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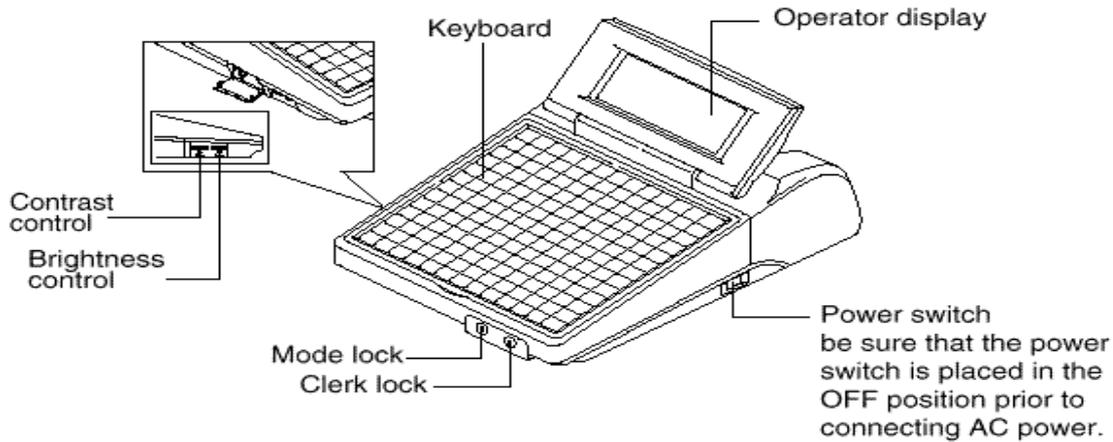
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# INTRODUCTION

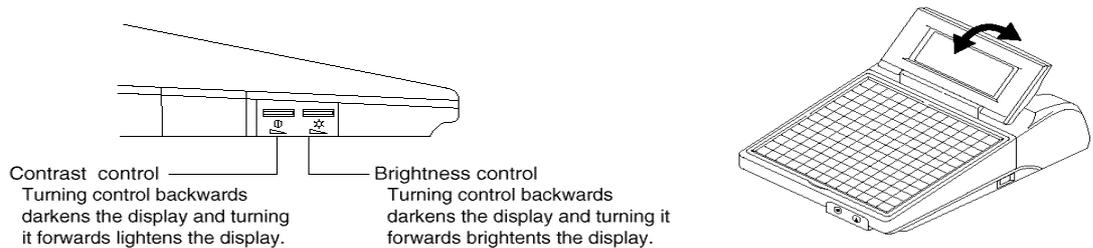
## IMPORTANT

The cash register offers advanced performance, high processing speed and ease of use. The Sensei's use of the high level C-language guarantees easier programme maintenance, rapid development and commonality with other registers from the same product family.

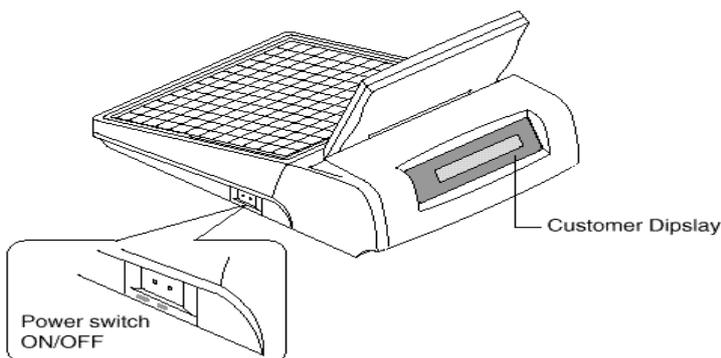
## FRONT VIEW



## DISPLAY ADJUSTMENTS



## REAR VIEW



## Specifications

<b>Data protection:</b>	At least 3 months after a power failure
<b>Relative humidity:</b>	5% - 90% without condensation
<b>Operating temperature:</b>	In operation: 0 - 45° C, -10 /+60° C
<b>Memory:</b>	512KB standard. Expansion with 2 MB via optional board with back-up battery
<b>Operator display:</b>	Back light LCD 320X240 dots
<b>Customer display</b>	1 Line LCD 20 characters 1 line
<b>RS-232 ports</b>	3 ports standard 4 ports expansion (option)
<b>Ethernet.</b>	Max 32 terminals, 10 Mbits/sec
<b>Keyboard</b>	169 keys
<b>Control lock</b>	
<b>Clerk lock</b>	15 keys optional
<b>Cash drawer</b>	3 ports

# GETTING STARTED

If possible, connect the register to an separate power supply. When installing the register avoid the following:

- extreme sunlight
- humidity
- dusty environments

First, check that:

- the register is connected to its own power outlet with no other devices connected to that outlet.
- the plug of the powersupply is pushed in properly.
- paper rolls are properly installed in the printers,

Connect the plug of the powersupply to the power outlet. Turn the key to the “REG” position and switch on the units. The on/off switch is located at the right hand side of the unit



The display should come-up:

Date  
Lock position, status of receipt printer, time

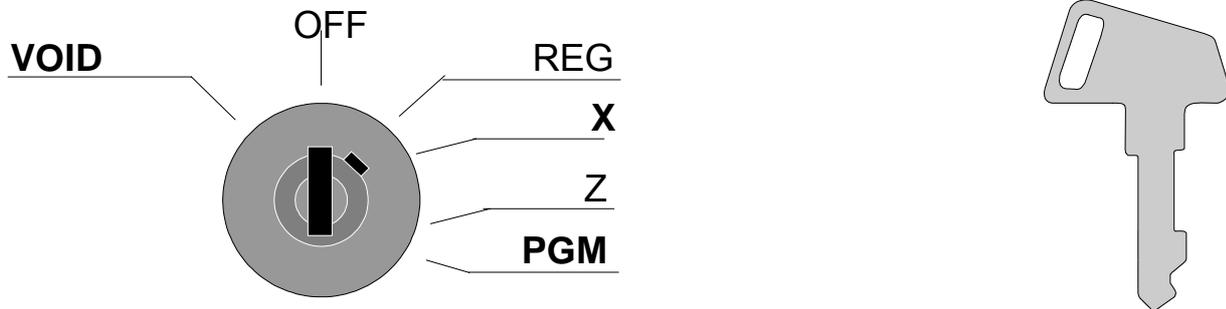
	Mon 28 Feb 2000 RG RON 11:28:54
Clerk 1	0

Active clerk

**Note:** Turn the control lock to OFF if the terminal is not in use, and do not switch of the powersupply. Powering off the register will make it impossible to take reports and in case of a network it will be impossible for other terminals to communicate with that terminal.

## CONTROL LOCK

The register has a control lock, the purpose of which is to restrict access to certain functions.



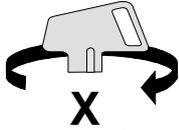
The control lock has the following 6 different positions which select different operating modes.:



Off position. The register is still working but the keyboard is disabled. The key can be removed whilst the lock is in this position.



Register position. This is the normal working position. The key can be removed whilst the lock is in this position



X position. This position allows reports to be printed WITHOUT being reset to zero (cleared down).



P position. This position is normally reserved for managers, restricting the operation of functions such as refunds or paid discounts that may require manager/supervisor authorization



Z position. This position allows reports to be printed and reset to zero (cleared down).



S. This position should only be used by programmers, engineers or other people trained to carry out tests or programming functions

## CLERK LOCK

A clerk lock is optional. It is used to identify transactions carried out by up to 15 different operators (depending on your application). The register will track data for each operator individually, data tracked depends on your application..One operator identifier can be set up exclusively for use in a training mode. Transactions carried out in the training mode are not counted in any of the reports. Similarly the consecutive transaction number is not incremented and receipts produced contain the words NOT VALID or TRAINING.

# CASH DRAWER

The register supports maximum 3 different drawers. The drawer opens automatically at the end of every transaction. It can also be opened manually (using the concealed lever located on the back) in case of a power failure.

