SAM4S

SPS-2000

Quick Setup Guide

ATTENTION

THE PRODUCT THAT YOU HAVE PURCHASED CONTAINS A RECHARGEABLE NI-MH BATTERY. THIS BATTERY IS RECYCLABLE. AT THE END OF ITS USEFUL LIFE, UNDER VARIOUS STATE AND LOCAL LAWS, IT MAY BE ILLEGAL TO DISPOSE OF THE BATTERY INTO THE MUNICIPAL WASTE SYSTEM.
CHECK WITH YOUR LOCAL SOLID WASTE OFFICIALS FOR DETAILS CONCERNING RECYCLING OPTIONS OR PROPER DISPOSAL.

WARNING

THIS IS A CLASS A PRODUCT. IN A DOMESTIC ENVIRONMENT THIS PRODUCT MAY CAUSE RADIO INTERFERENCE IN WHICH CASE THE USER MAY BE REQUIRED TO TAKE ADEQUATE MEASURES.

Contents

Memory Reset

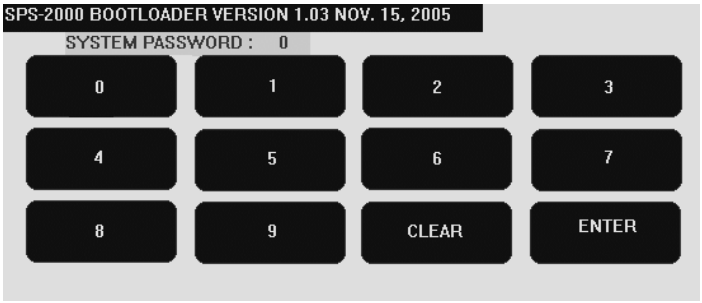
CAUTION: THIS WILL RESET ALL PROGRAMMED INFORMATION, SETTING THE MACHINE BACK TO FACTORY DEFAULT SETTINGS

This procedure will reset the machine back to factory settings, ready to commence programming.

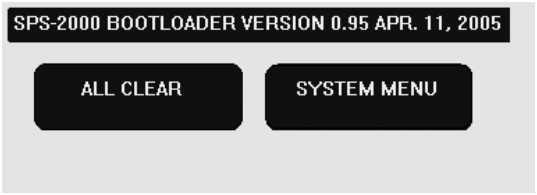
Note: Changing any memory allocation options after programming would result in resetting the terminal.

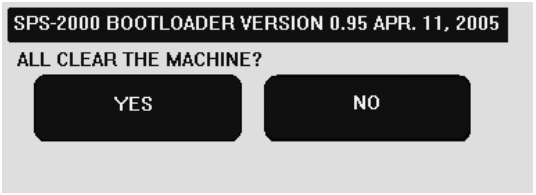
MEMORY ALL CLEAR

- Turn the power switch located underneath the terminal to OFF.
- Press and hold the STANDBY button located at the front of the terminal.
- Continue to hold the STANDBY button whilst turning the power switch to the ON position.
- You will be prompted to enter a password. Type **1287**



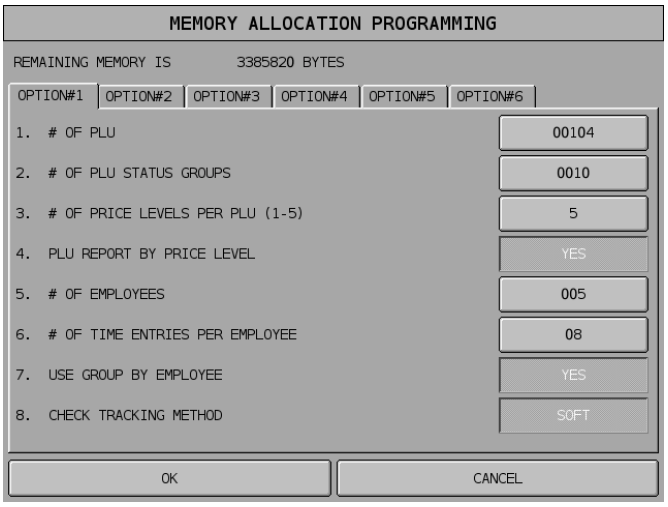
- Two options will be shown, **ALL CLEAR** and **SYSTEM MENU**. Select **ALL CLEAR**. You will be prompted to confirm your selection. This will load the default memory allocation, this is ideal for demonstrations as all defaults are set, and the terminal is immediately ready for feature programming.
- To change the memory allocation select **S-MODE** then **MEMORY ALLOCATION** and alter the required options.





Memory Allocation Definitions

- To access Memory Allocation select **S MODE** then **MEMORY ALLOCATION**



 # OF PLU
This is the maximum number of PLUs (Price Look-Ups) you require in the system

 # 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.

 # 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.

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.

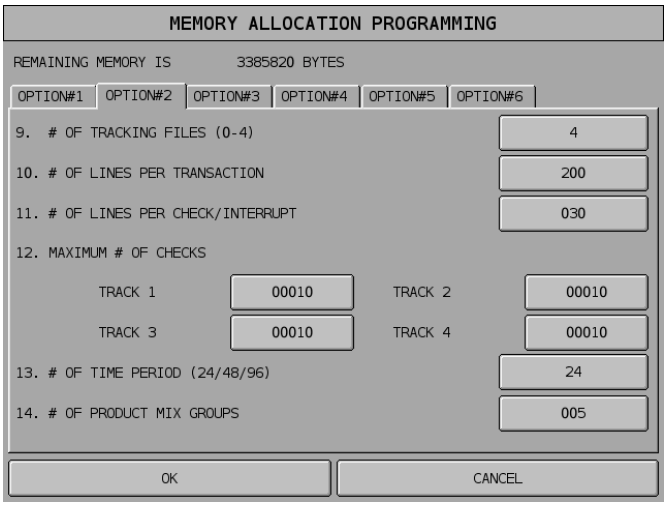
 # OF EMPLOYEES
This is the number of operators for the system also including the total number of employees available for the time clock wage calculation feature. In order to produce the optional training financial report, include an additional employee.

 # OF TIME I/O 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)

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.

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.

Memory Allocation Definitions



 # 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.

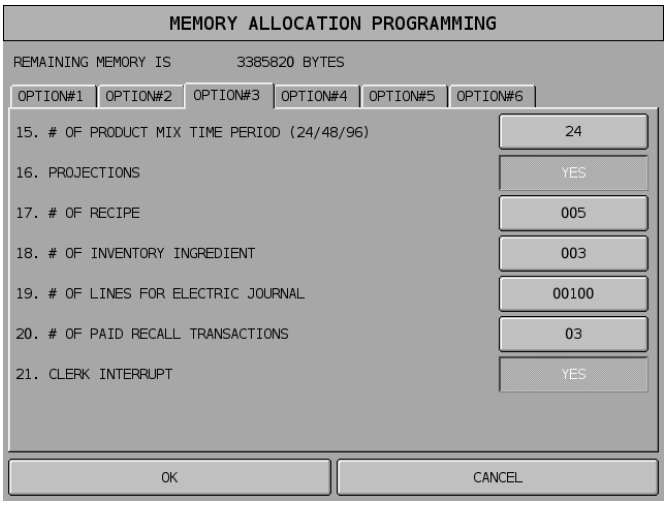
 # OF LINES PER TRANSACTION
This is the maximum number of products, which can be sold per transaction and must be greater than the number of lines per check/interrupt.

 # 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.

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.

 # 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.

Memory Allocation Definitions



PRODUCT MIX TIME PERIODS# (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.

 # 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

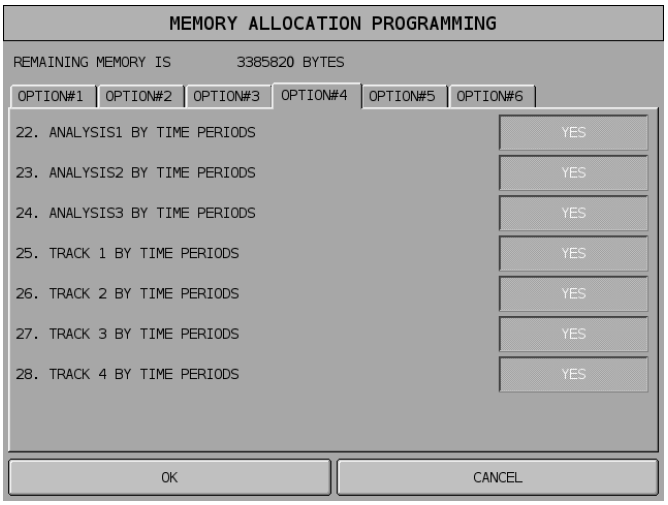
 # OF INVENTORY INGREDIENTS
This is the maximum number of ingredients required for recipe inventory stock control on the whole system.

 # 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.

 # OF PAID RECALL TRANSACTIONS
It is possible to the display the last transactions and issue copy receipts. This is the maximum number for recall.

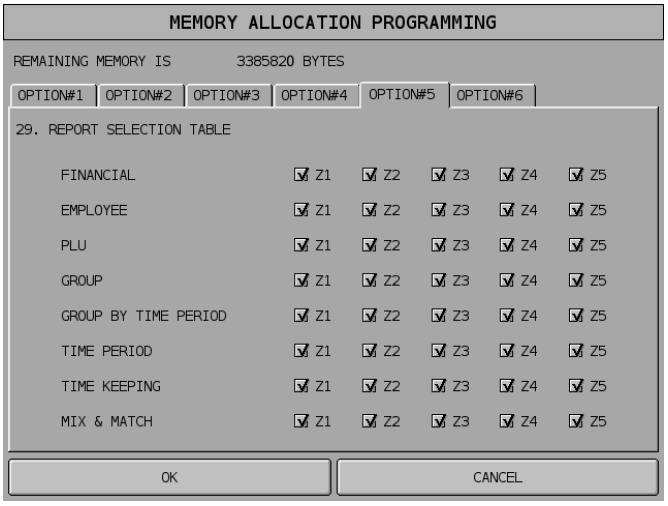
CLERK INTERRUPT
This enables the layaway of active sales allowing more than one operator to use the terminal at a time

Memory Allocation Definitions



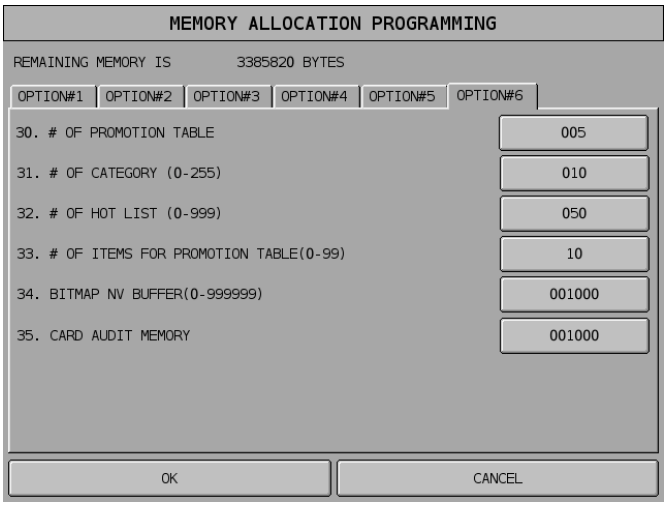
ANALYSIS 1 - 3 BY TIME PERIODS
This allows analysis of a sale within a specific type such as eat in / take out etc. The sale total is stored under the analysis heading for reporting on the financial and appropriate time period report. The analysis keys can also be used to change the printer output or tax status for product orders

TRACK 1 – 4 BY TIME PERIODS
The activity of paid checks can be reported per time period.



