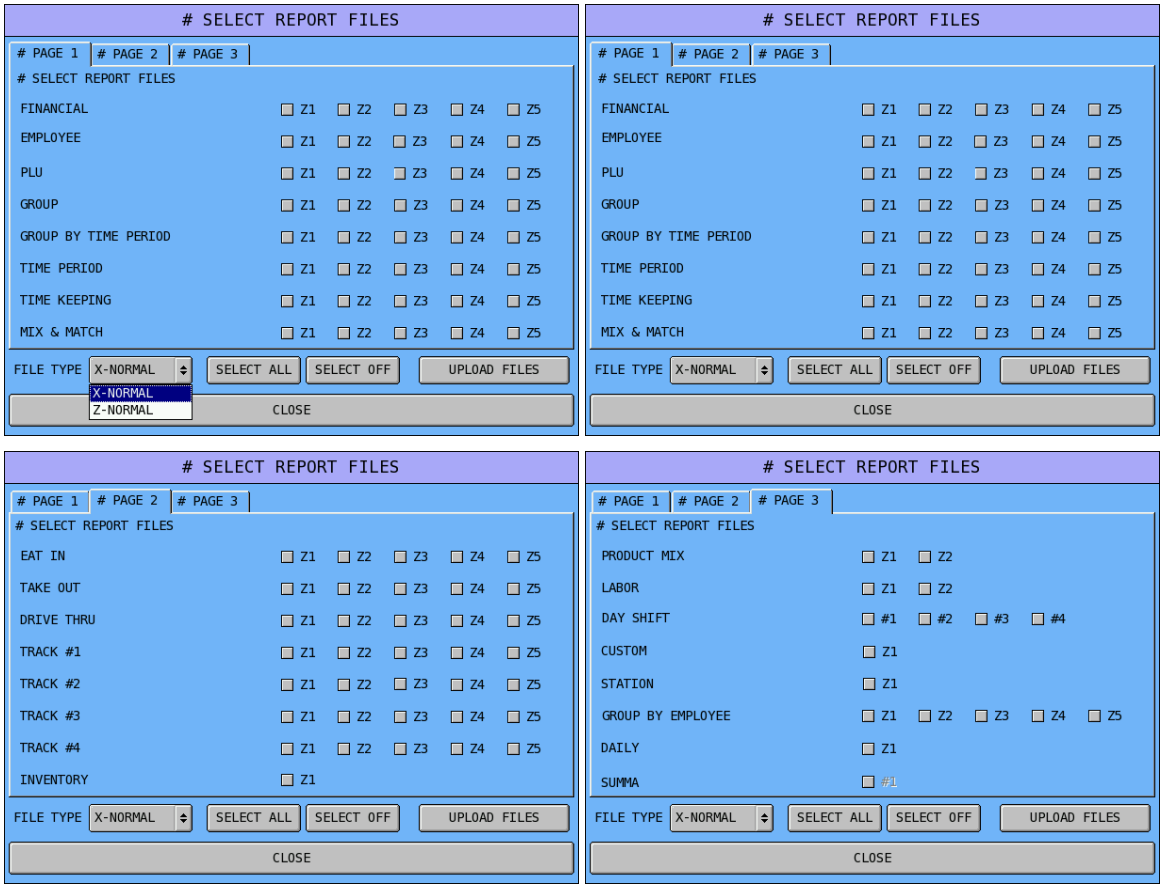


When settings are correct…

☞ Tap **CONNECT..** button…



All reports and its check box are light up. Tick check box for the report you need or tap on **SELECT ALL** button (for auto select all reports) or **SELECT OFF** button (for auto deselect all reports), select **FILE TYPE** between **X-NORMAL (X-Reports) or Z-NORMAL (Z-Report)**…



☞ Tap **UPLOAD FILES** button, you will then see the progress window pop-up.

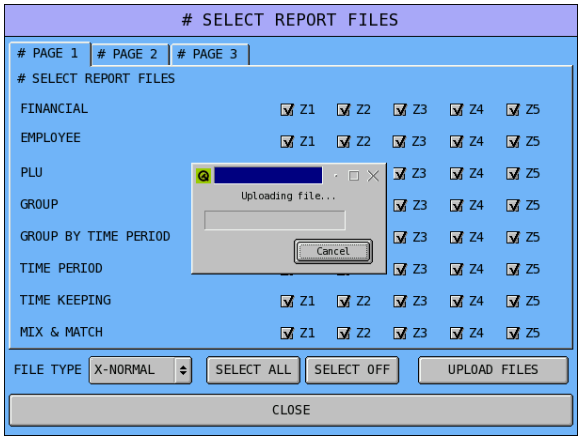


Table Management

This **TABLE MANAGEMENT** allows running table management in GRAPHIC manner. This system allows managing up to 5 floors with 30 tables in each floor. To make this Graphic Table Management system working, please make sure the following options have been set properly.

- **IN S-Mode**

  MEMORY ALLOCATION → OPTION#2 → 12. MAXIMUM # OF CHECKS
  The check track file that is going to be used for this graphic table management needs to be set to the numbers at least match to the numbers of table that plan to install into the restaurant. However, also limited up to 150 tables.

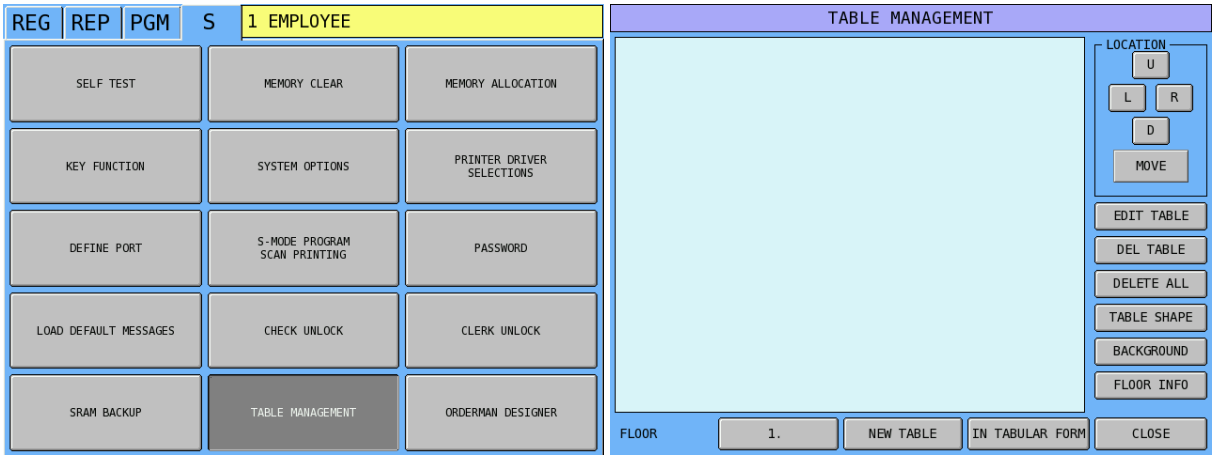
  SYSTEM OPTIONS → OPTION#2 → 10. REG# HOLDS CHECK TRACKING DATA and 11. REG# HOLDS BACKUP CHECK TRACKING DATA
  The check track files that are going to be used all has to be set to which ECR will hold the DATA or BACKUP DATA.

  SYSTEM OPTIONS → OPTION#3 → 16. USE GRAPHIC TABLE MANAGEMENT
  This option has to be turned ON (set to **YES**) to use this feature.

- **IN PGM-Mode**

  FUNCTION KEY → 197. ~ 200. RECALL CHK1 ~ 4 → TABLE ENTRY REQUIRED and ASSIGNED BY REGISTER
  These two options of the RECALL CHK key related to the graphic table management have to be turned OFF (set to **NO**). All other options have to be set accordingly as well.

☞ Tap **TABLE MANAGEMENT** button from the **S-Mode** main screen to display **TABLE MANAGEMENT** screen. A blank table layout of **FLOOR #**1 displays. Tap **CLOSE** button to exit.



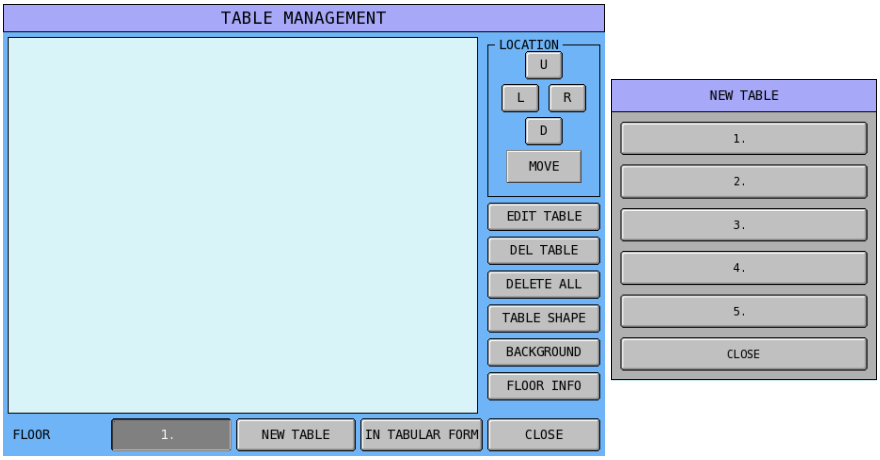
Design Features

There are many featured you can program in this **TABLE MANAGEMENT** section. Below will lists basic features.