# OPERATOR AND CUSTOMER DISPLAY

The unit features separate operator and customer displays

## Operator display

The terminal is equipped with a LCD display of 16 lines. The display features a backlight to facilitate reading in darker areas. Life of the display the system is extended by switching off the backlight after a predefined time has elapsed. The time is set in the application, any key pushed will turn-on the backlight again. Display layout:

Type of transaction and receipt number

Total amount registered. Time, print status of receipt printer and position of the lock

12 lines transaction. Last line is in reverse

Active clerk, last entry and error message display.

* DIRECT SALES *	#000009	Mon 28 Feb 2000
Total	110,00	RG RON 1:28:54
5 Coca Cola		100,00
1 Sprite		10,00
John	<b>Sprite</b>	<b>10,00</b>

The display shows the items registered. The display can show 16 lines. When more than 16 items are registered a ▼ - sign is shown on the vertical line on the display. Use the cursor keys to scroll through the data.

- ↑ will move the cursor 1 line-up
- ↑↑ will move the cursor 1 page-up
- ↓ will move the cursor 1 line down.
- ↓↓ will move the cursor 1 page down.

Note: 1 page is the equivalent of 8 lines.

## Customer display

1 line, 20 characters LCD display. Entries of items, subtotal and method of payment are displayed.

**Note:** two controls allow the contrast of the display to be set. You may change this with a small pen. The angle of the operator display can be changed by tilting the operator display.



# KEYBOARD FUNCTIONS

The function of each key is programmable. Depending on the position of the control lock, a different keyboard with key functions becomes active. The keyboard below is active in the "RG and P" position. For the keyboard layout of the "REG" position see page 11, Register keyboard.

**Note:** The programmability of the keyboard enables the keyboard to be different to the illustration above.

Key	Label	Explanation
0 - 9		Numeric keys To enter amounts and quantity's.
000 - .		
Clear	Clear	This key will clear your last input or will clear the error tone after an incorrect keying in.
X	Multiply	Key to multiply entries.
Sub-total	Sub-total	Will display the total amount so far in a transaction. This key is also used for inventory transactions and price changes. In addition, to produce a second receipt marked 'COPY'.
#	Number entry	Number entry to enter a credit card number etc. Can only be used within a transaction
Drawer open	Drawer open	If this key is used the drawer will open.
RPF	Receipt paper feed	This key will advance the receipt roll.
JPF	Journal paper feed	This key will advance the journal roll.
Receipt On/Off	Receipt On/Off	This key will allow the receipt printer to be switched on and off (often set under Manager control)
PLU#	PLU number	Allows articles to be registered by entering a number code

PLU1		PLU preset	Allows articles with price and descriptors to be registered by simply pressing a key.
Price shift #		Price shift#	This key will select the price level that was entered on this key.
Price shift1	Price shift4	Price shift between 1 - 4	This key will select another price level without having to enter a number.
Article shift#		Article shift#	This key will select the Article level that was entered on this key.
Article level1	Article level4	Article shift between 1 - 4	This key will select another Article level without having to enter a number.
New Price		New Price	This key is used to override the plu price and to enter an amount on a department when the Department number key is used to select the department.
DEP.#		Department number key	To register into departments by entering a number.
Department		Department	To register into departments without having to enter a number.
Clerk#		Clerk number key	To select a clerk by entering a number.
Clerk 1	Clerk xy	Clerk Key	To select a clerk without having to enter a number.
Modifier#		Modifier#	To select a modifier by entering a number.
Discount#		Discount#	To discount or mark-up by entering a number.
Discount	Mark-up	Discount Mark-up	To discount or mark-up without having to enter a number.
% Discount	% Mark-up	%Discount %Mark-up	To discount or mark-up by a percentage without having to enter a number.
RA-PO#		RA-PO#	To select a received on account or paid out function by entering a number.
RA		RA	To select a received on account function without having to enter a number.

PO	PO	To select a paid out function without having to enter a number.
Neutral sales	Neutral sales	To register amounts that do not add to total sales or clerk sales.
Account functions#	Account functions #	To activate the different charging to account functions by entering a number.
Ordered	Ordered	To open or close an account number.
Print receipt	Print receipt	To print the bill on the receipt printer.
Print slip	Print slip	To print the bill on the slip printer.
Split bill	Split bill	This function is used when customers decide to share the cost of their bills. To activate the function enter the table# on this key. Then enter the items to be split. Finalize the transaction with a tendering key such as CASH, CHEQUE, etc.
Transfer account#	Transfer account#	This function is used to transfer all details from one account to another unused account.
Transfer Clerk	Transfer Clerk	This function will transfer all accounts opened by a certain clerk to another clerk. This function allows a particular clerk to take over all accounts. (The accounts must be closed while this transfer takes place.)
Covers	Covers	To enter the number of guests at a table
Cash	Cash	To finalize a transaction paid by CASH and to print reports when the operator lock is in the "X" or "Z" position.
Cheque	Cheque	To finalize a transaction paid by cheque.
Credit	Credit/ creditcard	To finalize a transaction paid by credit or a creditcard.
Credit card		
Complimentary	Complimentary	To finalize a complimentary transaction.

Foreign currency#	Foreign currency#	To finalize a transaction with a foreign currency by entering a number.	
Foreign currency1	Foreign currency2	Foreign currency	To finalize the transaction with a foreign currency.
Corr#	Corr#.	To select the various types of correction functions (e.g. Void, Refund etc.) by entering a number.	
Void	Void	This function automatically corrects the previous entry.	
Correction	Correction	To allows the operator to correct any registered item within the transaction.	
Refund	Refund	To handle returned merchandise (Can only be used outside a transaction.	
Cancel	Cancel	This function will subtract all items entered. It functions as a "stay active refund function".	
Read in Drawer total#	Read in Drawer total#	This key will report the data as stored in the register's memory by entering the number.	
Proforma Invoice	Proforma Invoice	Use this key before other account functions are selected (when active items registered are not stored in the tracking buffer and do not update the report counters).	
Issue Receipt	Issue Receipt	This function will issue the current receipt, so that it can be torn off by the operator. The operator may then continue with the transaction.	
KP shift	KP shift	To enable the kitchen printer to print total tickets instead of single tickets.(This stays active for one Transaction only).	
##	Number print	This key allows a number entered to be printed on the Receipt/Journal (and slip printer if connected). If activated in combination with an account, the number is stored.	
Temporary taxshift	Temporary taxshift	This key will change the tax rate for a single item registered within a transaction. The original tax rate is restored unless the same registration is repeated.	
Perma- nent taxshift	Permanent taxshift	This key can only be activated at the start of the transaction and will change the tax rate of tax 1	

	and tax 2 on the department. Note that when CLEAR is pressed after the tax shift key is activated the change is disabled. Once the transaction is started the tax status remains active until the transaction is finished.
↓	Line down      Move 1 line down.
↑	Line up      Move 1 line up.
↓↓	Page down      Move 8 lines down
↑↑	Page up      Move 8 lines up.

All keys indicated by the #-sign will display all relevant information for that function, if activated with no entry. For example the PLU#-key will display all plu's programmed. Each time 8 lines are displayed. The operator may select from the displayed list the item by just hitting the digit key 1 through 8. If the item is not displayed, press the Pg Down key to display the next 8 items. The same sequence for the Clerk#-key will display all active clerks etc. Besides this an entry on a department-key will show all items linked to that department. This is a convenient way to look-up items.

# OPERATIONS



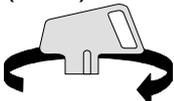
**Important:**

When a key is programmed for manager use only, the control lock must first be turned to the "VOID"-position.

## Explanations:

**TEXT** = Pressed keys

(Text) = Other things

 = Lock position

**TEXT** = Contents of the display

## CLERK NUMBER

If compulsory clerk identification is programmed, every transaction has to start with the selection of a clerk.

Clerk 1 is selected.