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.

Memory Allocation Definitions



 # 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.

 # 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

 # 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 hotlisted. This file is checked to determine validity when a card sale is attempted

 # OF ITEMS FOR PROMOTION TABLE
N/a

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.

CARD AUDIT MEMORY
N/a

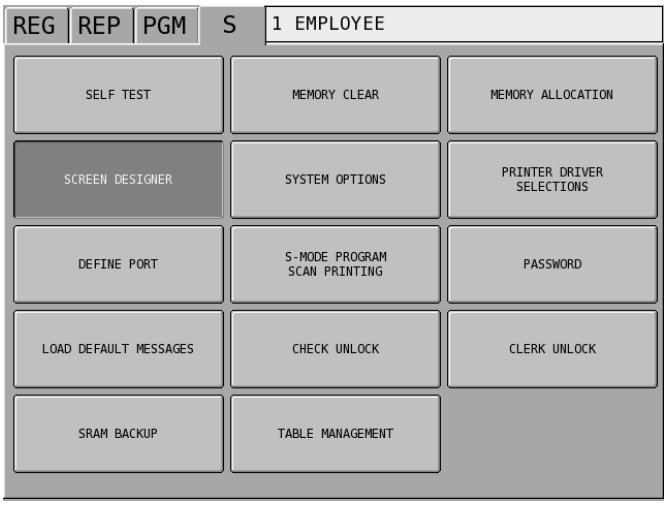
Screen Designer

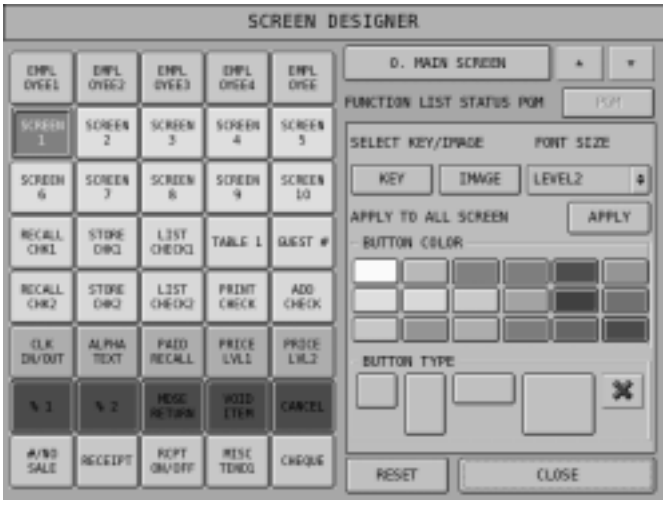
- A screen can include any combination of different keys.
- A specific screen can be activated after a PLU has been selected.
- A screen can be linked to a subsequent screen in order to lead the operator through a sequence of selections
- A screen can be displayed for a single item selection closing after registration or multiple items closing on request.
- A screen has various operator controls such as requesting that a set number of items are sold from a screen.
- Up to 200 screens are available with a maximum of 40 items per screen, these can be nested to create further item selections.

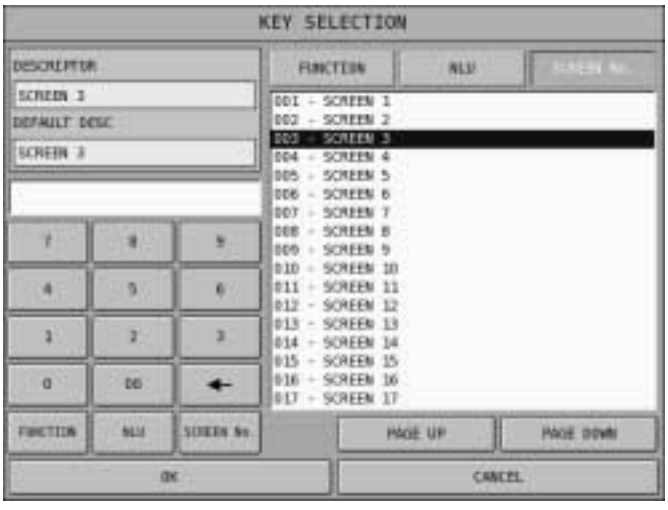
Screen Designer

Screen Allocation

- Select **S-MODE** then **SCREEN DESIGNER**
- Use the arrow keys to scroll to the required screen, alternatively enter the screen no.
- Select a key to program and press **KEY** on the right hand side of the screen.
- Press the **SCREEN NO.** menu button and select the required screen from the list or alternatively enter the screen no. followed by the **SCREEN NO.** button
- Press **OK**
- To resize a screen button select the required button size from the **BUTTON TYPE** option.
- Repeat for further keys if required
- Press **CLOSE** to save & exit





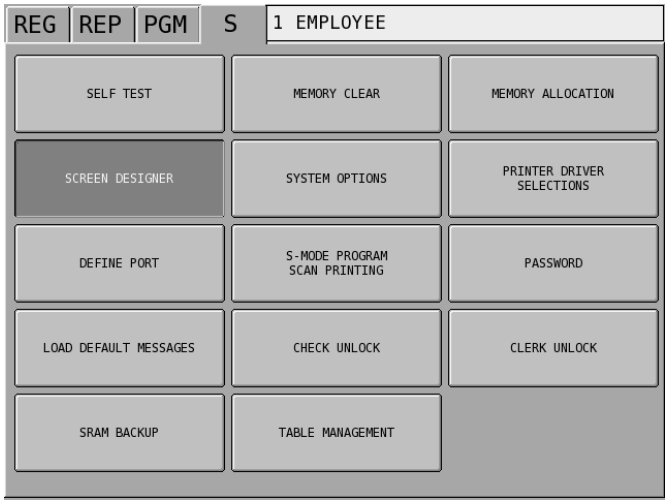


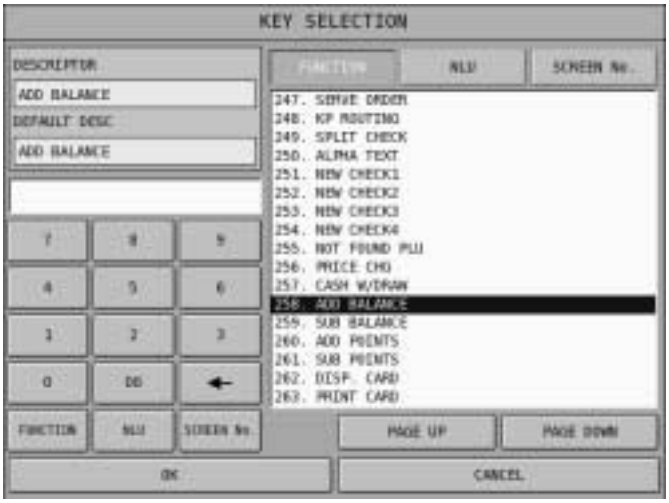
Screen Designer

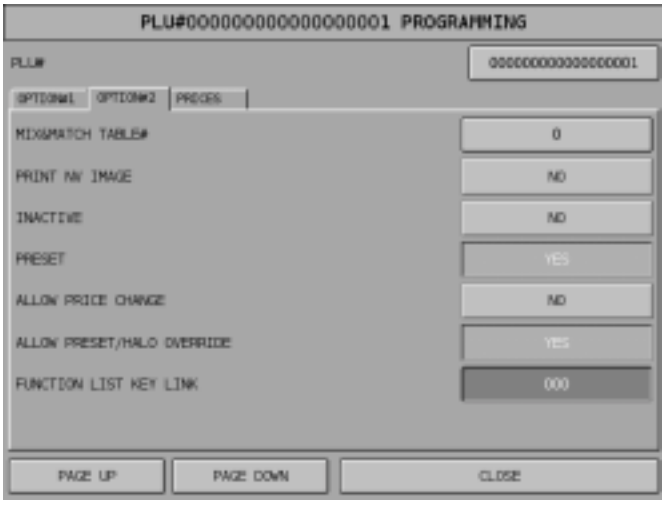
Programming Screen Selections

This will assign the items that are to be displayed, when the screen is selected.

- Select **S MODE** then **SCREEN DESIGNER**
- Use the arrow keys to scroll to the required screen, alternatively enter the screen no.
- Select a key to program and press **KEY** on the right hand side of the screen.
- Type in the function code and press the **FUNCTION, NLU** or **SCREEN NO.** key or press the required menu button to select from the list.
- Press **OK**
- To resize a screen button select the required button size from the **BUTTON TYPE** option.
- Select **FUNCTION LIST STATUS PGM** and select the options from the table below.
- Press **CLOSE** to save & exit







FUNCTION LIST KEY LINK — It is possible to link screens together, so that when the requirements of one screen have been completed the next screen is displayed.

 # No. OF CHOICE — This is the number of choices to be made from the window

ITEM MULTIPLICATION — This forces the operator to enter a quantity for the item to be sold.

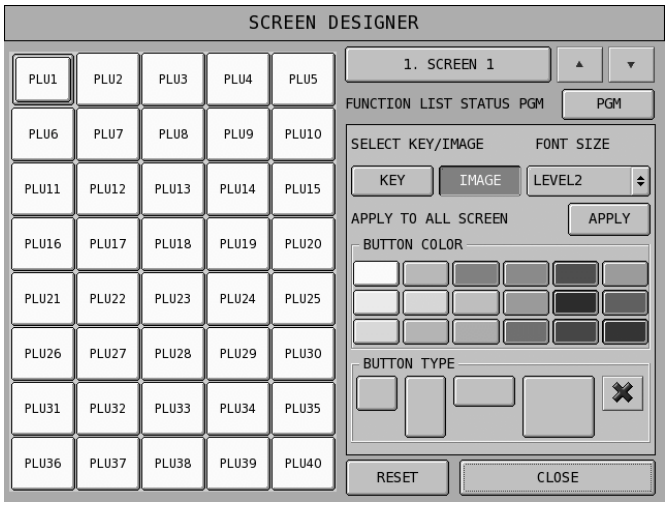
ALLOW EXIT FROM TABLE WITH DONE — This allows the user to leave the screen without fulfilling the entire compulsory requirements such as number of choices.