- **SELECT FLOOR**

  As default floor is FLOOR #1, when a restaurant has multi floors, SPS-2000 has up to 5 floors available.

  ☞ Tap **1.** button on **TABLE MANAGEMENT** window, select a floor you want to program from **NEW TABLE** window. Tap **CLOSE** to remain in current floor.

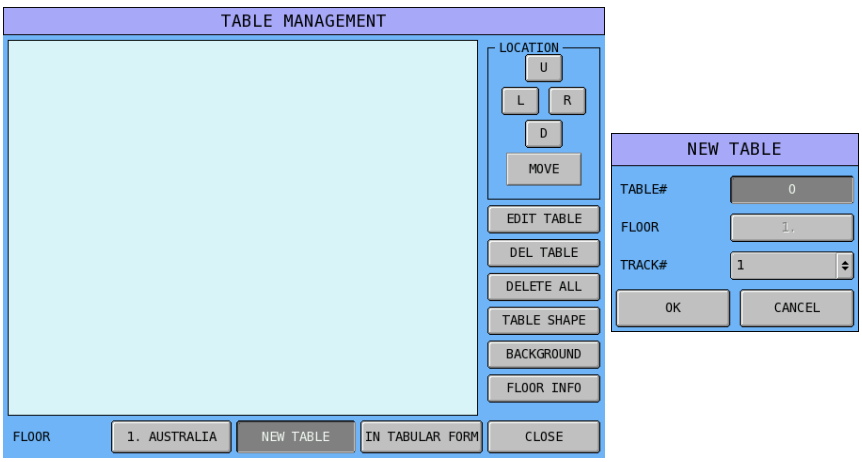


- **CREATE A NEW TABLE**

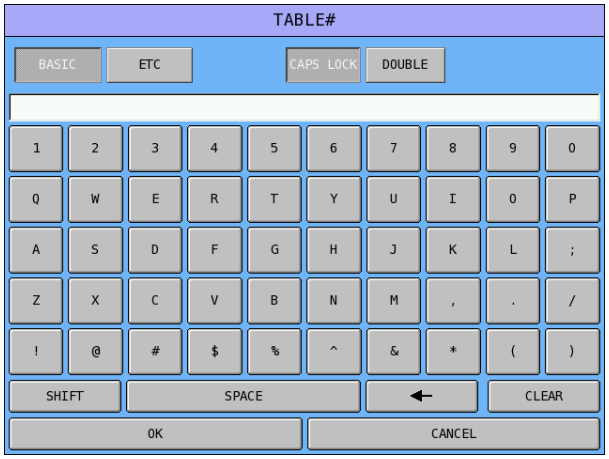
  Here is the place you can generate tables for the restaurant. Assign either a number or a name to a table. Also assign the Check Track File number to a table.

  ☞ Tap **NEW TABLE** button on **TABLE MANAGEMENT** window, then tap **0** button on **NEW TABLE** window, then enter information of the table on **TABLE#** window. Tap drop down list of **TRACK#** to select proper Check Track File for the table. Tap **OK** to confirm action, **CANCEL** to discard.

NOTE: Do not let **TABLE#** as 0! This will cause problem later. Although the name of the field is **TABLE#**, but the field can be filled with alphabet as well. Please make sure **PGM-Mode**, **SYSTEM OPTION → TRACKING FILE OPTIONS → OPTION#3 → 17. USE ALPHA CHECK #** is set to **YES**.



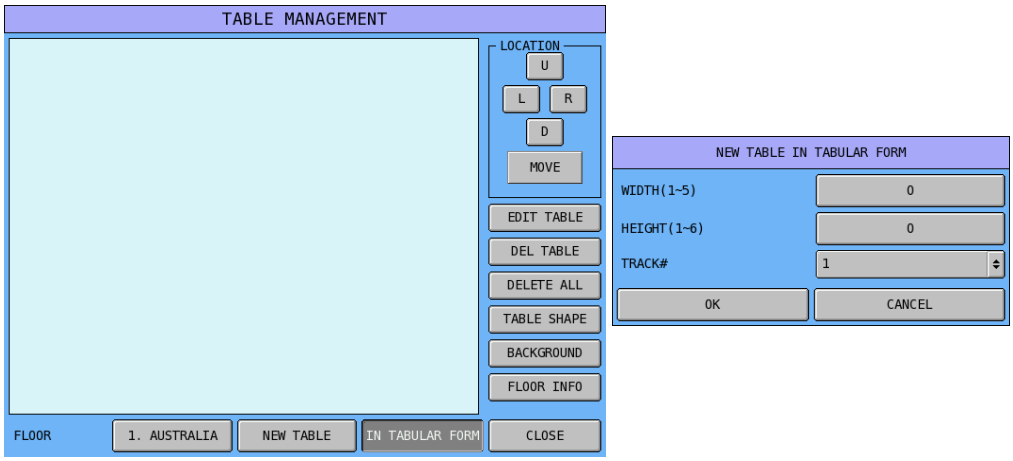
--- for **TABLE#** window, please go to next page ---



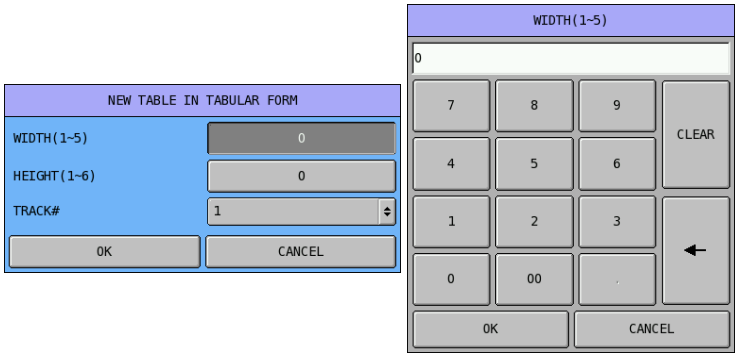
- **CREATE NEW TABLES FOR THE FLOOR**

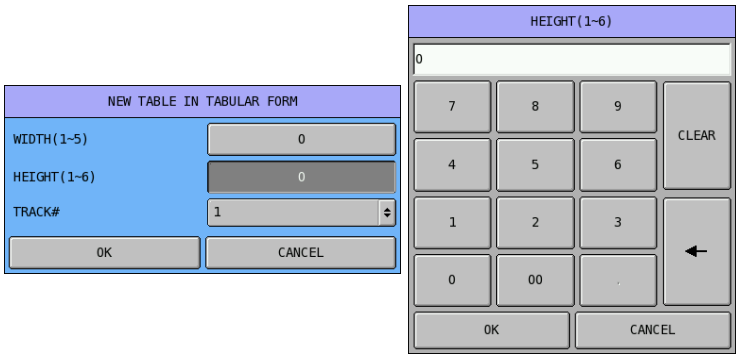
  Instead of creating new table one by one, you can first created all tables at once for the whole floor, then fine tune each table by editing each table - **EDIT TABLE**.

  ☞ Tap **IN ABULAR FORM** button on **TABLE MANAGEMENT** window, the **NEW TABLE IN TABULAR FORM** window will pop-up.

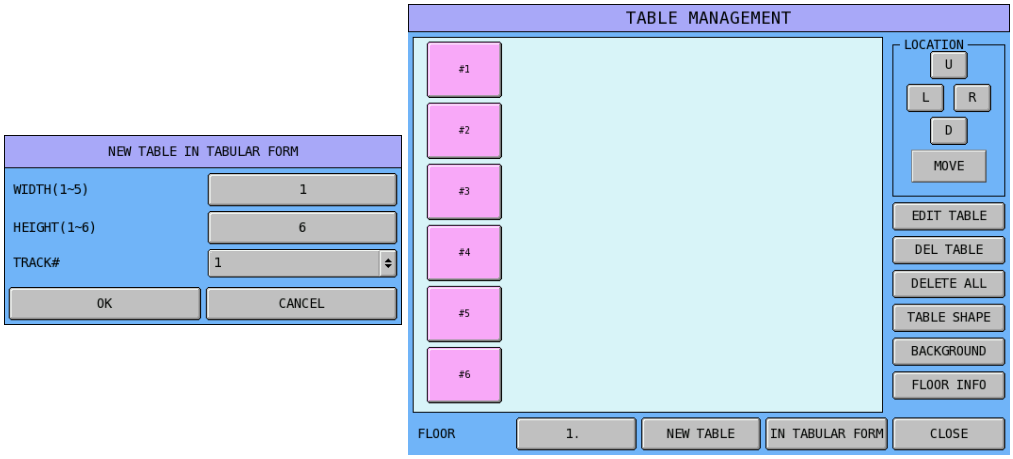


  ☞ Then roughly enter the number for column (**WIDTH(1~5)**) and row (**HEIGHT(1~6)**) in **NEW TABLE IN TABULAR FORM** window by tapping the button of **WIDTH(1~5)** and button of **HEIGHT(1~6)** then enter the number in numeric pad. Tap drop down list of **TRACK#** to select proper Check Track File for the table. Tap **OK** to confirm action, **CANCEL** to discard.