**1** **CLERK**

In the display appears:

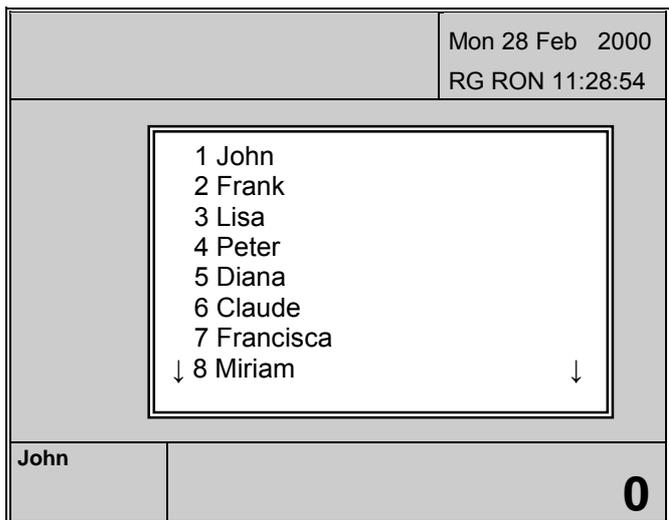
**JOHN**

Clerk selection is possible in 2 ways, depending on the application:

Each clerk has a number, and depending on the application a password. Or

Each clerk uses a key inserted in the optional clerk lock.

To select a clerk, press the CLK#-key and the active clerks are displayed. To select a clerk, simply press the associated digit key. For example to select John just hit the digit key 1.



# CHANGE CLERK

Clerk can be changed within a transaction.(Programmable)

After every entry/article:

(clerk 5 takes over)

Depending on the application it can be set that the clerk which starts a table must also finalise that table. All tables still open at the end of the shift for a clerk can be moved over to the clerk which takes over the shift.

(clerk 1 )

(clerk 5 takes over her tables)

After every entry/article:

(clerk 5 takes over)

Depending on the application it can be set that the clerk which starts a table must also finalise that table. All tables still open at the end of the shift for a clerk can be moved over to the clerk which takes over the shift.

(clerk 1 )

(clerk 5 takes over her tables)

# CLERK WITH PASSWORD

A password for a clerk can be set. The password is the first 4 characters of the clerk descriptor. The password can only be numeric, this is a programmable option.

# DEPARTMENTS

## Departments on the keyboard

*For an amount of 1,50:*

*When repeated:*

Press again

*A number of times*

(e.g. 2 x an amount of 1.50)

## Department number key

For one amount:

1.50 on department 4

When repeated:  press again

A number of times          
(2 x 1.50 on department 4)

## ITEM LOOKUP

Pressing the White wine key (programmed as an item lookup key) will display all items linked to a specific department. For example the WHITE WINE department:

To select a wine, press key (for example white wines) and the items are displayed. For example to select Cabernet Sauvignon just hit the digit key 1. In case of multiple items, then enter the quantity first followed by the X-key and then press the item look up key. Then select the item.

		Mon 28 Feb 2000
		RG RON 11:28:54
<div style="border: 1px solid black; padding: 5px;"><ul style="list-style-type: none"><li>1 Cabernet Sauvignon</li><li>2 Sancerre</li><li>3 Bordeaux Blanc</li><li>4 Blanc de Blanc</li><li>5 Chablis</li><li>6 Pinot Blanc</li><li>7 Moesel</li><li>↓ 8 Vino Verde</li></ul></div>		
John		<b>0</b>

## ARTICLE REGISTRATION

### Article key with a fixed price

(ARTICLE KEY: Articles programmed on the keyboard.)

For one article:

When repeated:  press again

A number of times(e.g. 2x ):

### Article number entry with a fixed price

For one article(e.g. article-4)

When repeated:  press again

A number of times(e.g. 2x article-4 ):

### Article key with price entry

Articles can be programmed with and without a price. In both cases the price can be manually overwritten (depending on the program).

For one article of 1.50: 

1	5	0	PRICE	Coca Cola
---	---	---	-------	-----------

When repeated: 

Coca Cola
-----------

 press again

A number of times 

1	5	0	PRICE	2	X	Coca Cola
---	---	---	-------	---	---	-----------

  
2 x an article of 1.50

### Article number entry with price entry

For one article: 

1	5	0	PRICE	4	ARTICLE#
---	---	---	-------	---	----------

(Article 4 for 1.50)

When repeated: 

ARTICLE #
-----------

 press again

A number of times 

1	5	0	PRICE	2	X	4	ARTICLE#
---	---	---	-------	---	---	---	----------

  
(2 x article 4 for 1.50)

### Article price levels

Up to 4 different prices can be activated per article (depending on the program). To activate this press <PRICE-LEVEL1> up to <PRICE-LEVEL4> for price level 0-3. Depending on the program it operates as follows:

- After every article the register switches automatically to price 1.
- The selected price level stays active until another price level is selected.
- After finalizing the transaction the register switches automatically to price 1.

### Article levels

Up to 4 different articles can be selected with one **ARTICLE KEY**. To activate this press <ART-LEVEL1> up to <ART-LEVEL4>. Depending on the program it works like this.

- After every article the register switches automatically to level 1.
- The selected article level stays active until another article level is selected.
- After finalizing the transaction the register switches automatically to level 1.

### Articles with modifiers

Modifiers can be attached to every article. (E.g. a modifier could be used to inform the kitchen about special customer requirements such as RARE, WELL DONE etc.) a modifier has no price associated with it. If this function is required then use condiments.

The total number of modifiers depends on the program. Up to 4 modifiers can be attached to one article. A modifier is printed on the kitchen printer in a different colour (usually red). To activate a modifier after an article:

Activate modifier1 

1
---

MODIFIER#
-----------

**Note:** to look-up modifiers from a list just press the modifier# key. Then select the modifier from the list. It is possible to group certain modifiers together. This will make it easier for the waiter to find a modifier.

To select a modifier, press modifier# key and the items are displayed. For example to select Cabernet Sauvignon just hit the digit key 1. In case of multiple items, then enter the quantity first followed by the X-key and then press the item look up key. Then select the item.

	Mon 28 Feb 2000
	RG RON 11:28:54

20

1 Rare
2 Medium
3 Well done

1 Chateau Briand	65,00
John	0

## CONDIMENTS

A condiment is an item added to the price of the main item, a condiment is used to register side order items for example either french fries, baked potatoe, boiled potatoes or rice with a steak. One can select (program option) to print the price of each condiment on the guest check or add the price of each condiment item to the main item price, and only print the condiments entered. When an item linked with a condiment table is entered, a window will open that lists all possible choices.

To select a condiment. For example to select French fries just hit the digit key 1.

		Mon 28 Feb 2000
		RG RON 11:28:54
1 Steak au poivre	65,00	
Side order		
1 French fries 2 Baked potatoes 3 Boiled potatoes 4 Rice		
John		0

## CONDIMENTS MULTIPLE ITEMS

If the condiment is set to allow for multiplication (programmable option) the system will prompt to enter the quantity for each condiment. Use this feature to register for example 5 Steaks, of which 3 have french fries and 2 have baked potatoes as a side order. The system will check if the correct quantity of condiments are entered. One can select (program option) to print the price of each condiment on the guest check or add the price of each condiment item to the main item price, and only print the condiments entered. When an item linked with a condiment table is entered, a window will open that lists all possible choices.

To select a condiment. For example to select French fries just hit the digit key 1. Now the system prompts to enter the quantity, enter the quantity followed by the X-key. If the number of entered condiments is less than the quantity of the main item the window will re-appear. The system prohibits to enter more condiments than the total number of main items. For example in this example it is not possible to register more than 5 different condiments as the quantity of the main item is 5.

		Mon 28 Feb 2000
		RG RON 11:28:54
21		
Side order		
1 French fries 2 Baked potatoes 3 Boiled potatoes 4 Rice		

5 Steak au poivre	65,00
John	
<b>Enter Qty</b>	

## CONDIMENTS LINK

A condiment table maybe linked to another one, so that when the first table is completed, the second is automatically displayed. In this example, the item Steak au poivre displays side order first (see previous example), and then must prompt for the kind of sauce. The side order condiment table is linked to the sauce condiment table.