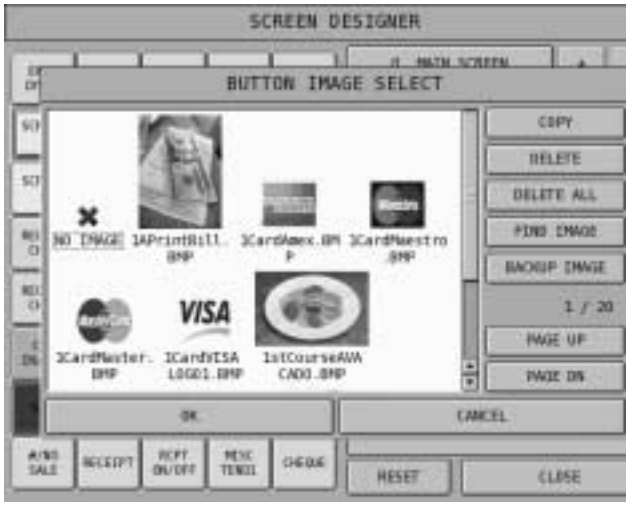
Screen Designer

Loading Images to Buttons

The SPS-2000 has the capability to load images to screen buttons

- Select **S MODE** then **SCREEN DESIGNER**
- Use the arrow keys to scroll to the required screen, alternatively enter the screen no.
- Select a key to program and select **IMAGE** on the right hand side of the screen.
- Select the image to allocate to the button using the **PAGE UP/PAGE DOWN** keys and press **OK**
- To remove an image from a screen button select **NO IMAGE** and press **OK**.





Copying And Deleting Images

It is possible to copy images from the SD card and delete images from the terminal. The images saved to the SD card need to be less than 15 characters long, only contain alphabetic and numeric values and be no more than 50 x 60 pixels in size.

- To copy images stored on the SD card select the **COPY** option.
- When prompted to confirm select **YES**
- To delete an image from the terminal select the **DELETE** option. To delete all images from the terminal select **DELETE ALL**

NOTE :-IF THE DELETE ALL OPTION IS SELECTED THEN THE IMAGES WILL NEED TO BE RELOADED FROM EITHER THE SD CARD OR FROM THE PC. TO COPY THE IMAGES DIRECTLY FROM THE PC FOLLOW THE INSTRUCTIONS BELOW.

Downloading Images To The Terminal

- Set up your PC IP address to **192.168.0.2** and then set up the subnet mask as **255.255.255.0**
- Connect the PC to the terminal using the crossover cable.
- Run the **SPS2000Update.exe** file.
- Select the **TARGET REGISTER** number to match the terminal register number.
- Select the **PICTURE UPLOAD** option this will transfer the information to the terminal.

For further information please refer to www.ycr.co.uk/faq

IRC - Communications

- Real time check tracking detail transfer, as any check is updated the information is available on all terminals within the system

- Real time employee sale interruption, allowing operators to float around the system, opening, closing, and adding to a sale on any terminal.

- Network management of time clock data, allowing any employee to clock into the wages system on any terminal within the system, with a centrally held time clock.

- Networked remote order printers, allow a central set-up of printers or unique output settings per terminal, with an optional centrally controlled kitchen order number

- Consolidated reports for all machines in the system, also the ability to select from a terminal list table if individual machines are required, i.e. reports required for terminal 3, 5, and 7,

- Simple networked till by till financial report allow all terminals to be cashed up from any register using the Station Totals report.

- Real time product creation, products amended or created any where on the system will automatically be transmitted throughout the network.

- Automatic file recovery, allowing the terminal to automatically create a product during report consolidation if that product does not exist on the terminal to which the report is consolidated.
  I.e. a product exists in terminal 2 with sales which is present on terminal 1, when sales consolidation takes place on terminal 1 that item is created.

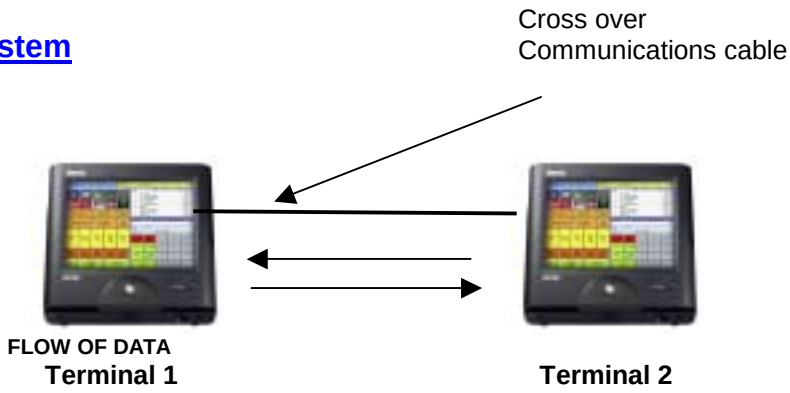
- A 10 base ‘T’ network, which incorporates an ETHERNET HUB communications method for more than one terminal, providing efficient network management.

IRC – Real Time Communications

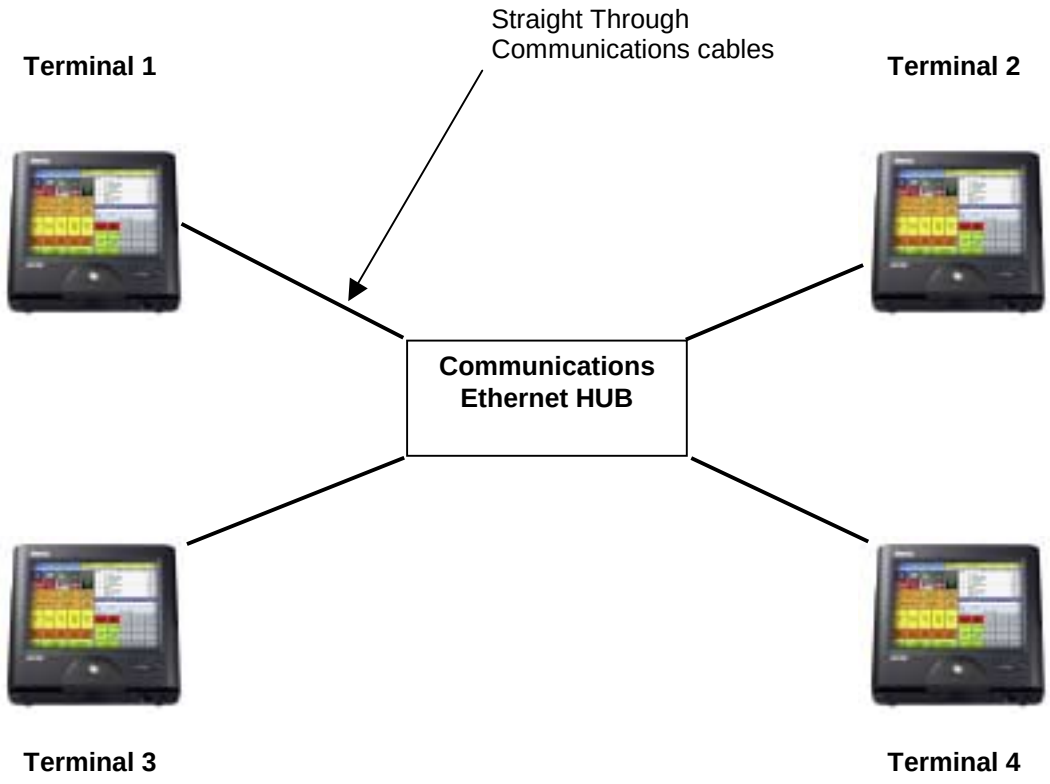
The information is transmitted real time, for example if a PLU is created on one terminal the information is automatically transmitted to all machines within the network. The real time principal is also applied to check details and employee interrupt sale data. This information is held in one terminal and can be updated and accessed on any terminal within the network

The SPS-2000 uses 10 base 'T' network, which incorporates an ETHERNET HUB communications method, this means if more than two terminals are to be connected together a hub is used, providing effective data transfer such as automatic file recovery.

Two Terminal System



More Than Two Terminal System



IRC – Real Time Communications

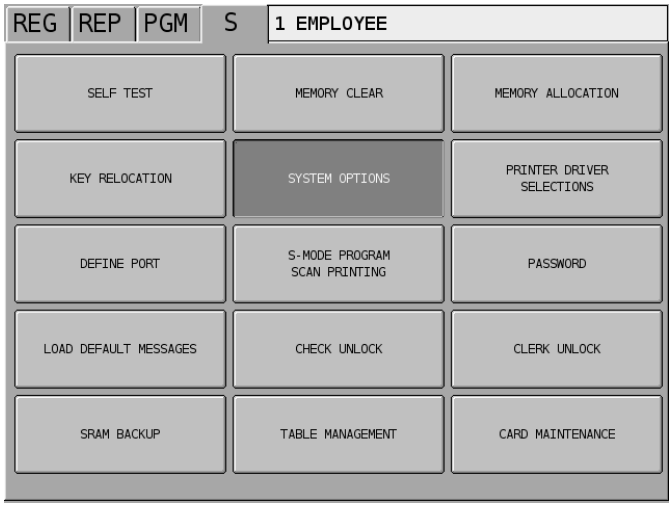
When connecting terminals within an IRC system ensure, the main program information is identical, as the system operates a real time update of product information etc. The file sizes within the memory allocation must also be the same.

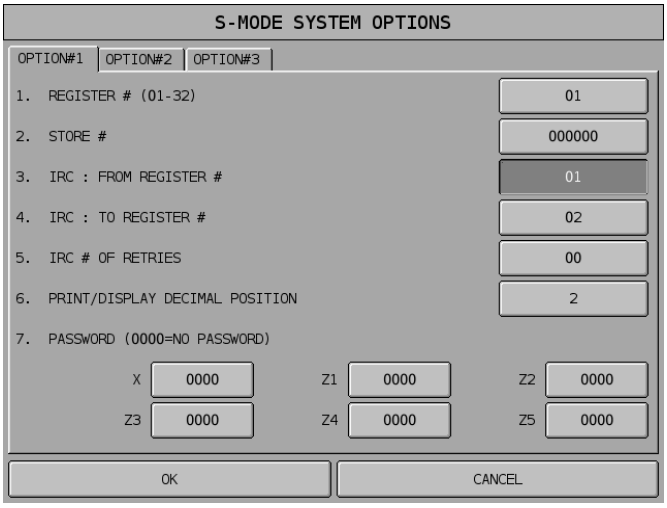
Setting Up Two Terminals

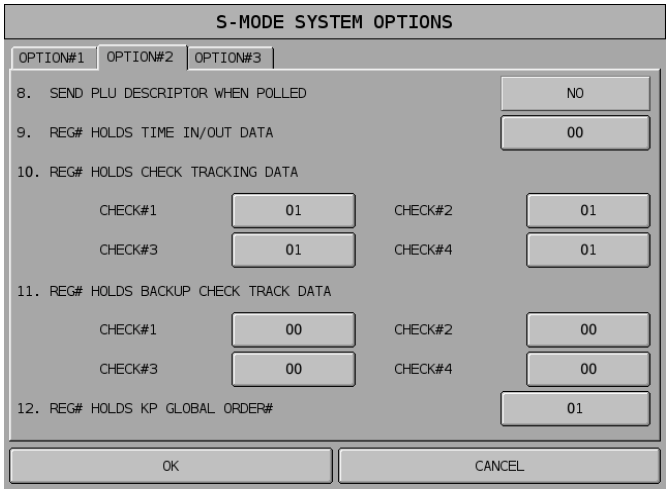
Each of the four tracking files can be stored independently on any of the cash registers within the system.