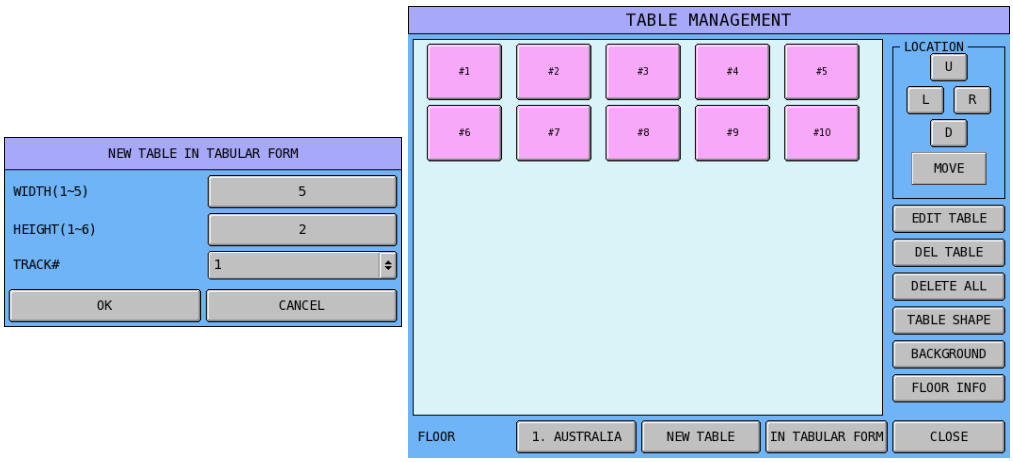




For example, when 1 is set for **WIDTH(1~5)**, 6 is for **HEIGHT(1~6)**, you will have the result below on the right.



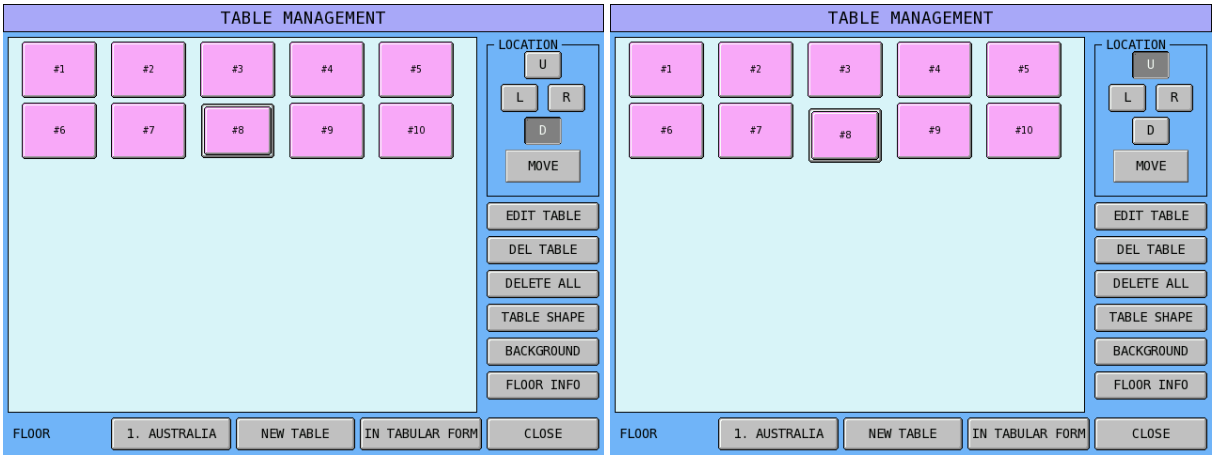
When 5 is set for **WIDTH(1~5)**, 2 is for **HEIGHT(1~6)**, you will have the result below on the right.



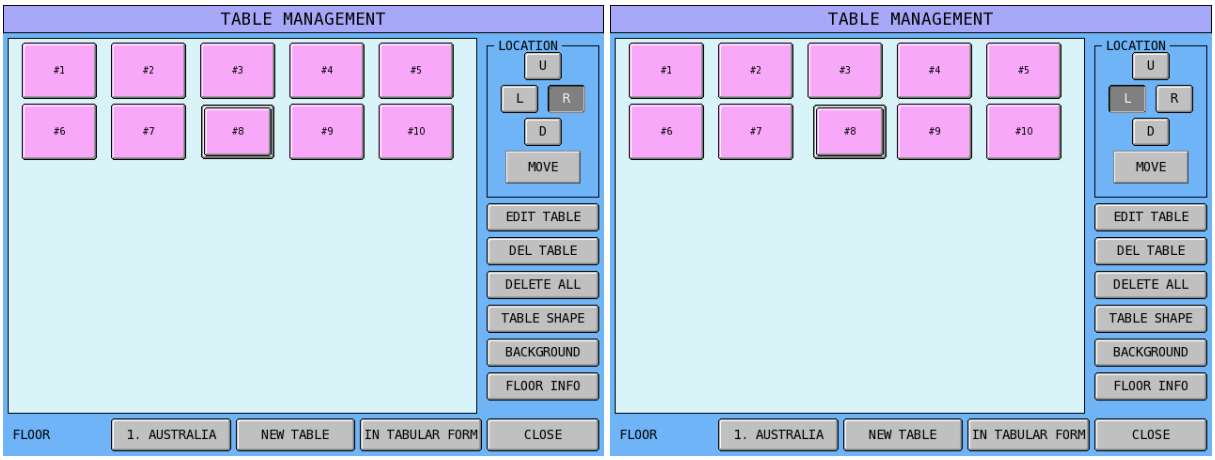
- **POSITION A TABLE**

  When you want to move a table, you can use those **U (Up)**, **L (Left)**, **R (Right)**, **D (Down)** and **MOVE** buttons.

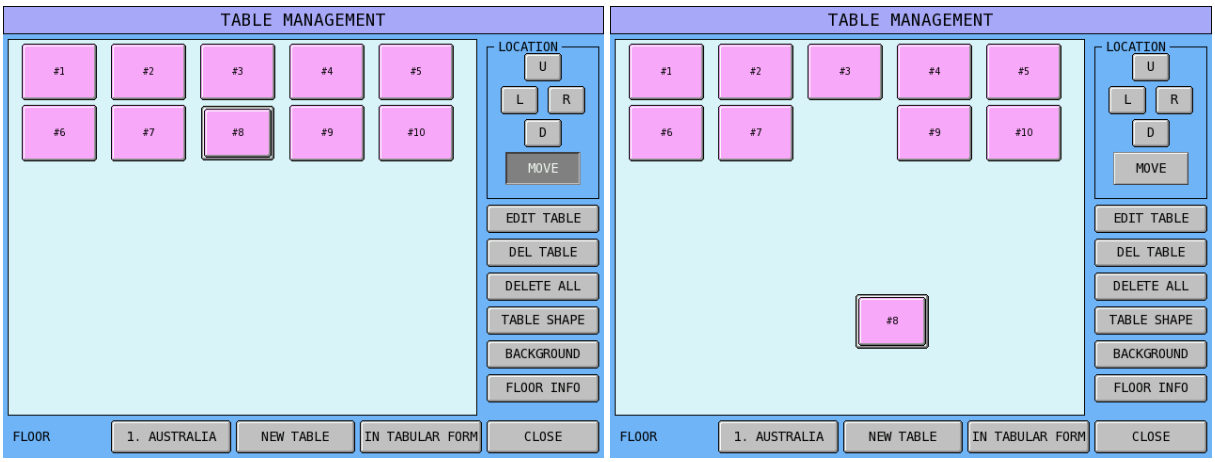
  ☞ Tap a table as selecting a table (for example, table named **#8** is highlighted), then tap **D** button, the table has moved down (as you can see on below right). Tap **U** button, the table will move up.



  ☞ You can see table **#8** has moved up back to original position from below left. Tap **R** button to move the table to the right and you can see on below right. Tap **L** button to move table **#8** back to left.