To select a condiment. For example to select Mushroom just hit the digit key 1. Now the system prompts to enter the quantity, enter the quantity followed by the X-key. If the number of entered condiments is less than the quantity of the main item the window will re-appear. The system prohibits to enter more condiments than the total number of main items.

		Mon 28 Feb 2000
		RG RON 11:28:54
5 Steak au poivre		65,00
3 French	Sauce	7,50
2 Baked p	1 Mushroom	
	2 Bearnaise	3,00
John		
<b>Enter Qty</b>		

## REMOTE PRINTER - SINGLE ITEM PRINT

By using a connected kitchen printer, programmed single-item tickets can be switched to a total ticket for one transaction. To activate this press the <KP-SWITCH>- before entering the articles.

## CHARGING TO ACCOUNTS

The register can track balances. Items sold and deposits received can be stored in memory. To finalise a charge transaction select a tendering key.

### Opening an account / table / room

Opening account 12.

1	2	ORDERED#
---	---	----------

The display will show the active table, the total amount posted this transaction, the items posted to the account and the total amount so far.

TABLE 12		Mon 28 Feb 2000
Total	0,00	RG RON 11:28:54
1 Onion soup		6,50
1 Tomato soup		3,50
-----		
Total		10,00
John	<b>Total</b>	<b>10,00</b>

**Note:** to display all open accounts with the total amounts, just press the Ordered key without entry. Use this function at the start of the transaction.

To select a table, press key (for example table 1) and the total amount.. For example to select Table 1 just hit the digit key 1.

		Mon 28 Feb 2000																
		RG RON 11:28:54																
<table border="1"> <tr> <td>1 Table 1</td> <td>10,00</td> </tr> <tr> <td>2 Table 2</td> <td>125,00</td> </tr> <tr> <td>3 Table 3</td> <td>85,00</td> </tr> <tr> <td>4 Table 4</td> <td></td> </tr> <tr> <td>5 Table 5</td> <td>335,45</td> </tr> <tr> <td>6 Table 6</td> <td></td> </tr> <tr> <td>7 Table 7</td> <td></td> </tr> <tr> <td>↓ 8 Table 8</td> <td>↓</td> </tr> </table>			1 Table 1	10,00	2 Table 2	125,00	3 Table 3	85,00	4 Table 4		5 Table 5	335,45	6 Table 6		7 Table 7		↓ 8 Table 8	↓
1 Table 1	10,00																	
2 Table 2	125,00																	
3 Table 3	85,00																	
4 Table 4																		
5 Table 5	335,45																	
6 Table 6																		
7 Table 7																		
↓ 8 Table 8	↓																	
John		<b>0</b>																

Sell an article.

**ARTICLE KEY**

Closing the account.

**ORDERED#**

**Remark 1:** A transaction can be ended with a tendering key or with the <ORDERED#>-key (depending on the program).

**Remark 2:** With the <ORDERED#>-key the transaction is stored into memory. By selecting a tendering key e.g. <CASH> the account transaction is finalised.

**Manual override of compulsory charging to accounts:**

When compulsory charge account is temporarily is overridden, an account number does not have to be entered but the transaction must be finalised by selecting a tendering key.

**Covers**

Enter account number.  
(e.g. account-12)

1 2 ORDERED#

The account has 5 covers.

5 COVERS

---

### Finalizing charge transactions

Receipt-bill for account-12.

1 2 RECEIPT-BILL CASH

Slip-bill for account-12.

1 2 SLIP-BILL CASH

(Every other tendering key could be used.)

**Remark 1:** A charge transaction can be finalized via the slip printer. Use <PAY-BILL> instead of <PRINT-BILL>.

---

### Printing a Subtotal-bill

This function is used when the method of payment is not yet known. Use this function to print the bill.

Sub-bill for account 12

1 2 SUBTTL-BILL

A Sub-bill can also be printed on the slip printer (depending on the program).

When the method of payment is known, insert the bill again

Enter account number.  
(e.g. account-12)

1 2 ORDERED#

The paper will be feeded upto the last line, then enter the method of payment.

The system can be set to enforce the use of the bill once it has been printed.

---

### Splitting a bill

Splitting bill 12

1 2 SPLIT BILL

Items that will be paid

ARTICLE KEY ARTICLE KEY

Customer pays with cash

CASH

Of course, you can use another tendering key.

---

### Deposits

10.25 will be deposited on  
**account 12**

1 2 ORDERED 1 0 2 5

DEPOSIT ORDERED

**Remark 1:** The text on the <DEPOSIT>-key can be different.

# RECEIPT ISSUE

If separate receipts are required without finalizing the transaction and opening the account again, press <RECEIPT-ISSUE> after the articles required to stay together have been entered. After the first group of items, the procedure can be repeated. Finalizing the transaction with <ORDERED> the first receipt is printed.

Opening the account.  
(e.g. account 12)

1 2 ORDERED

Entering the items

ARTICLE KEY ARTICLE KEY

Receipt issue

RECEIPT ISSUE

Entering the items

ARTICLE KEY ARTICLE KEY

Receipt issue

RECEIPT ISSUE

Entering the items

ARTICLE KEY ARTICLE KEY

Closing the account

ORDERED

# TRANSFERRING ACCOUNTS

## Combine (All covers only)

The account can be combined with an account that is already in use.

Account 12 is combined

1 2 ORDERED

with account 6

6 COMBINE

## Transfer (All covers only)

The account can be transferred to an account which is not being used.

account 12 is transferred

1 2 ORDERED

to account 6

6 TRANSFER

# CLERK TRANSFER

## Transfer an account from one clerk to another clerk

Transfer account 12 of clerk 4

4 CLERK#

1 2 ORDERED

to clerk 6

6 CLERK TRANSFER

## Transfer all accounts from one clerk to another clerk

Transfer all account's of clerk 4

4 CLERK#

to clerk 6

6 CLERK TRANSFER

# NEUTRAL SALES

This counter is used to store neutral sales. This amount is printed separately on the report and does not count in VAT sales or clerk sales.

1.50 on Neutral sales

1 5 0 NEUTRAL SALES

(E.g. This key could be used to register cigarettes or stamps for which a receipt may not be required.)

# PERCENTAGE DISCOUNT OR MARK-UP

## Using a single discount or mark-up key with a fixed percentage

Enter the article

ARTICLE KEY

Press <DISCOUNT>key

% -

## Using a single discount or mark-up key

Enter the article

ARTICLE KEY

Select discount 2

2 %-#

## Using a single discount or mark-up key by entering a percentage

Enter the article

ARTICLE KEY

20% percent discount

2 0 %-

---

**Using a single discount or mark-up key with a fixed percentage at the sub total stage**

Enter one or more articles

ARTICLE KEY | ARTICLE KEY

Press <DISCOUNT>key

% - SUB

---

**Using a single key to apply a fixed percentage discount or mark-up at the sub-total stage**

Enter one or more articles

ARTICLE KEY | ARTICLE KEY

Select discount 2

2 | %-SUB#

---

**Using a single key to enter a percentage discount or mark-up at the sub-total stage**

Enter one or more articles

ARTICLE KEY | ARTICLE KEY

20% percent discount

2 | 0 | %-SUB

- Note 1:** To give a percentage discount, use <% +> or <% + #>.
- Note 2:** Depending on the programme, the percentage can be overwritten.
- Note 3:** Depending on the programme, SUB-TOTAL can be printed when a sub-total discount is given.
- Note 4:** If a discount is given on an article the discount can be calculated over the department. Depending on the program, an article discount can be calculated at the department level.

# DISCOUNT AND MARK UP BY AMOUNT

Using a single key to discount or mark-up a fixed value article.

Enter the article

Press discount key

Using a number to apply a discount or mark-up to a fixed value article

Enter the article

Select discount 2

Using a single key to apply a discount or mark-up to an article by a particular value.