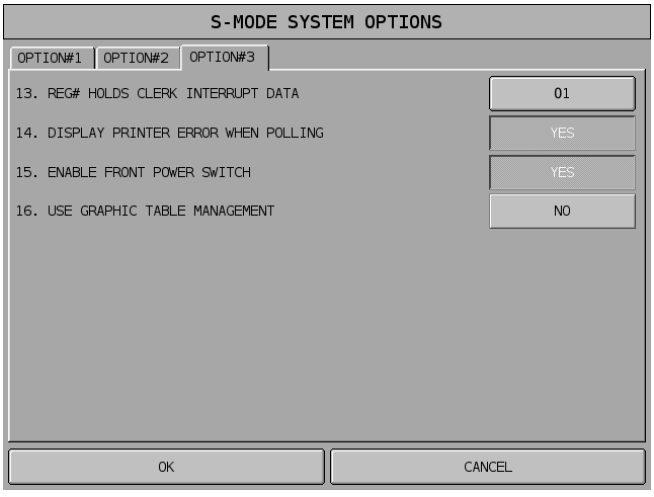
- Select **S-MODE** then **SYSTEM OPTIONS**
- Ensure the following are set-up

IRC: FROM REGISTER#	1st Register Number
IRC: TO REGISTER#	Last Register Number
REG# HOLDS TIME IN/OUT DATA	The register storing the wages time clock system
REG# HOLDS CHECK TRACKING DATA 1 to 4	The register which stores balances
REG# HOLDS CLERK INTERRUPT DATA	The register which stores the central clerk data









Clerk Interrupt

- The ability to interrupt a sale in progress and commence another sale for a different employee.

- On screen display of products when an employee returns back to transaction to enter additional products.

- The ability to open a transaction on one terminal and have that transaction available for sales on any terminal within the system.

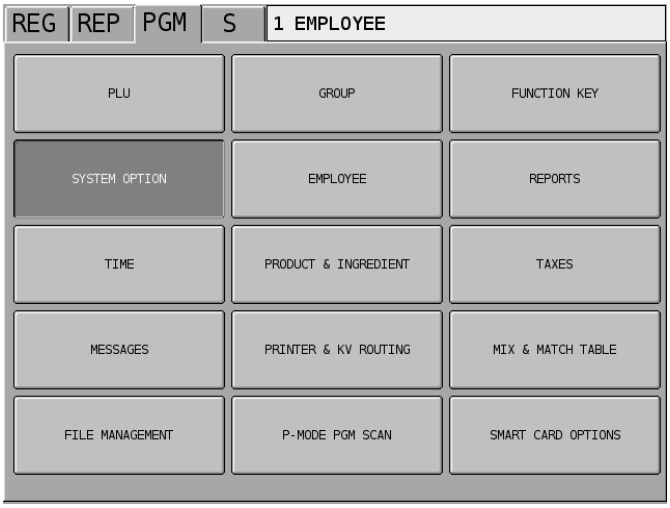
- The interrupt feature is available along with such features as check tracking, scanning etc. allowing a truly flexible hospitality and retail system within the same network.

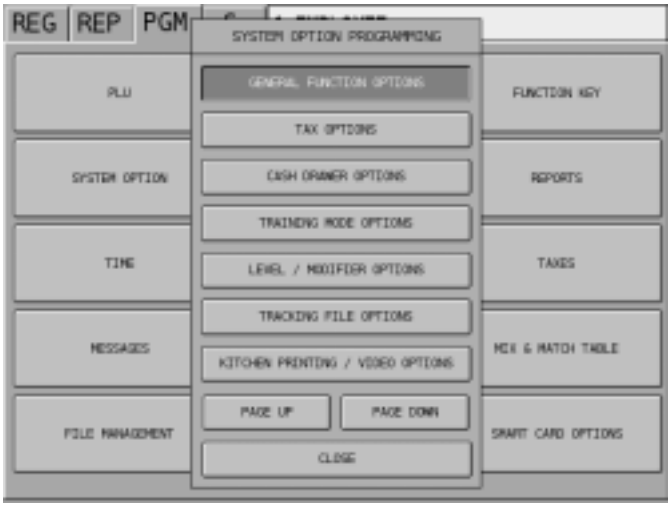
- Clerk Interrupt sales can also be posted to a check at the beginning of a sale or at any time during the transaction.

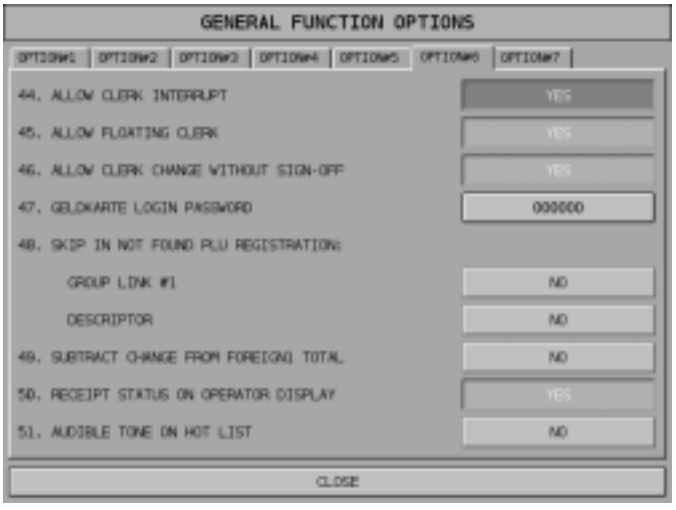
Clerk Interrupt

The system allows one employee to interrupt the sale of another employee, this can apply to any machine within the network. The number of lines that can be stored per employee is set within the memory allocation under the header LINES PER CHECK/INTERRUPT

- Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION** and set **CLERK INTERRUPT** to **YES**
- Set the **REG# HOLDS CLERK INTERRUPT DATA** to the required register number.
- Select **PGM-MODE** then **SYSTEM OPTION** then **GENERAL FUNCTION OPTIONS**
- Ensure **ALLOW CLERK INTERRUPT option 44** is set to **YES**. This allows users to layaway a sale without finalising
- If sharing across an IRC network ensure **ALLOW FLOATING CLERK option 45** is set to **YES**. This allows users to operate a sale on more than one machine
- If clerks are not being signed off when using clerk interrupt then ensure **ALLOW CLERK CHANGE WITHOUT SIGN-OFF option 45** is set to **YES**







SAM4S Check Tracking System

- Four independent IRC real time tracking files can be used
- For example, restaurant checks, bar tabs, function room orders and restaurant balances.
- The List check key is available to display a list of open soft checks.
- On Screen display of current bill with complete detailed billing and the ability to recall to the display paid transactions
- Hour by Hour Analysis of each Tracking File, Independent open tracking reports
- Archived balance history for two independent check tracking files.
  For example tracking file one can maintain Restaurant checks that are open whilst tracking file two will hold for reporting purposes all paid restaurant bills, this also applies to files 3 and 4
- Guest count tracking to record the number of guests served with hourly analysis.
- Seat numbers used to identify a specific seat (or person) within a transaction. This facilitates separate payment by seat for a single check, and helps identify food requirements to the preparation staff assisting with assembling meals
- Split Payment allowing division of a guest check into equal segments for payment by more than one person. For example for people wanting to pay their share of the bill.
- An Add Check feature with the ability to Add/transfer multiple guest checks through the four tracking files.
- The balance can be recalled by either entering the check or by the table number if there are multiple checks for the same table. When the table number is entered all open checks at the table will be displayed and the operator can then open the required check.
- The option to print bitmap images on the transaction receipt. The system also has guest check billing logo messages separate from the normal receipt messages.
- There are three definable text analysis buttons; these can be used to provide hourly reports for the value of goods sold per analysis area. Pressing one of these buttons during the sale will automatically ensure the sales area totalled to the correct area. These keys can be used for BAR, FUNCTION, etc. to analyse how busy each area is per hour, also how much revenue each area produces. These keys also have the ability to change the kitchen order printing area per transaction.
- The ability to maintain balances only using the hard check system, which uses less memory than detail tracking as the balances, not products are stored.

Check Tracking System

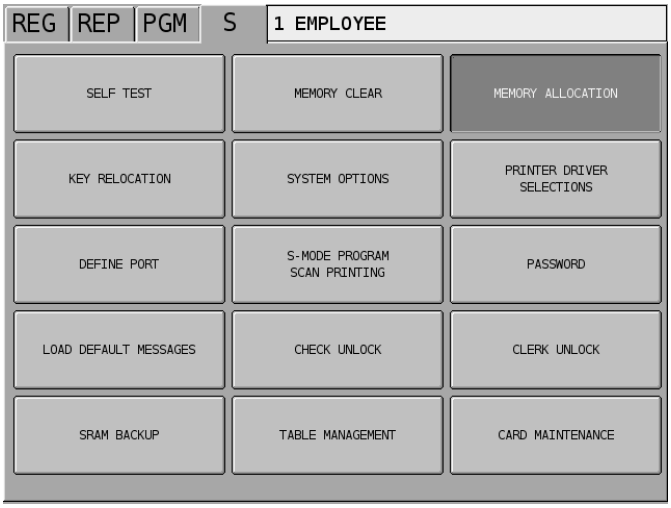
Memory Allocation

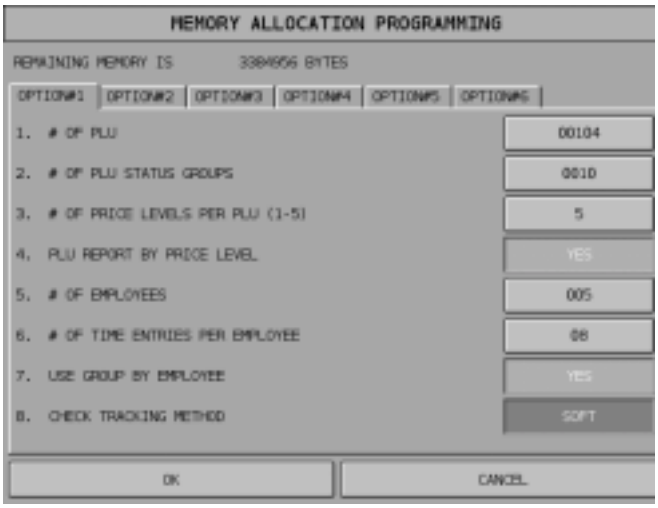
This must be set as part of the system initial program and cannot be changed without resetting to defaults

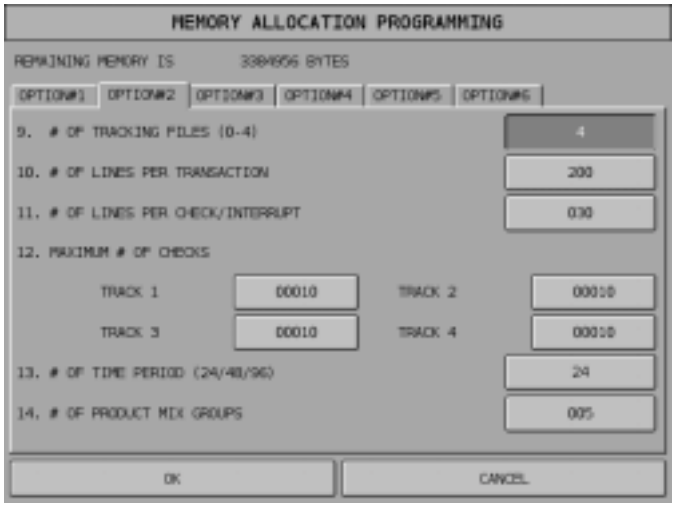
NOTE PLEASE ENSURE THE IRC PROGRAMMING SECTION HAS BEEN COMPLETED AS SHOWN PREVIOUSLY, SPECIFYING WHICH TERMINAL WILL BE STORING CHECK TRACKING DATA.

- Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION**

CHECK TRACKING METHOD	This should be set to SOFT for detail tracking
CHECK TRACKING FILES 0-4	This option is the number of tracking files in use.
LINES PER CHECK/INTERRUPT	This is the number of lines per bill 1 item is 1 line
MAX NUMBR CHECKS (ALL FILES)	This is the number of checks available. This and the number of lines apply to all check files



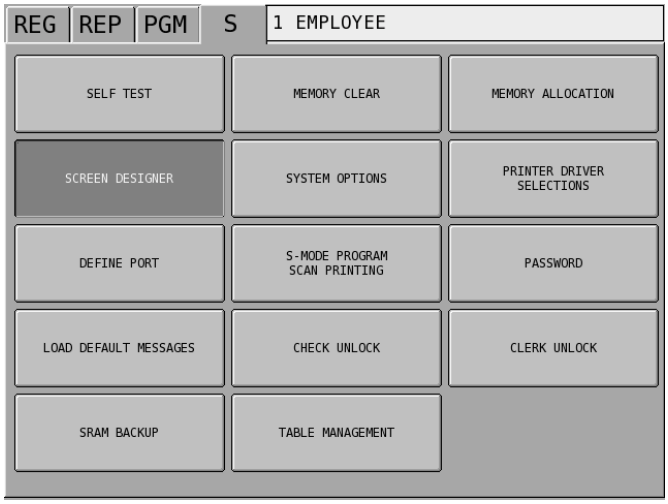


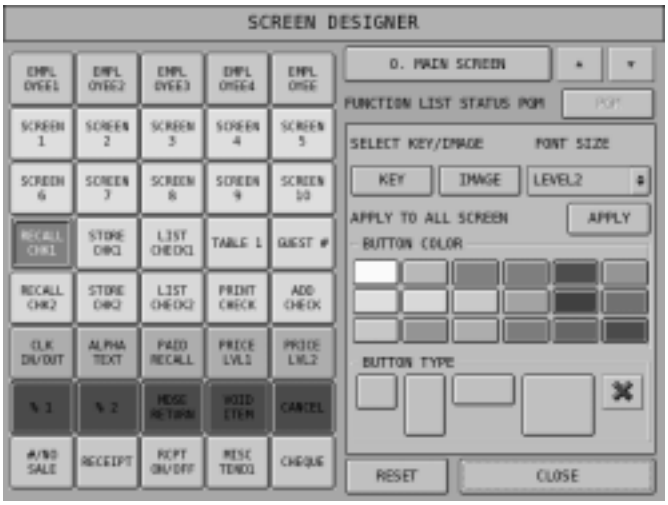


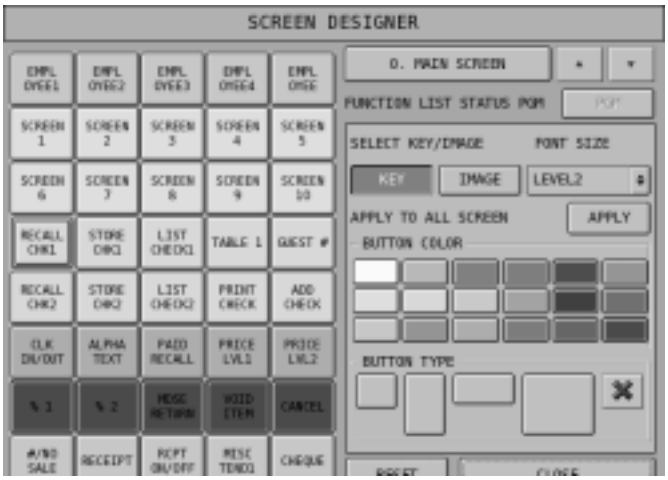
Check Tracking System

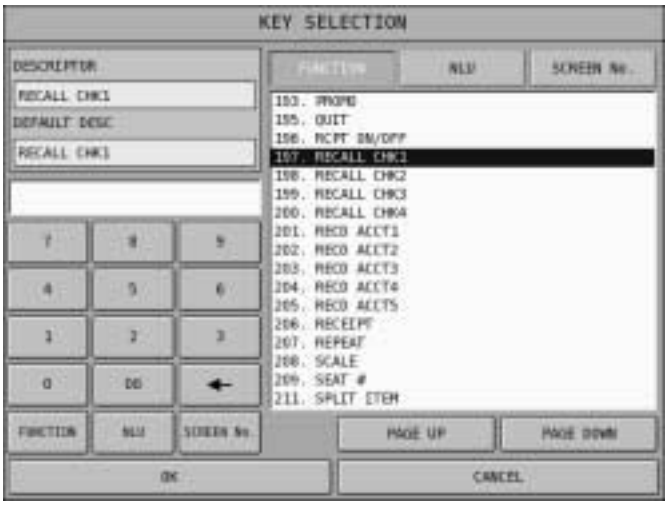
Screen Allocation

- Select **S-MODE** then **SCREEN DESIGNER**
- Use the arrow keys to scroll to the required screen, alternatively enter the screen no.
- Select a key to program and press **KEY** on the right hand side of the screen.
- Type in the function code and press the **FUNCTION** key or press the **FUNCTION** menu button to select from the list.
- Press **OK**
- Repeat for further keys if required
- Press **CLOSE** to save & exit









Check Tracking Function Keys

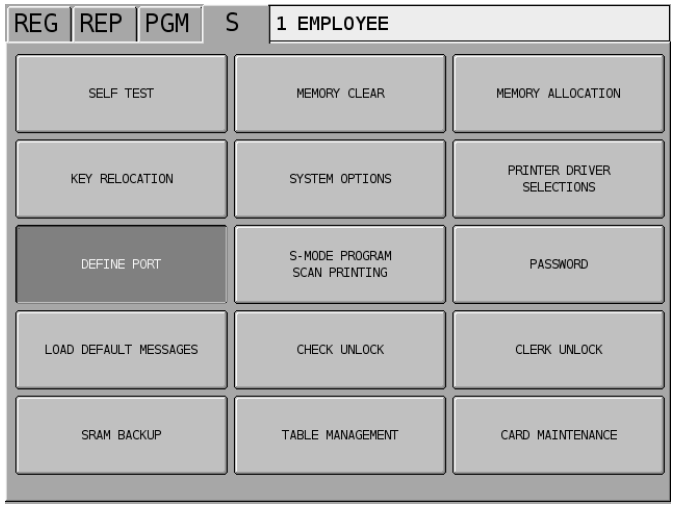
RECALL CHECK 1 – 4	Four different tracking files can be used to maintain checks
STORE CHECK 1 – 4	Press one of the four STORE CHECK # keys to hold a transaction
LIST CHECK 1 – 4	Press the List Check key to display a list of open checks
PRINT CHECK	Used to print a bill for any of the check tracking files 1 – 4
GUEST #	Used to record the number of customers
ADD CHECK	Add /transfer checks
SEAT#	Pay items from check by seat number
SPLIT PAYMENT	Use the split payment key to divide the amount of a check equally
TABLE#	Used to enter the table

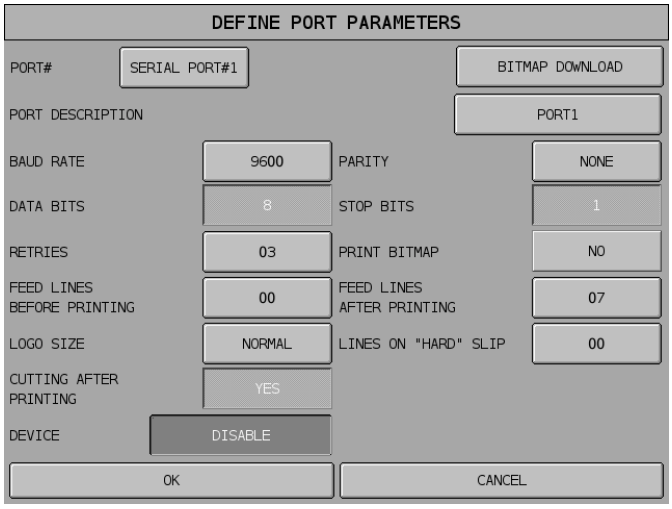
Bill Printer

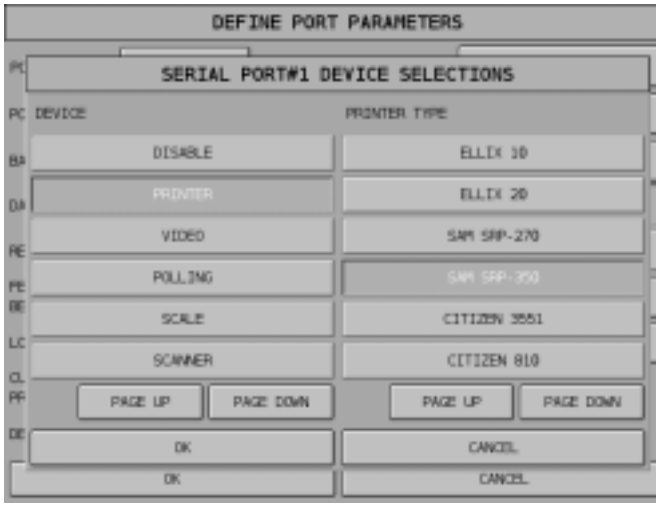
It is possible on a detailed check tracking system to have a complete itemised bill for the customer. This is printed on an external printer. The settings below show how to program an external printer.

There are various options available for customising the bill, for example, the ability to sort the bill so items are printed in order of their analysis groups etc, please refer to the system options

- Select **S-MODE** then **DEFINE PORT**
- Press the **SERIAL PORT#** key and select the port from the list (this is the physical port the printer is connected to).
- Press the button next to **DEVICE** and select **PRINTER**
- Select the correct printer model from the list and press **OK** twice to save and exit.