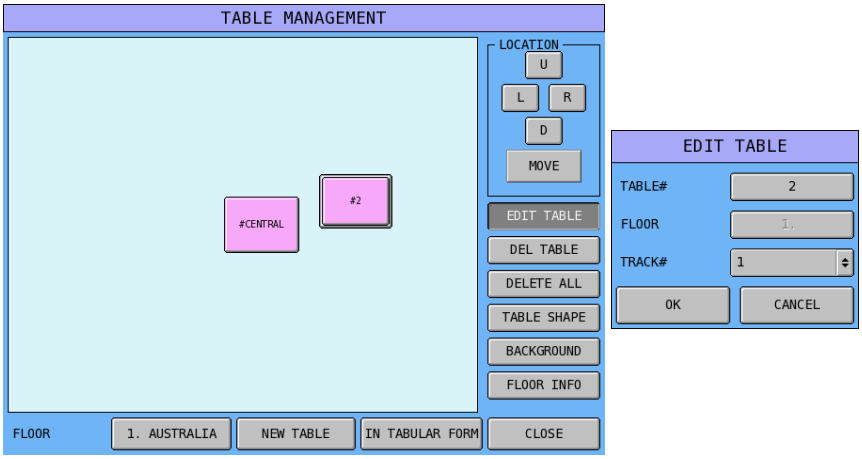
  ☞ The table **#8** is now back to original position again. Tap **MOVE** button, then tap the position you would like table #8 to be, table **#8** will then move to that position you tapped.



- **RE-EDIT A TABLE**

  When you want to re-program a table, just use **EDIT TABLE** feature.

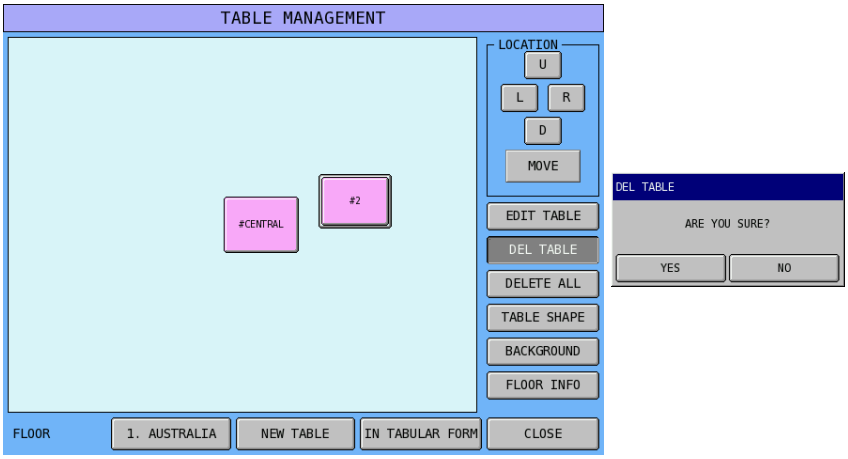
  ☞ Tap the table you want to change its information, then **EDIT TABLE** button on **TABLE MANAGEMENT** window, then change any information of the table you want to on popped-up **EDIT TABLE** window. Tap **OK** to confirm action, **CANCEL** to discard.



- **DELETE A TABLE**

  You can use **DEL TABLE** feature to delete a table you don't want.

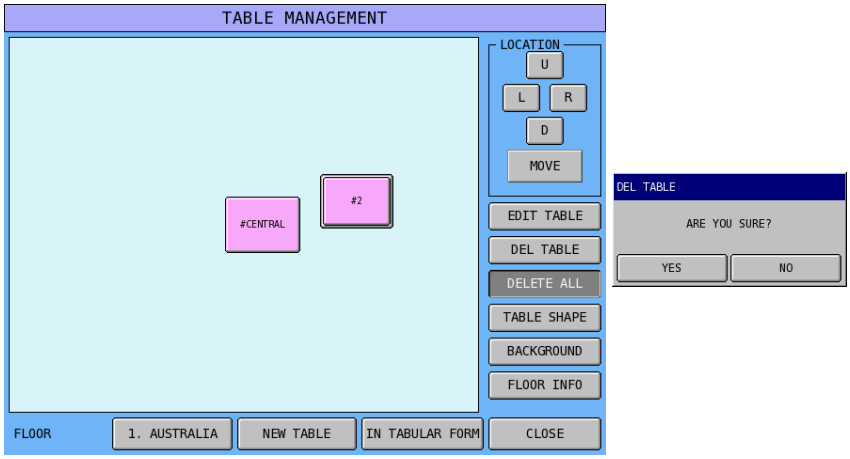
  ☞ Tap the table you don't want, then tap **DEL TABLE** button on **TABLE MANAGEMENT** window, confirm your action by tapping **YES** button on popped-up **DEL TABLE** window, tap **NO** to discard.



- **DELETE ALL TABLE**

  When things gone wrong and you want to remove **all** tables on the floor, you can use **DELETE ALL** feature.

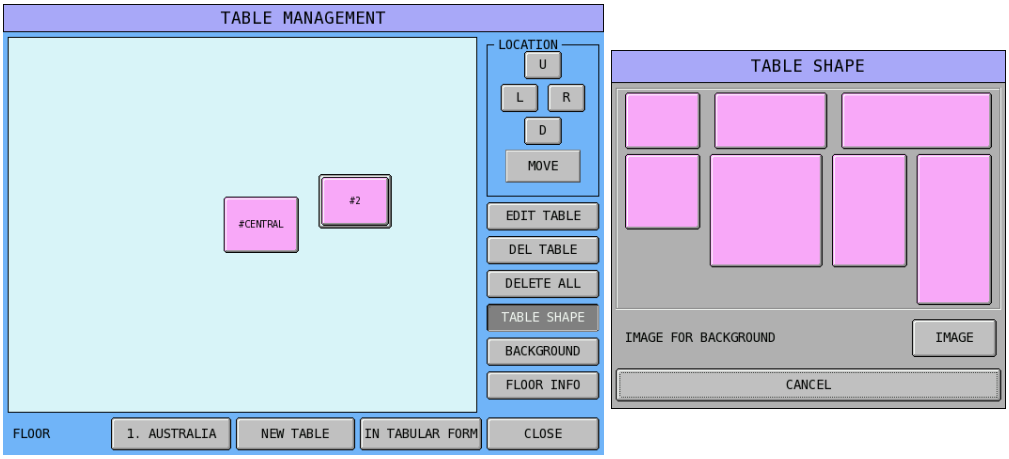
  ☞ Tap **DELETE ALL** button on **TABLE MANAGEMENT** window, then confirm your action by tapping **YES** button on popped-up **DEL TABLE** window, tap **NO** to discard.



- **TABLE SHAPE**

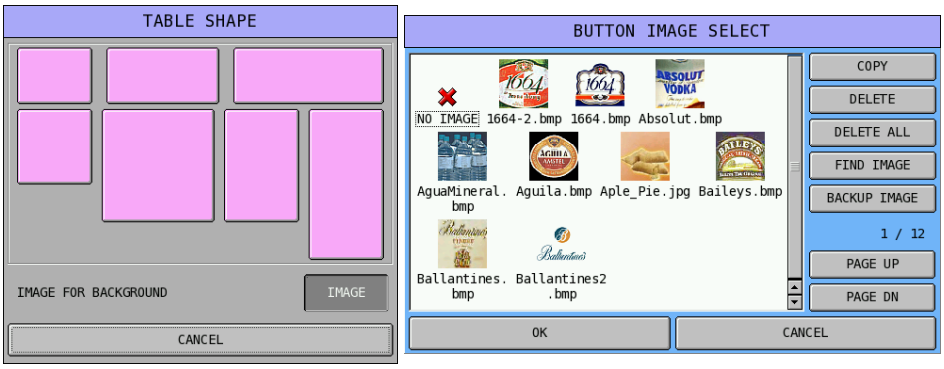
  If you want to stimulate the table shape that you are using, you can use **TABLE SHAPE** feature. This provides additional 6 shapes for your design.

  ☞ Tap the table you want to change, then tap **TABLE SHAPE** button on **TABLE MANAGEMENT** window, then select the shape you like on **TABLE SHAPE** window. Once select, the window close and shape changed. Tap **CANCEL** to close the window.



☞ When tap **IMAGE** button on **TABLE SHAPE** window, the same **BUTTON IMAGE SELECT** window in **S-Mode → FUNCTION KEY** will pop-up and allows selecting image for the table.

NOTE: When image selected is different from the button, the table size will be **locked** into the size of the image until choosing one of the default table shapes.