Enter the article

Give a discount of 1.50

Using a single key to apply a discount or mark-up to a fixed value article

Enter one or more articles

Press subtotal discount key

Applying a discount or mark-up to a fixed value selecting a number at the sub-total stage

Enter one or more articles

Select discount 2

Using a single key to apply a discount or mark-up of a particular amount at the sub-total stage

Enter one or more articles

Give a discount of 1.50

**Note 1:** To give percentage discount use <% +> or <% + #>.

**Note 2:** Overriding the percentage is dependant upon the programme.

**Note 3:** The printing of the SUB-TOTAL when a subtotal discount is given is program dependant.

**Note 4:** If a discount is given on an article, the discount can be calculated over the department (program dependant).

# TENDERING

A tendering (Method of Payment) key must be selected to finalise the transaction. The key can be pressed with or without entering the amount tendered (to calculate the change). Pressing the <SUB-TOTAL> key first will allow the transaction to be displayed.

## Sub-total

The sub-total will appear in the display, following which further items can be registered or the transaction finalised.

The total amount is 5.00

SUB-TOTAL

Subtotal 5.00

## Change Computation

Where the amount tendered equals the total due:

The total due is 10.00

SUB-TOTAL

Customer tenders 10.00

1 0 0 0 CASH

Change 0.00

Where the amount tendered is greater than the total due:

The total due is 7.50

SUB-TOTAL

Customer tenders 10.00

1 0 0 0 CASH

Change 2.50

To calculate the change due at the end of the transaction:

The total due is 7.50

CASH

Customer tenders 10.00

1 0 0 0 CASH

Change 2.50

Change can also be calculated if the transaction is finalised by selecting cash, but will only be displayed.

## Cheque, credit, credit card or other tendering keys

Cheque, credit and credit card operate in the same way as CASH

## Split tendering

When one part is paid by cheque and the remainder is paid in cash.

Transaction total is 15.00

SUB-TOTAL

Subtotal 15.00

Customer tenders a  
cheque for 10.00

1 0 0 0 CHEQUE

Subtotal 5.00

The remainder is paid with

*Cash* 5.00

**Note 1:** When split tendering always begin by pressing the <SUB-TOTAL> key before the amount tendered is entered.

---

### Tendering correction

If, after finalizing a transaction, the customer decides to use another method of payment, the following procedure should be adopted:

**Example:** After a transaction with a total-amount of 120.00 is finalized on <CASH>, the customer decides to pay with a cheque:

---

### Compulsory number entry to record cheque or credit card numbers

The register may be programmed to make a number entry against one or more of the tendering keys compulsory.

Account number 1234

## FOREIGN CURRENCY

A foreign currency may be selected by entering a number on the <CURRENCY#> key or by pressing a <PRESET CURRENCY> key.

---

### Preset currency key

Total due is DM 7.50   *Dmark* 7.50

(Other tendering keys may also be used.)

---

### Preset currency key with change calculation

Total due is DM 7.50   *Dmark* 7.50  
Customer tenders DM 10,-      *Change* 2.50

**Note:** Dependant upon the programme, the change may be calculated in local currency or in the customer's currency. Where the change is calculated in the customer's currency, the change is printed on the ticket in both currencies.

---

### Currency number key

Total due is DM 7.50

The change may also be calculated (see above)

# PAID OUT

One or more <PAID-OUT> keys can be made available. The terminal can be programmed for the transaction to be finalised automatically or by the selection of a tendering key (E.g. Cash).

---

## Finalizing automatically

10.00 is to be paid-out     

---

## Finalizing by selecting a tendering key

10.00 is to be paid-out     

Repeat     

Finalise by selecting  
a tendering key     

---

## Finalizing and recording a reference number (E.g. cheque number, account ref. etc.)

Reference number 1234     

10.00 is to be paid-out     

Repeat     

Finalise by selecting  
a tendering key     

(The transaction can be finalised by selecting any tendering key)

**Note:** Cash and/or cheque totals are updated

# RECEIVED ON ACCOUNT

Payments against invoices can be entered by using a <RECEIVED on ACCOUNT>key. More than one key can be programmed for this purpose. The terminal can be programmed for the transaction to be finalised automatically or by selecting a tendering key (E.g. Cash).

Finalizing Automatically

10.00 has been received

**Finalizing by selecting a tendering key**

10.00 has been received

Repeat

Finalise by selecting

a tendering key

(An alternative tendering key can be selected to finalise the transaction.)

**Finalizing and recording a reference number (E.g. cheque number, date, invoice number etc.)**

Invoice 1234

10.00 has been received

Repeat

Finalise by selecting

a tendering key

(An alternative tendering key can be selected to finalise the transaction).

# CHANGE TAX RATE

If for any reason you have to select another tax rate (for example in case with EAT-IN or EAT-out), proceed as shown below.

**Tax Shift for the whole transaction**

enter items

**Tax Shift for a single item within a transaction**

enter item

This can be repeated.

# TRAINING

For training purposes a training clerk may be set up. If this clerk is active, no counters other than the totals for the training clerk are updated during transactions, printing on the journal is suspended and the consecutive number is not incremented. If the training clerk uses an account number, the transaction must be finalised by selecting a tendering key!

# RECEIPT ON/OFF

This key will suspend printing on the receipt printer. All data programmed to be printed on the receipt will be suspended. To activate printing, press the key again. The key cannot be used within a transaction. The COPY receipt function will print on the receipt regardless of the status of the receipt on/off flag. If a report is programmed to print on the receipt it will do so regardless of the status of the receipt on/off flag. An indicator on the operator display (RON) shows the status of the receipt on/off flag.

# CORRECTIONS

## Clear

This key will clear your last entry or will clear the error tone after a keying-in error.

## Void

The register permits the last item entered to be voided immediately after registration by simply pressing the <VOID>-key

## Correction

This key can be used to correct any or all items within a transaction. Press the <CORRECTION> key, followed by the same key sequence as the entry to be corrected.

Article 2 is to be corrected

or, alternatively,

correct an entry of 1.50

**Note:** The <CORRECTION> key must be pressed before EVERY item to be corrected.

## Refund

To REFUND against returned items, first press the REFUND key, then enter the item to be refunded. The transaction has to be finalised by selecting a tendering key (E.g. Cash)

Article 2 is to be refunded

or, alternatively,

to refund 1.50

**Note:** The <REFUND> key must be pressed before every item to be refunded.

## Cancel

This function will remove all items entered and it functions as a "stay active refund function". (Cancelled transactions cannot be printed on the Kitchen Printer!)