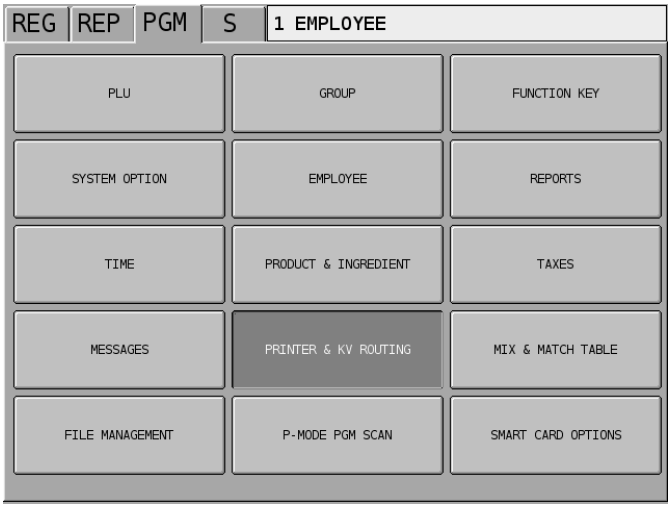
Bill & Receipt Printer

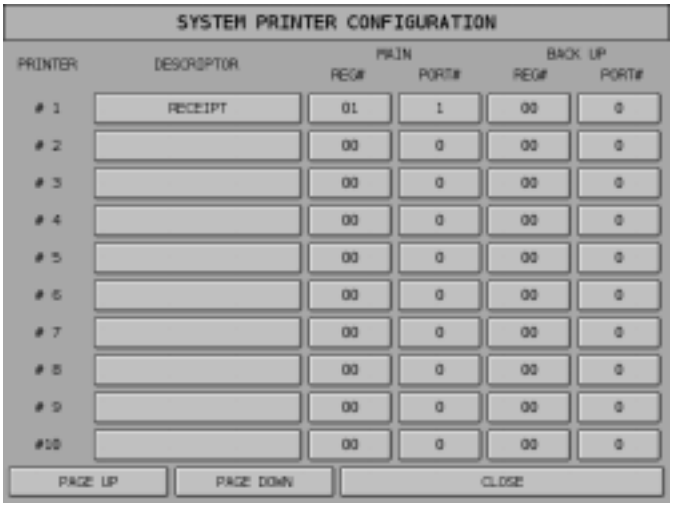
Allocating The External Printer To The System List

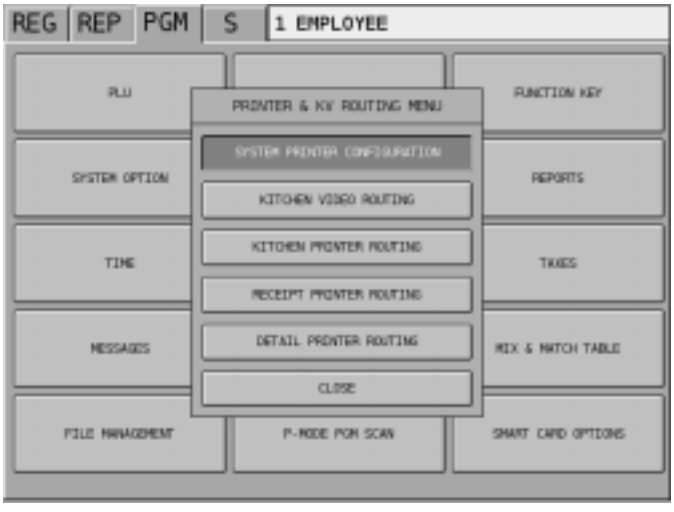
The system stores a master list of all printers used in the system, these are then allocated to a particular task.

- Select **PGM-MODE** then **PRINTER & KV ROUTING** followed by **SYSTEM PRINTER CONFIGURATION**
- Type in the name of the printer in the first available number i.e. #1 RECEIPT TILL 1
- Select the register number the printer is linked to, then select the physical port number from the list i.e. 01 1 means REG 1, port 1.

  The same REG number and port can be used for various print jobs





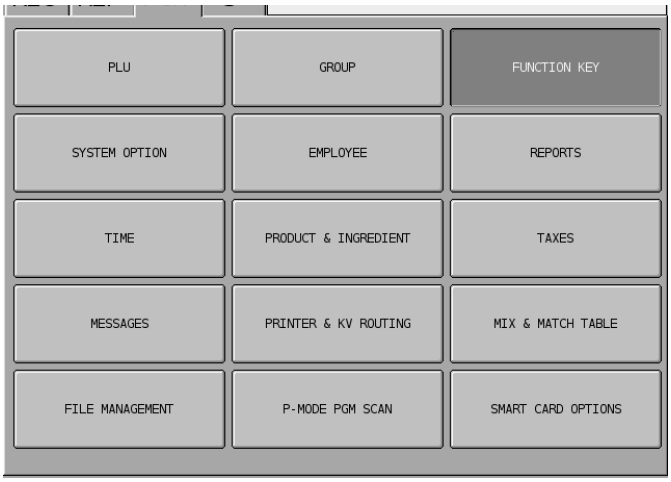


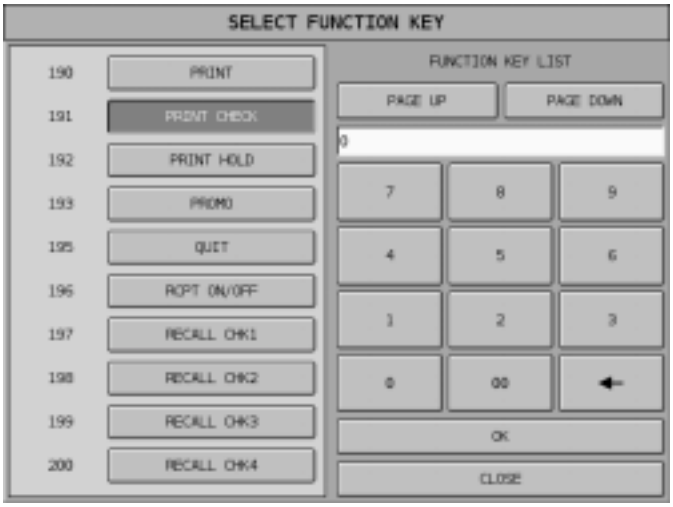
Bill & Receipt Printer

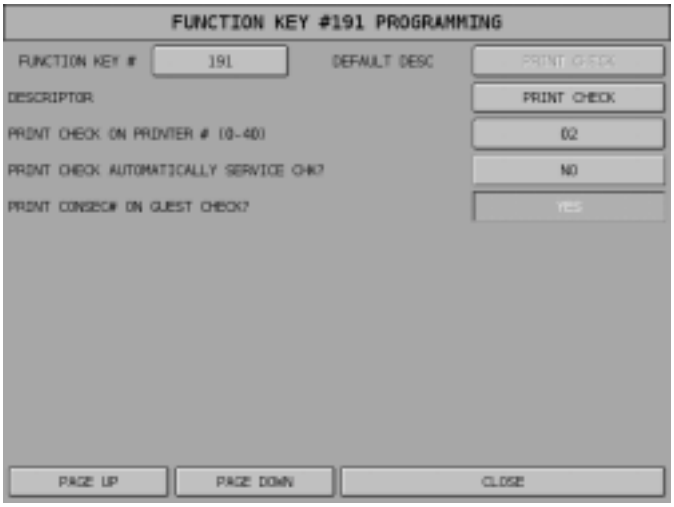
Programming The Print Check Key

The bill can be printed to any one of the 40 external printers.

- Select **PGM-MODE** then **FUNCTION KEY**
- Use the **PAGE UP/PAGE DOWN** buttons and select the **PRINT CHECK** key.
- Enter the printer # to be used, this is the printer number from the system printer configuration list i.e. 01 for RECEIPT PRINTER 1
- Press **CLOSE** and **CLOSE** again to quit and save







Remote Order Printing

- The ability to allocate the nine different printing groups to 40 different combinations of locations.
- Sorting of the kitchen order by the printer groups, i.e. starters, mains etc. with optional cutting per group
- Automatic timed change of the printing locations. For example switch from food printing in the bar to printing in the restaurant on an evening.
- The ability to change the printer location within a sale using either the KP routing function key or using one of the three area analysis keys.
- Optional display of the current printing area, and of the currently printed order number
- Optional global order numbering so all terminals issue a consecutive kitchen order
- There is a great degree of flexibility in formatting the kitchen ticket, i.e. Print Retail price, Sale total, Consolidation of like items etc…
- The ability to hold an ordered check item so the selected items will not print on the printer at balance hold. The items will be highlighted ready for print when required
- The ability to print items to the order printer on request using a Print key.
- The ability to customise the kitchen printer ticket with logo, price, PLU number etc.

Remote Order Printing

Each product can be allocated to any one of nine print groups. This print group can be sent to any one of 40 different printer locations.

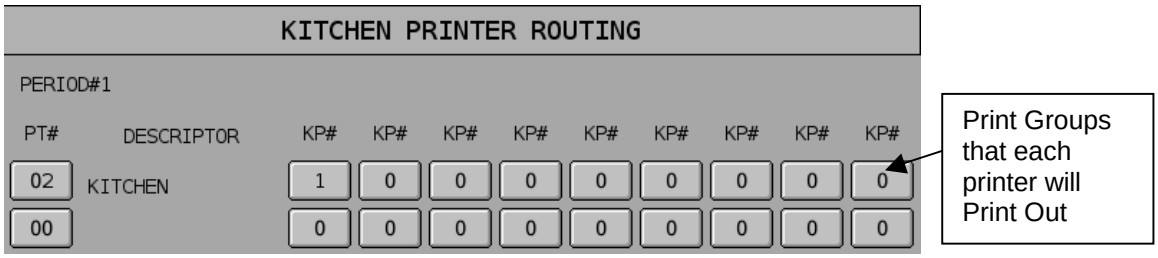
Whenever the product print group appears in the printer table it will be printed at that printer. The same print group can be entered more than once causing products to print at more than one location simultaneously and/or multiple tickets at the same location.

Example PLU Setup

PLU 1 SOUP	- PRINT GROUP 1 -	RESTAURANT
PLU 2 STEAK	- PRINT GROUP 1 -	RESTAURANT
PLU 3 GLASS of WINE	- PRINT GROUP 2 -	BAR
PLU 4 GLASS of BEER	- PRINT GROUP 2 -	BAR
PLU 5 BOTTLE OF CHAMPAGNE	- PRINT GROUP 1 & 2	RESTAURANT & BAR

Example Printer Matrix

Note Every time the PLU printer GROUP appears the item is printed on that printer



The printers can switch automatically to print a completely different set of PLU print Groups, For example separate hot and cold food kitchen printers may be active during lunch and a single kitchen printer active during dinner, you can make assignments to four different time periods.

The system also has extensive kitchen order print formatting, i.e. print all products in kitchen printer group order, i.e. all starters together etc, print retail prices, sales totals etc. all can be set to customise the print out.

Some items may be programmed as auto grill so they will always be sent to the designated grill printer. The advantage of using the auto grill group is the item is sent to the printer immediately after the sale of the next item or when the print key is pressed. This allows for speedy service in fast food environments

A seat number (person number) system can also be used in a soft check system. The purpose is to separate orders by individuals so that they can be identified as individuals on kitchen requisitions. This also facilitates separate payments.