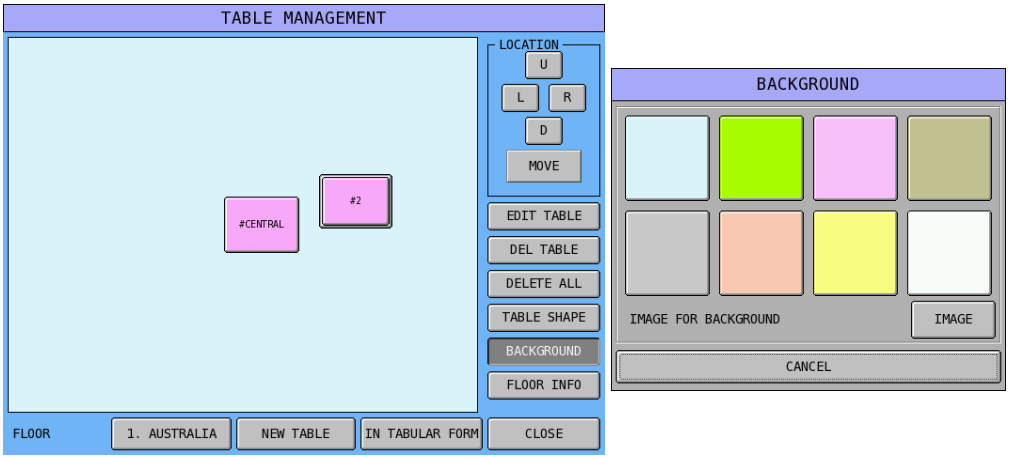


There are more advance features on this table shape design, please contact your dealer for detail.

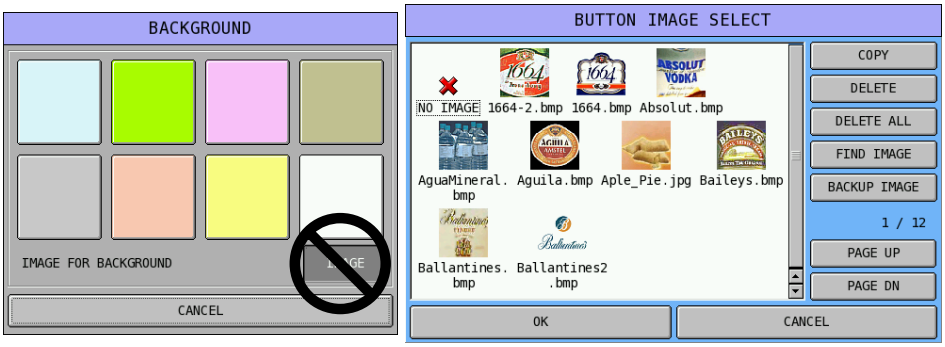
- **BACKGROUND**

SPS-2000 provides 8 different floor background designs. To change background design, you can use **BACKGROUND** feature.

☞ Tap **BACKGROUND** button, then select the shape you like on **BACKGROUND** window. Once select, the window close and background colour changed. Tap **CANCEL** to close the window.



☞ When tap on IMAGE button on **BACKGROUND** window, the same **BUTTON IMAGE SELECT** window in **S-Mode → FUNCTION KEY** will pop-up. However, different from **TABLE CHAPE**, **Do NOT tap IMAGE button on BACKGROUND window!** The function provided is not working and will result with background in black.

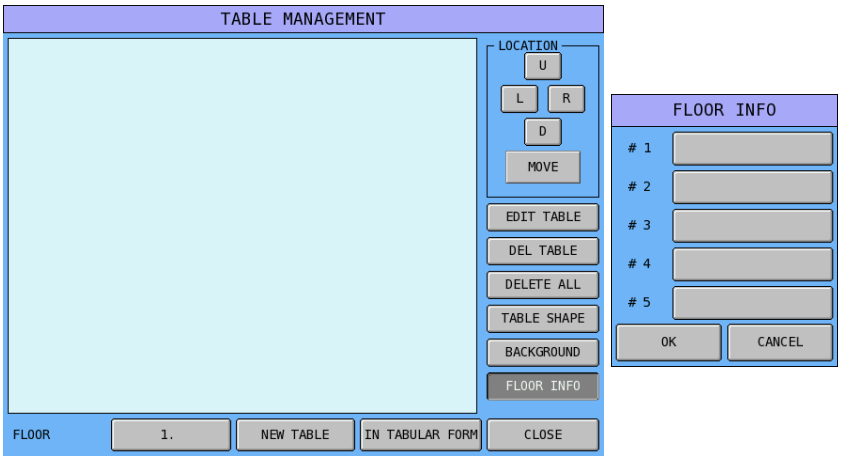


There are more advance features on this background design, please contact your dealer for detail.

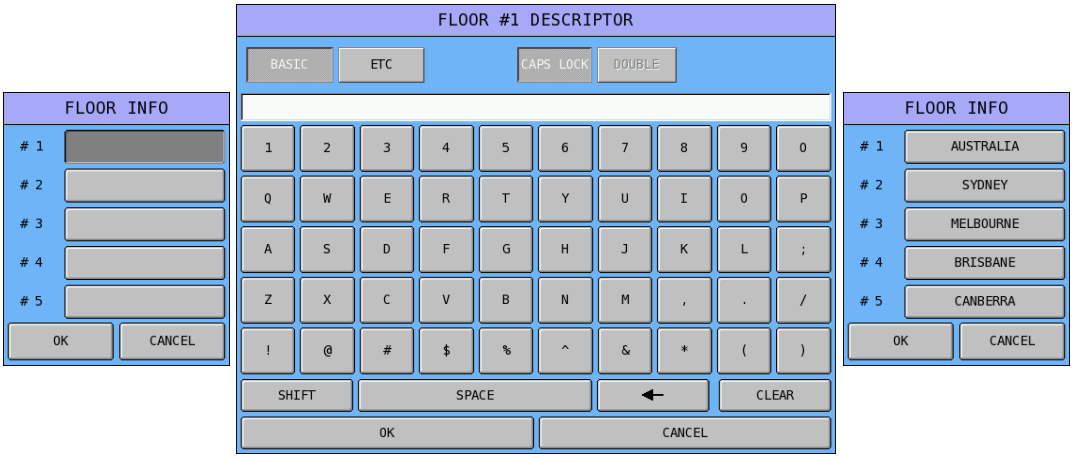
- **FLOOR INFO**

The default of floor information on the machine is only the floor number. Use this **FLOOR INFO** feature can program more information for your system.

☞ Tap **FLOOR INFO** button on **TABLE MANAGEMENT** window, the **FLOOR INFO** window will pop-up. Tap **OK** to confirm action, **CANCEL** to discard.



☞ Tap the floor you want to program, then enter the floor information you like up to **20 characters** through **FLOOR #x DESCRIPTOR** window. Tap **OK** to confirm action, **CANCEL** to discard. An example of **FLOOR INFO** programming is on the right.

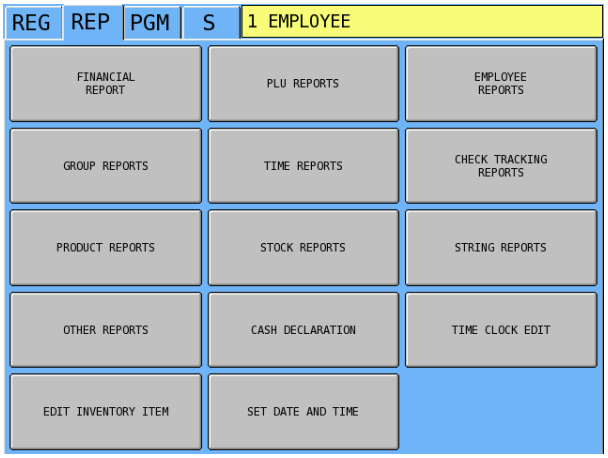


REP-Mode

REP-Mode (Report Mode) Screen

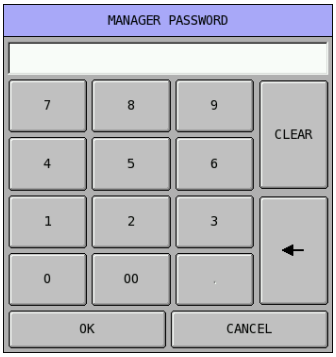
All Reporting and Management Functions take place here. With default setting, **REP-Mode** can be direct accessed. An Employee must be signed on to be able to tap on **REP** tab.

☞ To go to **REP-Mode**, tap **REP** tab on top-left area of the display. The **REP-Mode** screen will come up.



Alternatively, you can setup a password for security. Please see **S-Mode**, **PASSWORD → MANAGER PASSWORD** to setup the Manager password for **REP-Mode**. Also, **P-Mode**, **EMPLOYEE → AUTHORITY LEVEL → OPTION#6 → 40. ALLOW ACCESSING X/Z MODE WITHOUT PASSWORD** sets to **NO** for related Authority Level to trigger the Manager Password window after tap **REP** tab.