# ERROR AND OTHER MESSAGES

ERROR	EXPLANATION
INVALID ENTRY	A global error condition. The entry cannot be accepted due to incorrect lock-position etc.
UNKNOWN KEYCODE!	When a key is pressed the keycode stored for that keycode is handed over to the Operating System for interpretation. The code programmed for that key is an invalid code. This means that either the keycode is programmed incorrectly, or the keyboard data is corrupted.
STILL IN TENDER	A new transaction cannot start because the previous transaction hasn't been finalized. (This error condition can typically occur during split tendering.)
INVALID DATE	The date entered is not valid.
INVALID TIME	The time entered is not valid.
ENTER AMOUNT	Reminder to enter a value.
UNKNOWN ARTICLE	This message is displayed if the entered number cannot be located in the register's random number file.
NO ENTRY ALLOWED	An entry cannot be accepted using this function.
ACCOUNT STILL OPEN	The account# cannot be accessed because it's still active on another terminal within the network (future option);
NO SPLIT TENDER	The application doesn't allow split tendering. The transaction needs to be finalized with only 1 type of tendering key.
ACCOUNT ALREADY OPEN	This account is already active or being transferred to another account (future option).
UNKNOWN ACCOUNT	This error message is displayed if the entered account doesn't match any number in the register's memory.
ACCOUNT REQUIRED	The use of account is mandatory and the transaction cannot be started until an account number has been entered.
ACCOUNT NOT OPEN	The operator is trying to print a account that is not active.
NO TRACK BUFFER	The print bill key will give this error if used with progressive billing.
TRACKBUFFER FULL	Memory billing items are stored in the memory of the register. Once the memory buffer is full, this error message is displayed. It is necessary to clear one or more account numbers so that new details can be stored.
STILL IN REGIST	A report cannot be requested as the register is still in transaction.
UNKNOWN CLERK	The clerk number entered on the key is not known i.e. active in the system;
UNKNOWN REPORT	The report requested doesn't exist;
TRANSBUFFER FULL	The Operating System actually only processes the transaction at the start of the next transaction. During sales all registrations are stored in this buffer. This message is displayed if this buffer is full. The operator must finalise the transaction in order to continue.
ARTICLE NOT SOLD	The correction function prohibits the operator from correcting any item not yet sold.
ENTRY TOO HIGH	The entry exceeds the entry value limitation as set in the application programme.
CHECK KP PRINTER	There is a problem with the kitchen printer. Check if the printer is switched on and has enough paper. If the operator presses CLEAR the system will try again. If the finalizing key is pressed, the order is printed on the receipt printer regardless of the status of the Ron/Off;
NO PAPER IN SLIP	The slip printer cannot be used because there is no paper in the printer;
NEW SLIP PAPER	To continue insert a new slip and press CLEAR;
NOT CHECKED OUT	The cancel pay key has been pressed although the account number is not set to that status.
STILL IN CHECK OUT	Access to this account number from another terminal is prohibited while that account number is in PAY status (future option).
ONLY CHECK OUT	The register can only accept the cheque paid function.
OVER MAX COVERS	Maximum number of covers per account# is 255.
ONLY WITH ITEM	This function cannot be used unless an item has been entered.
ERROR ON KP	The register cannot communicate with the kitchen printer. Check that the Kitchen Printer is powered on and has paper.
MAX 4 MODIFIERS	The register doesn't accept more than 4 modifiers per item;
CHECK SLIP PRINT	The register cannot communicate with the slip printer. Check cable and that the printer is powered-on.
WRONG CLERK	The clerk who opens the account must continue and finalise the account.
MANAGER KEY REQ	This key function cannot be used with the control lock in the RG position.
USER BREAK !!	A report can be interrupted by pressing the CLEAR key.
*** COPY ***	Printed for a receipt on request, or when a bill is re-printed. The receipt is printed regardless of the status of the RON-indicator.
**SPLIT - BILL**	Printed when the account# is being split.
NEAREND R or J !	Either the receipt or journal paper roll needs replacing.

ENTER NUMBER	A number must be entered on this tendering key.
NOT WITH SPLITACCOUNT#	Function cannot be used in combination with Split account.
TRANSFERRED TO	Printed with a transfer function;
TRAINING	Printed when the register is in training mode;
* PROGRAM INIT *	Printed at initialization with date & time, consecutive number;
** POWERED UP **	Printed at power-up with date & time, consecutive number;
NOT AUTHORIZED !	Unauthorized access to a function by a clerk;
++ INVENTORY --	Printed during inventory adjustments;
PRICE-CHANGE	Printed during price-changes
* KP NUMBER : 1	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 2	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 3	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 4	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 5	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 6	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 7	Printed in the header of the Kitchen Printer, or receipt ticket
* KP NUMBER : 8	Printed in the header of the Kitchen Printer, or receipt ticket
**** CANCEL ****	Printed during a cancellation.
PROFORMA INVOICE	Printed on the slip if a proforma invoice is required.
Total Amount	Printed on the Kitchen Printer to indicate the total amount of items printed on this Kitchen Printer.
Compulsory clerk	This message is displayed if no clerk is active at the start of the transaction.
NOT RELEVANT	
PLU-FILE FULL	This message is displayed whilst adding PLU's if the PLU file is full.
ACCOUNT BUFFER FULL	The memory that is reserved for tracking accounts is full. Take report 10.

### **Resetting the register after an error message**

IF AN ERROR MESSAGE CANNOT BE CLEARED WITH THE <CLEAR> KEY, IT MAY BE NECESSARY TO RESET THE REGISTER. TURN THE LOCK TO THE PGM-POSITION, SWITCH OFF THE TERMINAL WAIT 5 SECONDS AND TURN THE TERMINAL ON, NOW YOU SHOULD BE ABLE TO CONTINUE THE CURRENT TRANSACTION. IN THE PGM-POSITION YOU WILL NOT LOOSE ANY DATA. IF THE PROBLEM PERSISTS CONTACT YOUR DEALER, OR IF YOU HAVE THE C-KEY, TURN THE LOCK ONE POSITION BELOW THE PGM POSITION AND TURN THE TERMINAL OFF. WAIT 5 SECONDS AND POWER ON. NOW THE CURRENT TRANSACTION IS ABORTED, AND YOU LOOSE THE TRANSACTION DATA

# PROGRAMMING



The line-up or line-down keys select the next field (line down) or the previous field (line up) in the record. When the last field is reached the line-down key will recall the next record in the file.

Page Down key will move to the next record in the file.

Page UP key will move to the previous record in the file.

Enter key this function will write the data in the record.

To select a file, enter the file number and press the TYPE key. For example to change article data enter 1 on the TYPE key. To see all available files press the TYPE key without entry.

		Mon 28 Feb 2000
		RG RON 11:28:54
1 - PLU	13 - Keyboard	
2 - Department	14 - Salesperson	
3 - Group	15 - Time Zone	
4 - Modifier	16 - Discount	
5 - Clerk	17 - Condiment	
6 - Tax		
7 - Time & Date		
8 - Foreign Currency		
9 - Receipt Trailer		
10 - Receipt Header		
11 - Slip Header		
12 - PB Text String		
John		0

# PLU PROGRAMMING



Turn the lock to the PGM-position.

Select the Plu file

1

TYPE

To select a file, enter the file number and press the TYPE key. For example to change article data enter 1 on the TYPE key. The screen will show the details of the first item in the file. To select a different item enter the item number and press the NUMBER key.

		Mon 28 Feb 2000
		RG RON 11:28:54
PLU	1	
Steak au poivre		
Price	65,00      75,00      85,00	
	35,00      COST      22,50	
Department	1      Condiment	1
Plu Link#	0	
John		0

PLU, the number of the item in your file

Steak au poivre the descriptor of this item. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

Price: the sales price of the item. An item can have 4 different sales prices. The number of prices depends on the application. Only the number of different sales prices are shown.

Cost: the cost price of the item. This is a programmable option. If not activated in your application it won't be shown on the display.

Department: Items are consolidated into departments. Examples are Starters, Fish, Meat, Desserts, etc. The display shows the department number to which this item is linked.

Condiment: The condiment table number displayed if this item is registered.

PLU Link#: If this item is registered (i.e. Steak au poivre in this example) the system will automatically recall another item from the file

**Note:** levels are selected by keys on the keyboard. Levels are used for example happy hours etc. Levels are set in the application. When the link to the department is changed, also the link to remote printers, tax counters etc. are changed.

## DEPARTMENT PROGRAMMING



Turn the lock to the PGM-position.

Select the department file

2

TYPE

To select a file, enter the file number and press the TYPE key. For example to change department enter 2 on the TYPE key. The screen will show the details of the first department in the file. To select a different item enter the item number and press the NUMBER key.

		Mon 28 Feb 2000
		RG RON 11:28:54
Department	1	
Cold starter		
Group link	0	
John	0	

Department, the number of the item in your file

Cold starter the descriptor of this item. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

Group: Departments are consolidated into groups. Examples are Food, Drinks, etc. The display shows the group number to which this item is linked.

## GROUP PROGRAMMING



Turn the lock to the PGM-position.

Select the Group file

3

TYPE

		Mon 28 Feb 2000
		RG RON 11:28:54

Group	1
Food	
John	0

Group, the number of the item in your file  
 Food the descriptor of this item. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

## MODIFIER PROGRAMMING



Turn the lock to the PGM-position.  
 Select the Modifier file

The screen will show the details of the first group in the file. To select a different item enter the item number and press the NUMBER key.