Another feature is used in table check management to prevent kitchen printer orders from being printed immediately after items are registered and serviced.
For example a server registers a customers order consisting of appetisers and main courses, without this feature both the appetisers and main courses are printed at the same time. With this feature the server can 'Hold' MAIN course items, which prevents them from being printed. At a later time the server can recall the check where the items were registered and fire the main course items so they can be prepared and served when the customer is ready

Remote Order Printing

EXAMPLE During the day the restaurant is not open so the wines and food that are ordered at the bar cannot print to the restaurant printer. They must print on the bar printer,
During the evening the restaurant will be open and they will deal with any wine and food orders.

BAR **RESTAURANT**

BAR **RESTAURANT** **WINES**

PRINTER 1 **PRINTER 2** **PRINTER3**

REGISTER 1 - BAR REGISTER 2 – RESTAURANT

PHYSICALLY CONNECTED

1	**BAR PRINTER**	REG 1 - PORT 1
2	**FOOD PRINTER**	REG 2 – PORT 1
3	**WINES PRINTER**	REG 2 – PORT 1

PLUs to be printed in these locations

ITEMS	**DAY TIME**	**EVENING**
BAR DRINKS	- Prints in the BAR	- Prints in the BAR
BAR FOOD	- Prints in the BAR	- Prints in the Restaurant
WINES	- Print in the BAR	- Prints in the Restaurant
RESTAURANT FOOD	- Restaurant Shut	- Prints in the Restaurant

PLU Print Groups allocated

ITEMS	**PRINT GROUP**
FOOD	- GROUP 1
DRINK	- GROUP 2
WINES	- GROUP 3

The 1st – 9th Print groups can have the print groups entered in any order up to 9 of them i.e. the 1st, 2nd etc..

PRINTER ROUTING – DAYTIME – Everything to be printed in the bar as restaurant is closed

	1ST PRINT GROUP	2nd PRINT GROUP	3rd PRINT GROUP	4th PRINT GROUP	5th PRINT GROUP	6th PRINT GROUP	7th PRINT GROUP	8th PRINT GROUP	9th PRINT GROUP
BAR PRINTER	1	2	3	0	0	0	0	0	0
FOOD PRINTER	0	0	0	0	0	0	0	0	0
WINES PRINTER	0	0	0	0	0	0	0	0	0

PRINTER ROUTING – EVENING – BAR FOOD & Wines are to be printed in the RESTAURANT

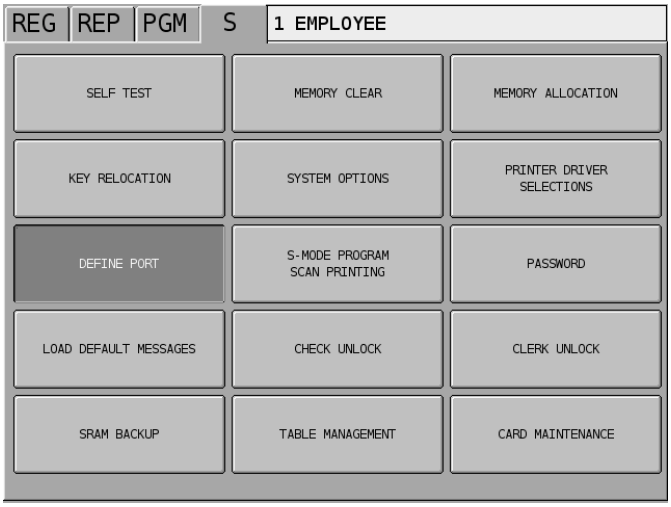
	1ST PRINT GROUP	2nd PRINT GROUP	3rd PRINT GROUP	4th PRINT GROUP	5th PRINT GROUP	6th PRINT GROUP	7th PRINT GROUP	8th PRINT GROUP	9th PRINT GROUP
BAR PRINTER	1	0	0	0	0	0	0	0	0
FOOD PRINTER	2	0	0	0	0	0	0	0	0
WINES PRINTER	3	0	0	0	0	0	0	0	0

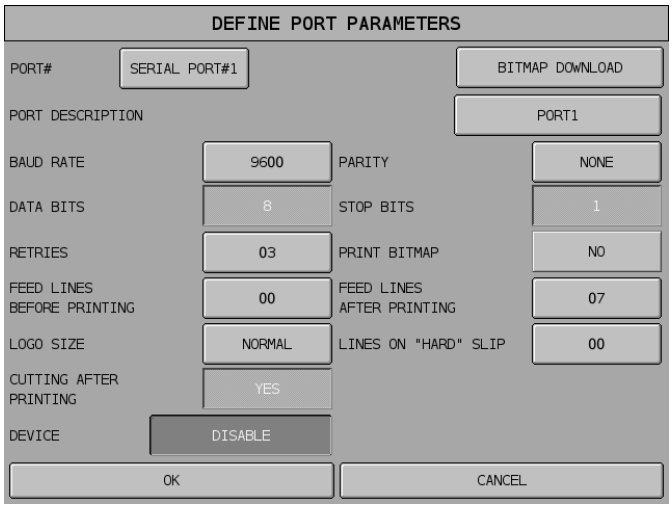
Remote Order Printing

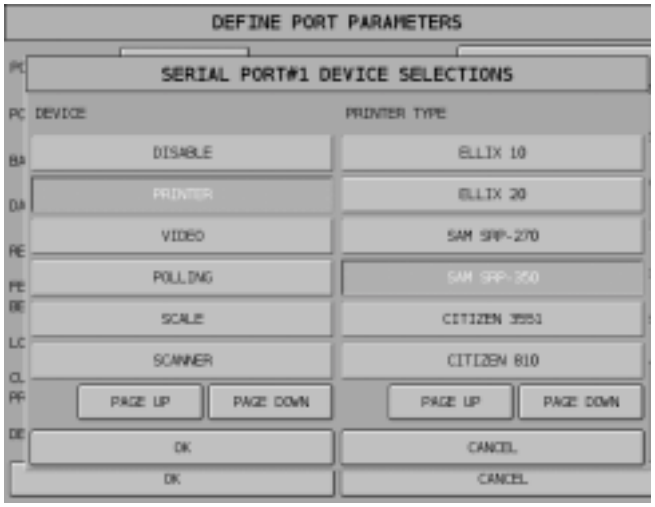
It is possible to set five physical printers to one terminal and nine printers per product through an inter register communications network, of up to 40 printers.

Setting the Serial Port

- Select **S-MODE** then **DEFINE PORT**
- Press the **SERIAL PORT#** key and select the port from the list (this is the physical port the printer is connected to).
- Press the button next to **DEVICE** and select **PRINTER**
- Select the correct printer model from the list and press **OK** twice to save and exit.





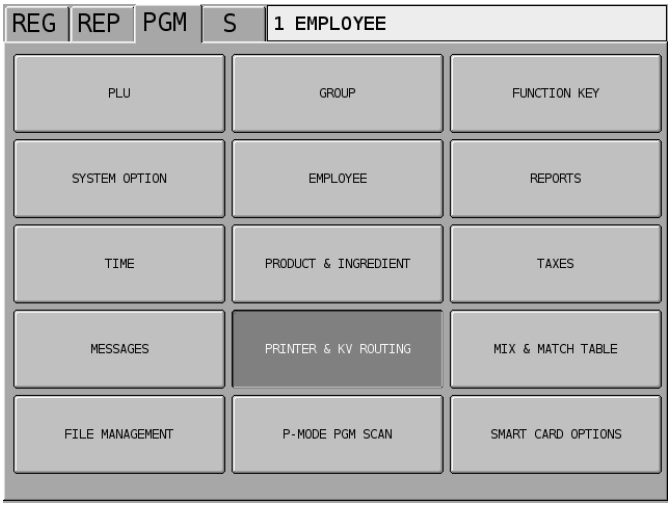


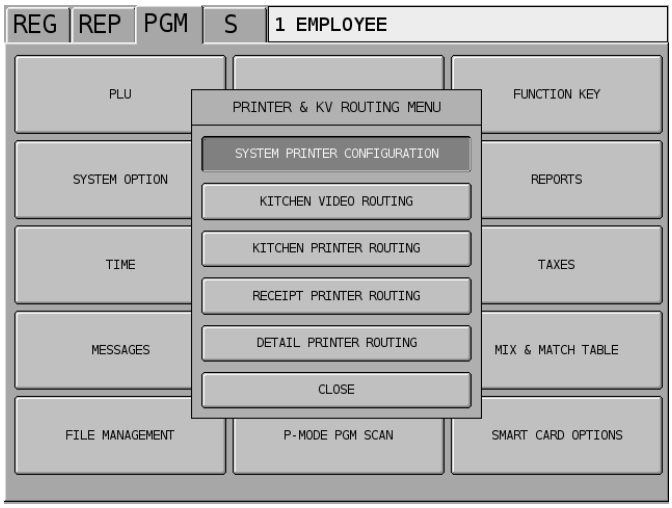
Remote Order Printing

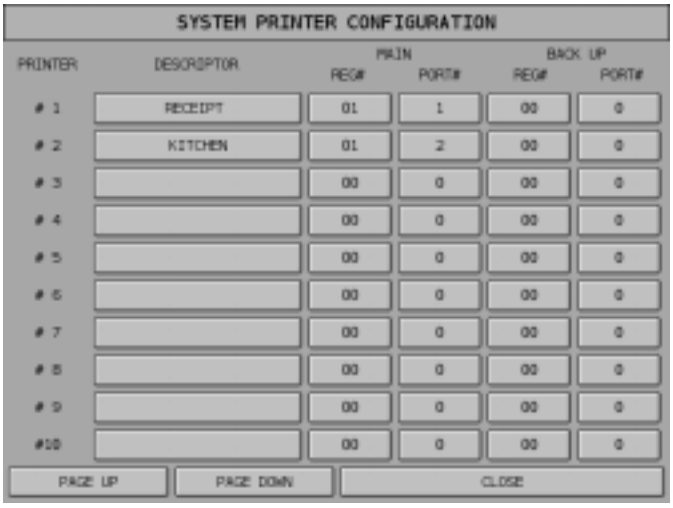
Allocating The External Printer To The System List

The system stores a master list of all printers used in the system, these are then allocated to a particular task.