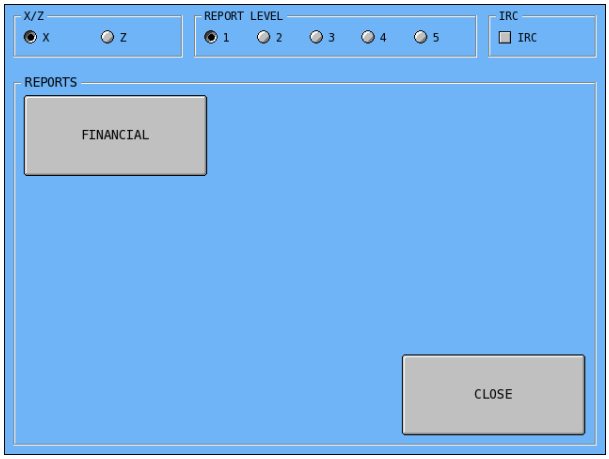
☞ On popped-up "**S-MODE PASSWORD**" entry screen. Enter password (write your password here) by tapping the number then followed with **OK**, you will see screens displayed like above.



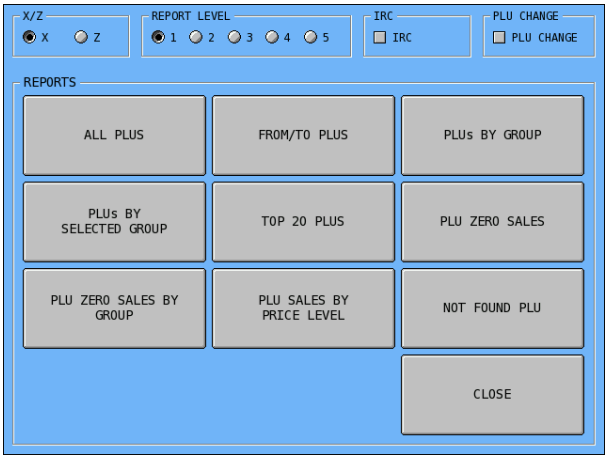
Report Screens

All reports have been catagorised into 10 groups for different purposes. Below show the screens for each group. Not all reports are highlighted with default options. Report Type, report level and IRC option can vary the reports availability.

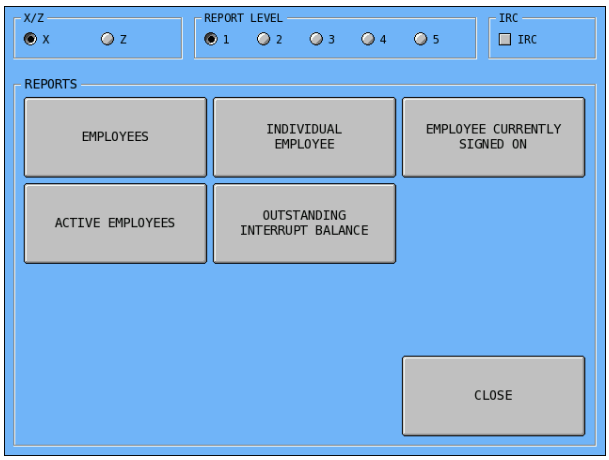
NOTE: Fundamental reporting level is setup in **S-Mode**, **MEMORY ALLOCATION → OPTION#5**. Please consider report levels you need prior setup Memory Allocation.



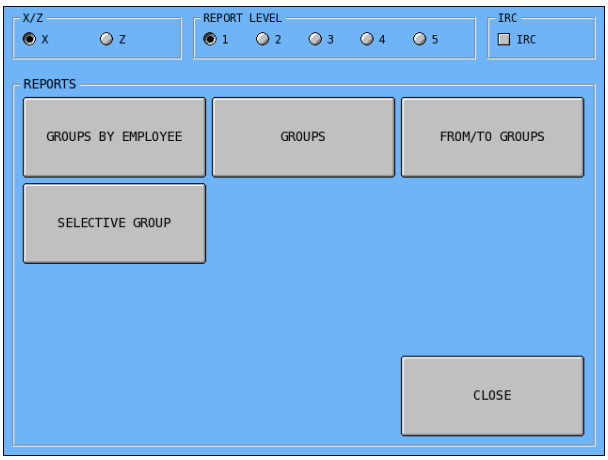
↑ Financial Report



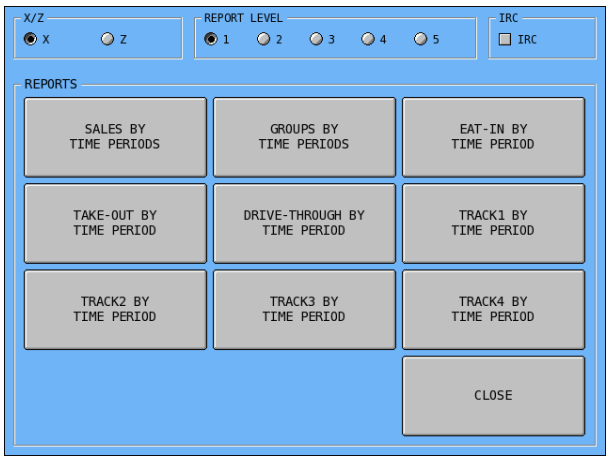
↑ PLU Reports



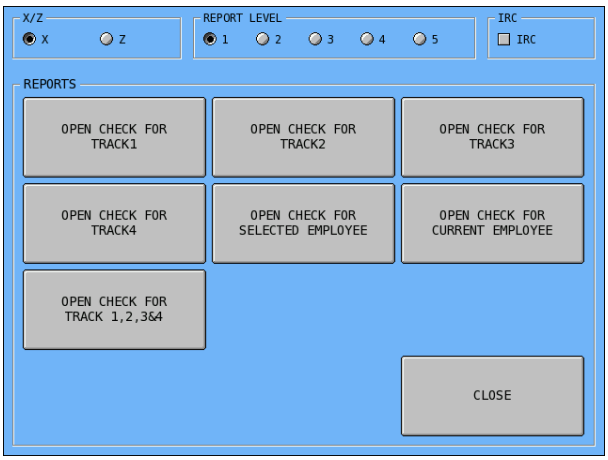
↑ Employee Reports



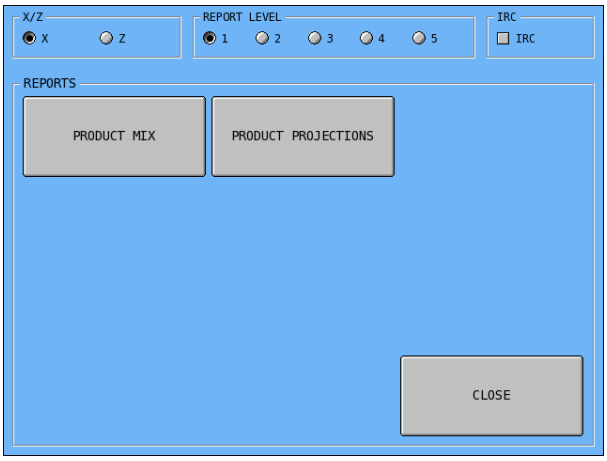
↑ Group Reports



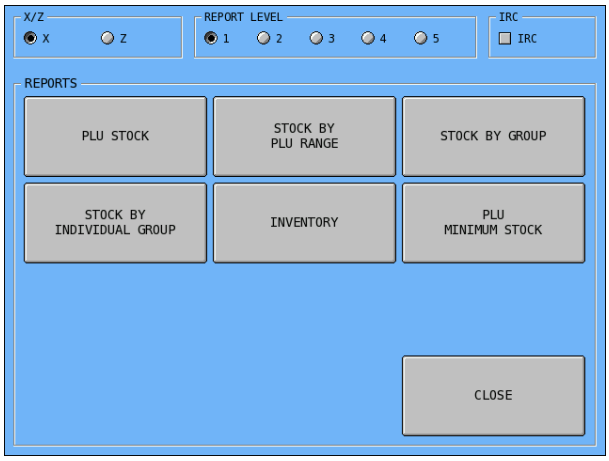
↑ Time Reports



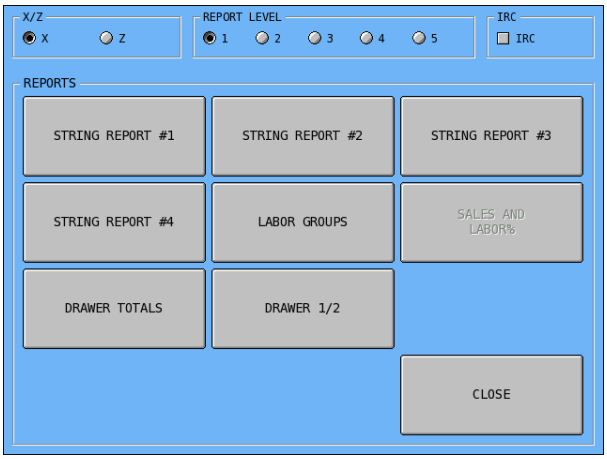
↑ Check Tracking Reports



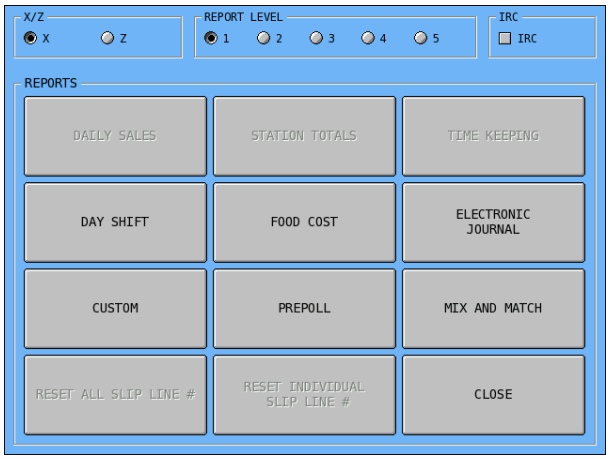
↑ Product Reports



↑ Stock Reports



↑ String Reports



↑ Other Reports

Report Screens

The following table summarises all of the SPS-2000 reports, the mode in which they are available and whether the report is available from an individual register or from a group of registers through IRC.