	Mon 28 Feb 2000
	RG RON 11:28:54
Modifier	1
Well Done	
Group	0
John	0

Modifier, the number of the item in your file  
 Well done the descriptor of this item. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

Group: to facilitate easy location of modifiers by the waiter, modifiers can be grouped. Then a key on the keyboard will only list modifiers grouped together.

## CLERK PROGRAMMING



Turn the lock to the PGM-position.  
 Select the Clerk file

	Mon 28 Feb 2000
	RG RON 11:28:54

Clerk John	1
John	0

Clerk, the number of the clerk in your file  
John the descriptor of this item. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

## TAX PROGRAMMING



Turn the lock to the PGM-position.  
Select the Tax file

6

TYPE

The screen will show the details of the first clerk in the file. To select a different item enter the item number and press the NUMBER key.

	Mon 28 Feb 2000 RG RON 11:28:54
Tax VAT 17,5% Rate	1 1750
John	0

Clerk, the number of the clerk in your file  
Vat 17,5% the descriptor of this tax counter. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

Rate: The tax percentage

**Note:** The system supports various types of tax calculation. When in doubt how to change the details for the tax itemizer contact your dealer.

## TIME & DATE PROGRAMMING



Turn the lock to the PGM-position.  
Select the Time and date file

7

TYPE

	Mon 28 Feb 2000 RG RON 11:28:54
--	------------------------------------

Time & date	
Time	11:28:55
Date	Mon 28 Feb 2000
John	0

To change the time, position the cursor on the time field if the system is set to a 24:00 clock: enter the time and press the enter key on the keyboard. If set to AM/PM enter 0 for for AM and 1 for PM. So 9:00 AM enter 0900 and press the enter key. For 9:00 PM, enter 1900 followed by the enter key.

To change the date position the cursor on the date field. You need to enter the day of the week first. Monday = 1 Tuesday = 2 Wednesday = 3 Thursday = 4 Friday = 5 Saturday = 6 and Sunday = 7. Then enter the date, press the enter key.

## CURRENCY PROGRAMMING



Turn the lock to the PGM-position.

Select the Foreign currency file

8

TYPE

The screen will show the details of the first clerk in the file. To select a different item enter the item number and press the NUMBER key.

		Mon 28 Feb 2000
		RG RON 11:28:54
Foreign currency	1	
EURO		
Buying rate		0,000
Selling rate		0,000
John		0

Foreign currency, the number of the record in your file

Euro: the descriptor. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

Buying and selling rates must be programmed for each currency accepted. Change amounts can either be calculated in the local currency or in the last tendered foreign currency. This option depends on the application parameters. The buying and selling value can be calculated by dividing the amount of units for this currency by the buying and selling rate.

**Example:**

US dollar buying rate 1.69 - selling rate 1.81

German mark buying rate 109.35 - selling rate 113.35

1 : 1,69 = 0,591 (buying value)      100:109,35 = 0,914 (buying value)  
1 : 1,81 = 0,552 (selling value)      100:113,35 = 0,882 (selling value)

US.dollar	1,690	1,810
Austr.dollar	1,30	1,42
Belg.frank (100)	5,28	5,58
Canad.dollar	1,200	1,320
Danish Krona (100)	27,10	29,60
German mark (100)	109,35	113,35
English pound	2,61	2,86
Finnish mark (100)	34,50	37,00

**Buying rate**                      The rate on which the calculation from the local currency to the foreign currency is based. The rate is either entered with 3 or 4 decimals. This depends on the application.

**Selling rate**                    The rate on which the change amount is based incase the change amount is in the last used tendered currency amount. This option is set in the application.

When ready turn the control lock

**To exit:** turn the key

**Note 1:**      A value always has to be entered with 3 decimals but without the decimal point.

**Note 2:**      The change is calculated at the buying rate and the total amount is calculated at the selling rate.

# RECEIPT TRAILER PROGRAMMING



Turn the lock to the PGM-position.  
Select the receipt trailer file

9    TYPE

The screen will display the current trailer.

		Mon 28 Feb 2000
		RG RON 11:28:54
Receipt trailer		
YOUR RECEIPT THANK YOU PLEASE CALL AGAIN		
John	0	

The descriptor. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

# RECEIPT HEADER PROGRAMMING



Turn the lock to the PGM-position.  
Select the receipt header file

10

TYPE

The screen displays the current header

		Mon 28 Feb 2000
		RG RON 11:28:54
Receipt header		
*****		
* Pizza restaurant Roma *		
* Via Della Decoratore 4 *		
* 431278 ROMA *		
*****		
John		0

The descriptor. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line.

# SLIP HEADER PROGRAMMING



Turn the lock to the PGM-position.  
Select the receipt header file

11

TYPE

The screen displays the current header

		Mon 28 Feb 2000
		RG RON 11:28:54
Slip header		
*****		
* Pizza restaurant Roma *		
* Via Della Decoratore 4 *		
* 431278 ROMA *		
*****		
John		0

# PB TEXT PROGRAMMING



Turn the lock to the PGM-position.  
Select the PB text string file

12

TYPE

The screen displays the current text

		Mon 28 Feb 2000
		P RON 11:28:54
PB Text String		1
TABLE 1		
John		0

The descriptor. For each PB-number (table number, room number or accounts) you may program one line of text of 24 characters. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line. This is a programmable option.

# KEYBOARD PROGRAMMING



Turn the lock to the PGM-position.  
Select the keyboard file

13

TYPE

The screen displays the keynumbers and there functions. The programming is divided in 3 pages use the PG-down and PG-up keys to move to the next page

		Mon 28 Feb 2000
		P RON 11:28:54
Keyboard		( 1 )
1 - XXXXX	11 - XXXXX	
2 - XXXXX	12 - XXXXX	
3 - XXXXX	13 - XXXXX	
4 - XXXXX	14 - XXXXX	
5 - XXXXX	15 - XXXXX	
6 - XXXXX	16 - XXXXX	
7 - XXXXX	17 - XXXXX	
8 - XXXXX	18 - XXXXX	
9 - XXXXX	19 - XXXXX	
10 - XXXXX	20 - XXXXX	
John		0

Programming the terminal requires a thorough knowledge of both hard- and software of the terminal. Kontakt your dealer first before making any changes in the keyboard programming.

# SALESPERSON PROGRAMMING



Turn the lock to the PGM-position.

Select the salespersons file

14

TYPE

The screen displays the current text

		Mon 28 Feb 2000
		P RON 11:28:54
Sales person 1		
Peter Pan		
John		0

The descriptor. For each sales person you may program one line of text of 24 characters. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line. This is a programmable option.

## TIME ZONE PROGRAMMING



Turn the lock to the PGM-position.

Select the time zone file

15

TYPE

The screen displays the first page of the time zone programming

		Mon 28 Feb 000
		P RON 11:28:54
Time zone 1		
1 - 00:00	11 - 05:00	
2 - 00:30	12 - 05:30	
3 - 01:00	13 - 06:00	
4 - 01:30	14 - 06:30	
5 - 02:00	15 - 07:00	
6 - 02:30	16 - 07:30	
7 - 03:00	17 - 08:00	
8 - 03:30	18 - 08:30	
9 - 04:00	19 - 09:00	
10 - 04:30	20 - 09:30	
John		0

The maximum number of time zones is 48, they are divided over 3 pages. Use the Page Down and Page Up keys to scroll through the pages. The first time zone must start at 00:00 and the last one must end at 00:00. In between you must set the time as you wish. The system will track sales data for each individual time zone. You may change the time zones, but you cannot change the kind of sales data tracked for each time zone. Consult your dealer in case of doubt. To enter a time just position the cursor and enter the time. Use a PM/AM system or 24 hour clock system as has been set in the application.

## DISCOUNT PROGRAMMING



Turn the lock to the PGM-position.