Screens	Report Name	Mode	Level	Individual/IRC
Financial Report	Financial	X / Z	1 ~ 5	Individual/IRC
PLU Reports	All PLUs	X / Z	1 ~ 5	Individual/IRC
	From/To PLUs	X / Z	1 ~ 5	Individual/IRC
	PLUs by Group	X / Z	1 ~ 5	Individual/IRC
	PLUs by Selected Group	X / Z	1 ~ 5	Individual/IRC
	Top 20 PLUs	X / Z	1 ~ 5	Individual/IRC
	PLU Zero Sales	X / Z	1 ~ 5	Individual/IRC
	PLU Zero Sales by Group	X / Z	1 ~ 5	Individual/IRC
	PLU Sales by Price Level	X / Z	1 ~ 5	Individual/IRC
	Not Found PLU	X / Z	1	Individual/IRC
Employee Reports	Employees	X / Z	1 ~ 5	Individual/IRC
	Individual Employee	X / Z	1 ~ 5	Individual/IRC
	Employee Currently Signed On	X / Z	1 ~ 5	Individual/IRC
	Activate Employees	X	1 ~ 5	Individual/IRC
	Outstanding Interrupt Balance	X	1 ~ 5	Individual/IRC
Group Reports	Group by Employee	X / Z	1 ~ 5	Individual/IRC
	Groups	X / Z	1 ~ 5	Individual/IRC
	From/To Groups	X / Z	1 ~ 5	Individual/IRC
	Selective Group	X / Z	1 ~ 5	Individual/IRC
Time Reports	Sales by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Groups by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Eat-In by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Take-Out by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Drive-Through by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Track1 by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Track2 by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Track3 by Time Periods	X / Z	1 ~ 5	Individual/IRC
	Track4 by Time Periods	X / Z	1 ~ 5	Individual/IRC
Check Tracking Reports	Open Check for Track1	X / Z	1	Individual/IRC
	Open Check for Track2	X / Z	1	Individual/IRC
	Open Check for Track3	X / Z	1	Individual/IRC
	Open Check for Track4	X / Z	1	Individual/IRC
	Open Check for Selected Employee	X / Z	1	Individual/IRC
	Open Check for Current Employee	X / Z	1	Individual/IRC
	Open Check for Track 1,2,3&4	X / Z	1	Individual/IRC
Product Reports	Product Mix	X / Z	1 ~ 2	Individual/IRC
	Product Projections	X	1 ~ 5	Individual/IRC

Screens	Report Name	Mode	Level	Individual/IRC
Stock Reports	PLU Stock	X / Z	1	Individual/IRC
	Stock by PLU Range	X / Z	1	Individual/IRC
	Stock by Group	X / Z	1	Individual/IRC
	Stock by Individual Group	X / Z	1	Individual/IRC
	Inventory	X / Z	1	IRC
	PLU Minimum Stock	X / Z	1	IRC
String Reports	String Report #1	X / Z	1 ~ 5	Individual/IRC
	String Report #2	X / Z	1 ~ 5	Individual/IRC
	String Report #3	X / Z	1 ~ 5	Individual/IRC
	String Report #4	X / Z	1 ~ 5	Individual/IRC
	Labor Groups	X / Z	1	Individual/IRC
	Sales and Labor%	X	1 ~ 5	IRC
	Drawer Totals	X	1 ~ 5	Individual/IRC
	Drawer 1/2	X	1 ~ 5	Individual/IRC
Other Reports	Daily Sales	X / Z	2	Individual/IRC
	Station Totals	X / Z	1	IRC
	Time Keeping	X / Z	1 ~ 5	IRC
	Day Shift	X / Z	1	Individual/IRC
	Food Cost	X / Z	1	Individual/IRC
	Electronic Journal	X / Z	1	Individual
	Custom	X / Z	1	Individual
	Prepoll	X / Z	1	Individual/IRC
	Mix and Match	X / Z	1	Individual/IRC
	Reset All Slip Line #	Z	1 ~ 5	Individual/IRC
	Reset Individual Slip Line #	Z	1 ~ 5	Individual/IRC

Printing & Saving Reports

After a report is selected and displayed, **PTINT**, **SAVE (SD)** and **SAVE (USB)** option button are displayed. Tap **PRINT** to print the report at the designated receipt printer. Tap **SAVE (SD)** or **SAVE (USB)** to save the report in .txt (text) format on an **SD card** or **USB drive**. The report will be saved in the path:

sps2000\backup\######\REP_mmddyyyy\

where "**######**" is the six digit store number and "**mmddyyyy**" is the date of the report. And the file name will be:

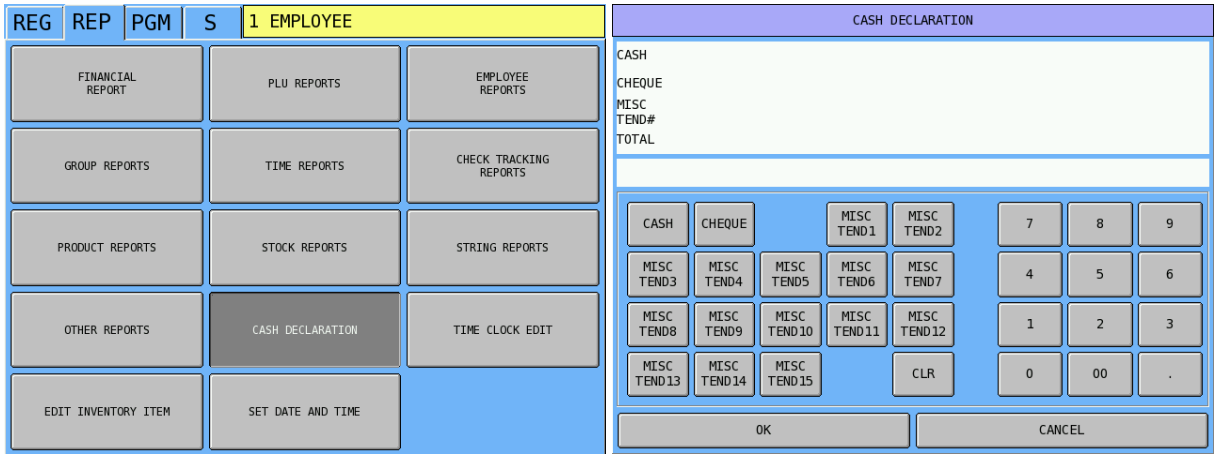
xxx#_hhmmss.txt

where "**xxx**" is 3 characters report name; "**#**" is the report level; and "**hhmmss**" is the time when the report is created.

Cash Declaration

For security reason, you can use the **Cash Declaration** to double check the amount of cash in the cash drawer.

☞ Tap **CASH DECLARATION** on **REP-Mode** screen, then **CASH DECLARATION** screen will pop-up. For each tendered methods, count the total amount, then enter the amount followed with its tendered method button. SPS-2000 will then print amount entered for each tendered methods and exact amount on the **Financial Report**. Tap **OK** to save and exit, or **CANCEL** to discard and exit.

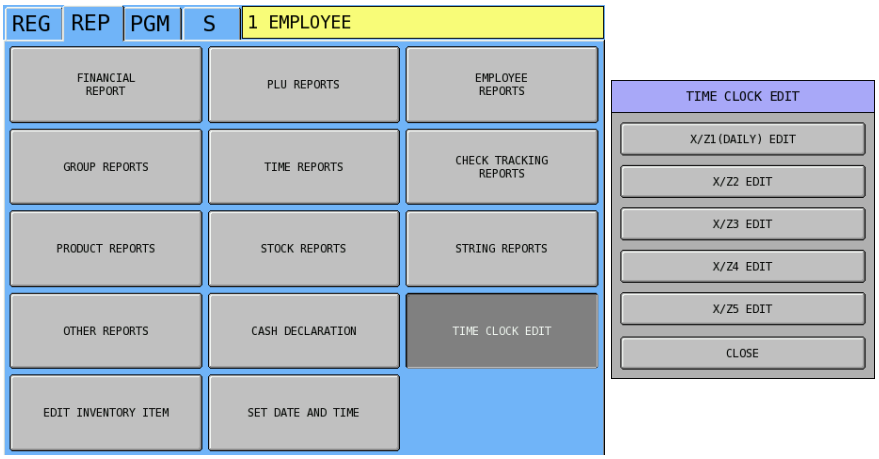


Time Clock Edit

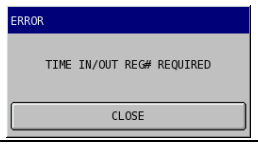
If an employee forgets to clock in or out, authorised persons can use the time clock edit function to correct or add time incorrect clock entries.

NOTE: Please refer to **PGM-Mode**, **EMPLOYEE → AUTHORITY LEVEL → OPTION#3 →#19 ALLOW TIME CLOCK EDIT** for setting up.

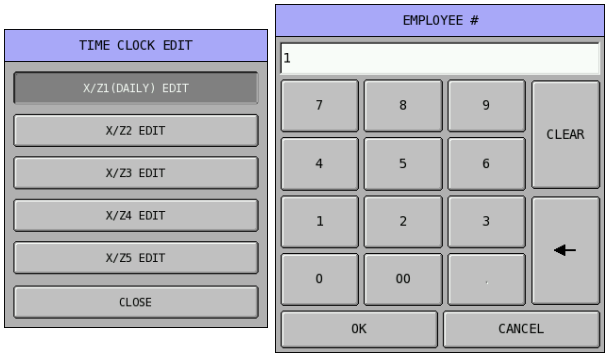
☞ Tap **TIME CLOCK EDIT** on **REP-Mode** screen, then **TIME CLOCK EDIT** window will pop-up. Select one of the levels to edit by tapping the button or **CLOSE** to exit.



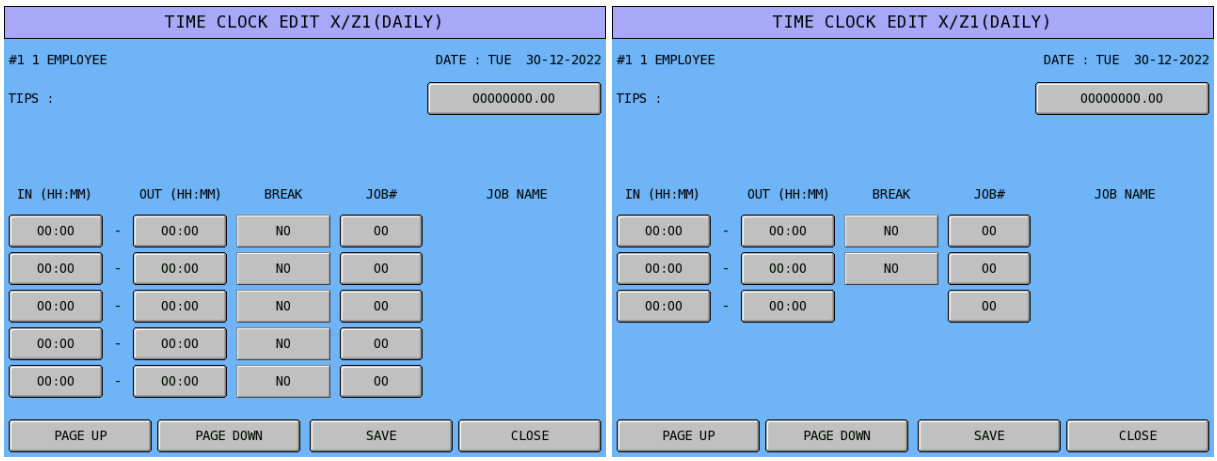
NOTE: Please make sure a register number in **S-Mode**, **SYSTEM OPTIONS → OPTION#2 → #9 REG# HOLDS TIME IN/OUT DATA** has been assigned. Or the error message shown below will pop-up.



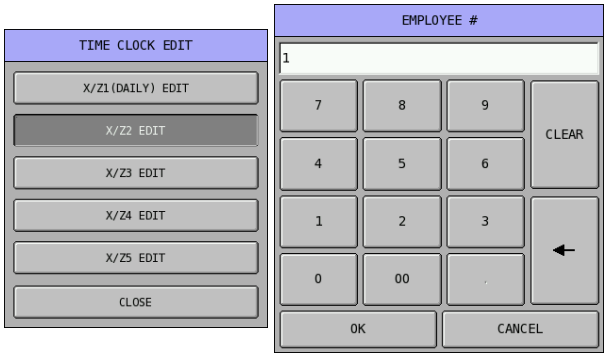
☞ Tap **X/Z1(DAILY) EDIT** on **TIME CLOCK EDIT** window, then **EMPLOYEE #** numeric pad window will pop-up. Enter an employee number, then tab **OK**.



☞ **TIME CLOCK EDIT X/Z1(DAILY) for the selected employee** screen will pop-up. Tap on the button with the information you want to change, tap **PAGE UP** or **PAGE DOWN** for more options, **SAVE** to save change, or **CLOSE** to exit..

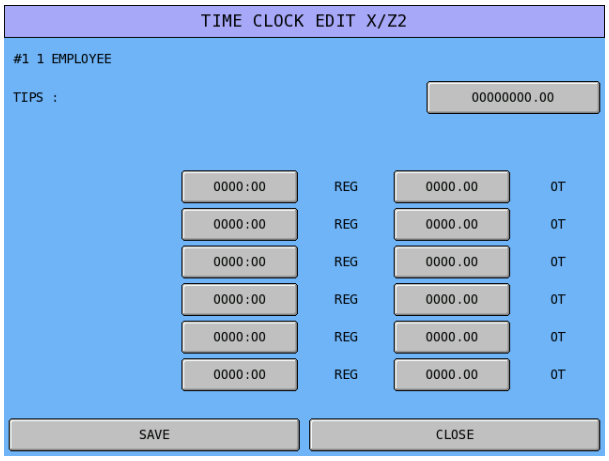


☞ Tap on other level of **Time Clock Edit** to edit (for example, **X/Z2**), then enter an employee number through pop-up **EMPLOYEE #** numeric pad, then tab **OK**.



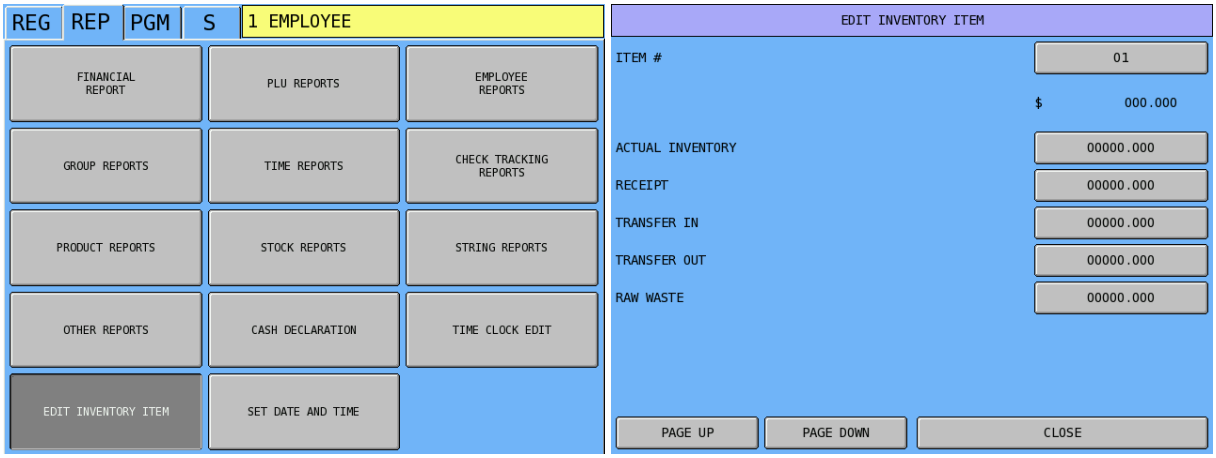
NOTE: When you see error message like below, please see **S-Mode**, **MEMORY ALLOCATION → OPTION#5 → #29 REPORT SELECTION TABLE** and make sure on the **TIME KEEPING** report, the level of report has been select correctly.

☞ **TIME CLOCK EDIT X/Z2 for the selected employee** screen will pop-up. Tap on the button with the information you want to change, **SAVE** to save change, or **CLOSE** to exit.



Edit Inventory Item

NOTE: Default number of Ingredient is 15. To modify the maximum number of Ingredient, please see **S-Mode**, **MEMORY ALLOCATION → OPTION#3 → 18. # OF INVENTORY INGREDIENT**.



Set Date and Time

Please refer to **S-Mode**, **SELF TEST → RTC SETTING** for detail.