Select the time zone file

16

TYPE

The screen will show the details of the first clerk in the file. To select a different item enter the item number and press the NUMBER key, or use the Page Down or Page Up keys.

		Mon 28 Feb 2000	
		P RON 11:28:54	
Discount		1	
Special offer			
Fixed		1000	
Maximum discount		999900	
John		0	

The descriptor. For each function you may program one line of text of 16 characters. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line. This is a programmable option.

Fixed: if your system is set for a preset discount function, the rate is programmed in this field.

Maximum discount: if your system is set for an open discount function this field contains the maximum percentage allowed.

**Note:** Fixed and open are programmable options. Consult your dealer in case of doubt.

## CONDIMENT PROGRAMMING



Turn the lock to the PGM-position.

Select the time zone file

17

TYPE

The screen will show the details of the first condiment table in the file. To select a different item enter the item number and press the NUMBER key, or use the Page Down or Page Up keys.

		Mon 28 Feb 2000						
		P RON 11:28:54						
Condiment		1						
Side Order								
Options	1	2	3	4	5	6	7	8
Condiment link		0						
1 - 0		9 -		0				
2 - 0		10 -		0				
3 - 0		11 -		0				
4 - 0		12 -		0				
5 - 0		13 -		0				
6 - 0		14 -		0				
7 - 0		15 -		0				
8 - 0		16 -		0				
John		0						

The descriptor. For each function you may program one line of text of 16 characters. The system supports a typewriter keyboard function to facilitate entering of characters. When done press the cursor down key on the keyboard. This will position the cursor on the next line. This is a programmable option. This descriptor is displayed on the screen during registration.

Options: These options are programmable features for the table. The dealer has discussed these options, so only after consultation with your dealer you should change them.

Condiment link: Program the article numbers (PLU-numbers) the system should prompt the operator to select.

# PROGRAM DUMP

In any of the non registration positions on the control lock, the application in the register can be printed on the internal receipt printer.

## Dumping articles

### 1 File dump

Dumping all articles

When completed, turn the key to another position (WAIT FOR COMPLETION).

### 2 Record dump

Dumping article 4

When completed, turn the key to another position (WAIT FOR COMPLETION).

### 3 Range dump

Dumping articles 1 to 10

When completed, turn the key to another position (WAIT FOR COMPLETION).

---

## Dumping departments

To dump departments, enter 2 instead of 1 on the <TYPE>-key and enter the department number instead of the article number.

# INVENTORY ADJUSTMENTS

If Clerk compulsion is active, select a clerk first.

---

## Inventory + (Adding items into stock with quantity only)



Add 2 units

or

Add 2 units of article 4

For the next article , start by entering the quantity.

---

## Inventory - (Removing items from stock with quantity only)



Reduce by 2 units

or

Reduce by 2 units of article 4

For the next article start by entering the quantity.

If Clerk compulsion is active, select a clerk first.

---

## Inventory + (Adding items into stock with quantity and amount)



1	SUB-TOTAL
---	-----------

Add 2 units at a price of 1,00 each  
or

2	X	100	X	PLU1
---	---	-----	---	------

Add 2 units of article 4 of 1,25 each

2	X	4	125	X	PLU#
---	---	---	-----	---	------

For the next article , start by entering the quantity.

---

## Inventory - (Removing items from with quantity only)



2	SUB-TOTAL
---	-----------

Reduce 2 units at a price of 1,00 each  
or

2	X	100	X	PLU1
---	---	-----	---	------

Reduce 2 units of article 4 of 1,25 each

2	X	4	125	X	PLU#
---	---	---	-----	---	------

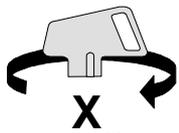
For the next article start by entering the quantity.

# REPORTING

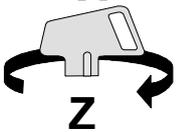
Reports may be required in several ways:

- ❑ reports from individual machine on the machine itself
- ❑ reports from an individual machine requested on another machine on the lan
- ❑ reports from all terminals consolidated (added together) and printed.

The control lock must be in the X or Z position for a report to be taken and the desired report number must be entered, followed by pressing the <CASH>-key



Reports will be printed but not reset (cleared down) when the control lock is in this position.



Reports will be printed AND reset (cleared ) when the control lock is set in this position.

List of report names and their contents.

	Total Sales	Groups	Departments	PLU	Tender	P.O. & R.A.	Drawer Totals	Corrections	Discounts	Foreign Curr.	Tax Totals	PB functions	PB Still Open
<b>1 Individual clerk report</b>	2				1	1	1	3	3	1			
<b>2 Daily financial report</b>	4	6			2	2	1	3	3	2	1		
<b>3 Daily department report</b>			5										
<b>4 Article report</b>				3									
<b>5 Timeband report</b>	2												
<b>6 Monthly financial report</b>	4	6			2	2	1	3	3	2	1		
<b>7 Monthly department report</b>			5										
<b>8 Consolidated clerk report</b>	2				1	1	1	3	3	1			

1=Amount

2=Amount+customers

3=Amount+quantity

4=Amount+customers+quantity

5=Amount+customers+quantity+reduction

6=Amount+customers+quantity+refund+ reduction

To request reportnumber 4 consolidated from terminals 1 through 3

**3** **0** **4** **CASH**

The report data is printed on the terminal on which the report is requested. The data is printed on the printer assigned to the reporting terminal.

Report 4 from terminal 2

**5** **2** **0** **4** **CASH**

The report data printed is only the report 4 data of terminal 2.

**Note:** Z-reports can only be requested from a terminal to which a receipt printer is connected.

## RESTORING ACCOUNT DATA

When items are posted to an account (table) these items are broadcasted to all terminals in the lan at the same time. So each terminal has a copy of the complete guestcheck. This guarantees the best possible redundancy as in case a terminal fails bills can be printed on any other terminal. When the problem with the faulty terminal is solved, you then need to copy the accountdata from a terminal that has the correct data to the repaired terminal. The procedure to do this is very simple and straight forward

For example: terminal 4 must be updated from terminal 2

Enter on terminal 4:

9 9 0 2 TEST



# ERRORS ON SHARED PRINTERS

If a terminal detects an error on a remote-, receipt-, journal-printer the display will signal the printer and the port. Then you check the cause of the problem and solve the problem on that printer. Check if the cover is closed or if the printer is without paper. In case the problem persists you need to consult your dealer. The system will automatically select a alternate printer for a remote printer. The alternate remote printer to be selected is set in your application. With each transaction the system will try to print on the standard printer first, if this printer still is out of order, the order is printed on the alternate printer. In this way the system is self healing as as soon as the default printer is working again, orders are printed on that printer again. stil remains, you may disable further printer on the receipt printer

# NETWORK ERROR CODES

In case of network errors the operating system will signal these to the operator in the following format: NETWORK ERROR !

R#XX P#YY

R#XX indicates the terminal number which doesn't respond;

P#YY indicates the type of error.

YY	Message
00	Cannot open a PB# on the addressed terminal
01	Cannot print on RS-232 port 1 on the addressed terminal
02	Cannot print on RS-232 port 2 on the addressed terminal
03	Cannot print on RS-232 port 3 on the addressed terminal
04	Cannot print on RS-232 port 4 on the addressed terminal
05	Cannot print on RS-232 port 5 on the addressed terminal
06	Cannot print on RS-232 port 6 on the addressed terminal
07	Cannot print on RS-232 port 7 on the addressed terminal
08	Cannot close a PB# on the addressed terminal
09	Cannot post an item to a PB# on the addressed terminal

When a terminal is switched off all others can no longer communicate with this terminal. In a system with floating PB#'s and 2 terminals numbered #1 and #2. When on terminal number 2 the waiter tries to open a PB#, the display will show:

NETWORK ERROR !

R#01 P#00

The error tone is off, and the operator can continue to register the items. The display will continue to show the message until the register is back on line. A faulty register doesn't stop the operation of other As the account details are stored in each terminal's memory you will always be able to printout a guestcheck on a terminal connected to your guest check printer.