- Select **PGM-MODE** then **PRINTER & KV ROUTING** then **SYSTEM PRINTER CONFIGURATION**
- Type in the name of the printer in the first available numbered row i.e. #1 **RECEIPT TILL 1**
- Select the register number the printer is linked to then select the physical port number from the list i.e. 01 1 means REG 1, port 1. The same REG number and port can be used for various print jobs





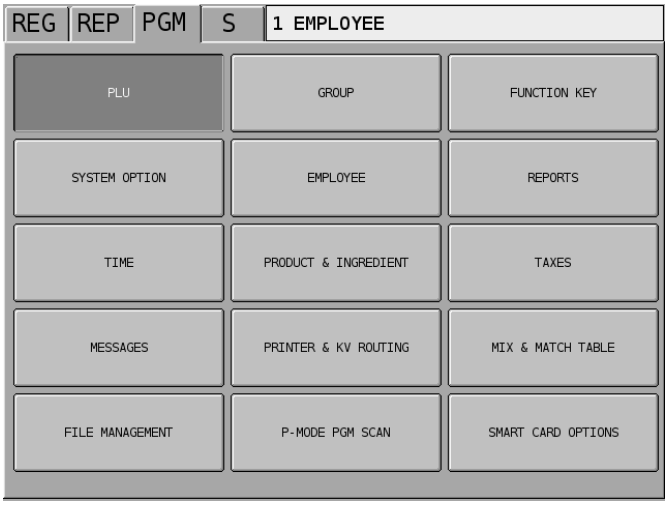


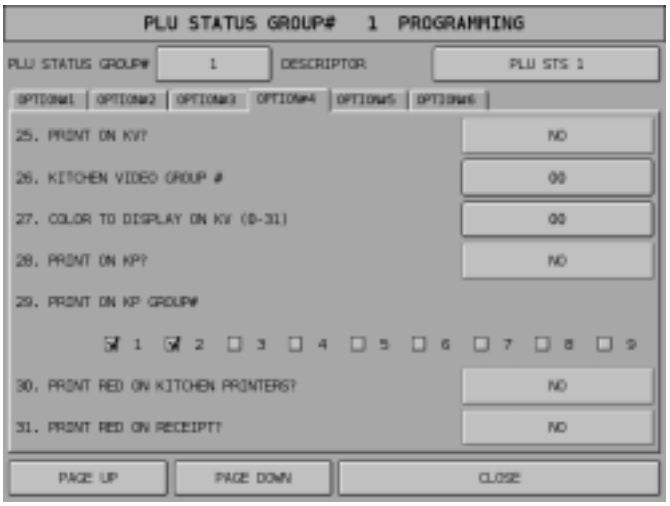
Remote Order Printing

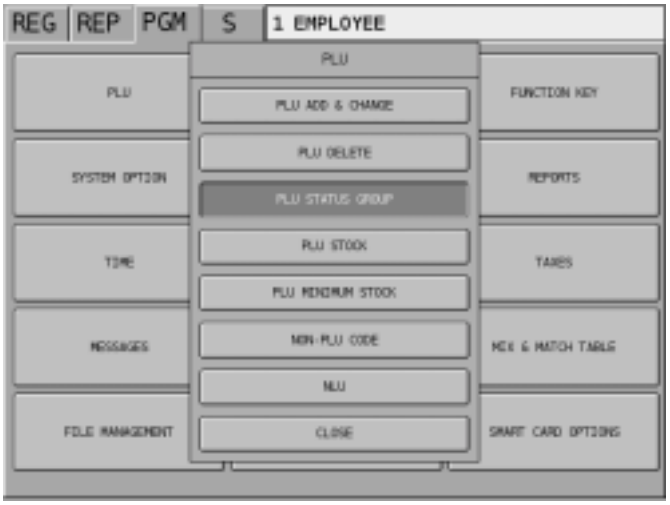
Allocating A PLU To Kitchen Print Group

Each PLU is assigned to a kitchen printer group via PLU Status Group programming. These are then linked to a printer number for printing.

- Select **PGM-MODE** then **PLU** then **PLU STATUS GROUP**
- Select the relevant PLU Status Group as defined by the PLU in question.
- Press the **OPTION#4** tab and select **PRINT ON KP** option and change to **YES**
- Put a tick in the desired Product Printing group box. i.e. 1 BAR KP items, 2 FOOD KP items.





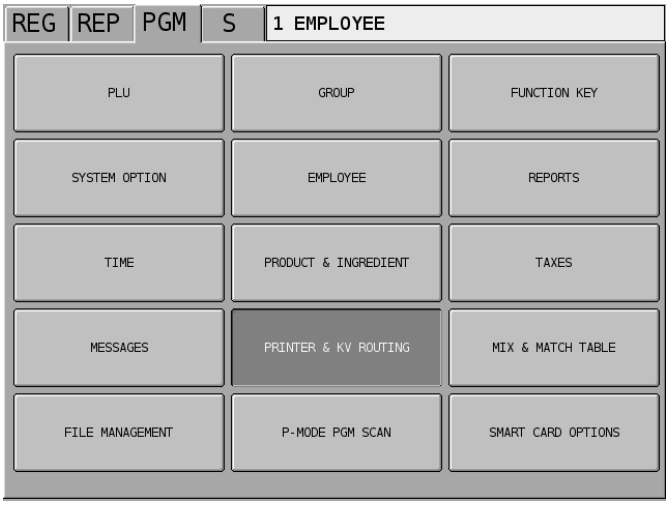


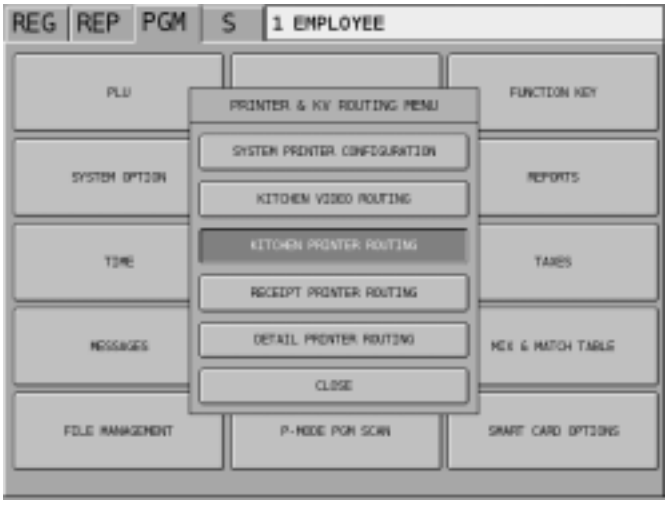
Remote Order Printing

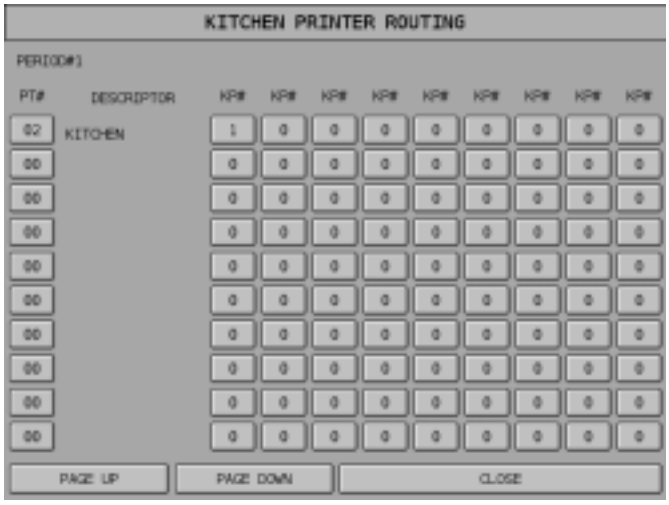
Allocating Printer Group to a printer

Any printer which is defined in the system can then be allocated a PLU Printer group

- Select **PGM-MODE** then **PRINTER & KV ROUTING** then **KITCHEN PRINTER ROUTING** Period one is automatically selected
- Enter the number for the printer to be used, this is the number given to the printer in system printing configuration.
- Enter the PLU Printer groups that product will print. i.e. 1 BAR DRINKS, 2 BAR FOOD







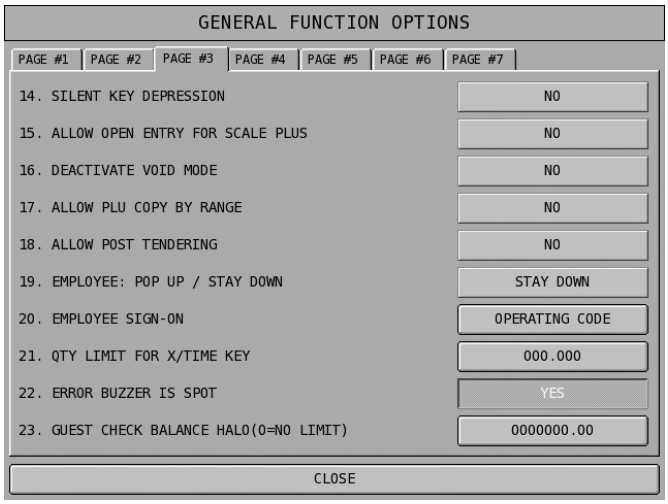
Employee Sign on with MCR

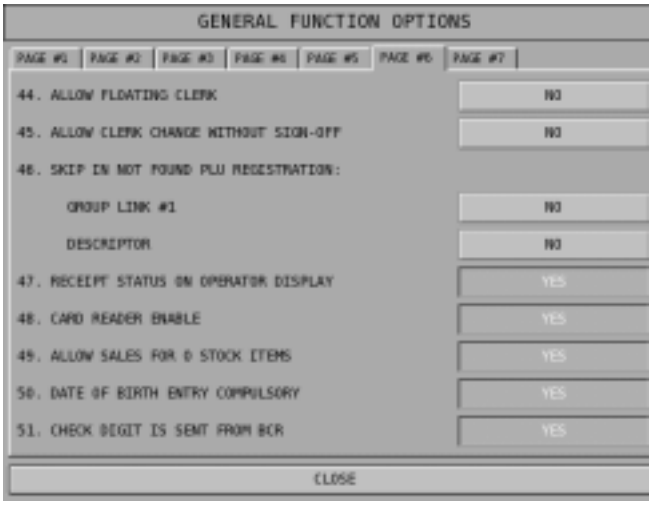
- The SPS2000 supports a multiple track magnetic card reader.
- Card formats can be specified within the system set-up determining which aspect of the code is read from the card.
- It is possible to utilise the magnetic card for clerk sign on.
- The system allows clerk balance layaway using the magnetic card clerk function.

Employee Sign on with MCR

Enabling the Card Reader

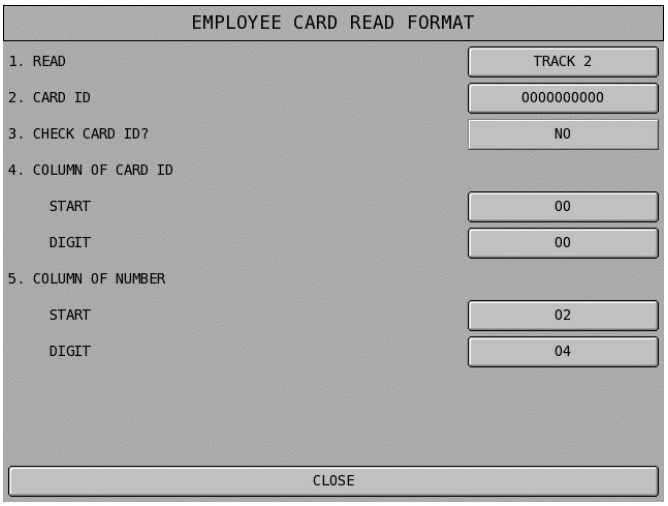
- Select **PGM-MODE**, select **SYSTEM OPTIONS** then **GENERAL FUNCTION OPTIONS**
- Set the **EMPLOYEE SIGN-ON** option to **OPERATING CODE**.
- Set the **CARD READER ENABLE** option to **YES**





Setting The Employee Card Format

- Select **PGM-MODE**, then **EMPLOYEE** and select **EMPLOYEE CARD**

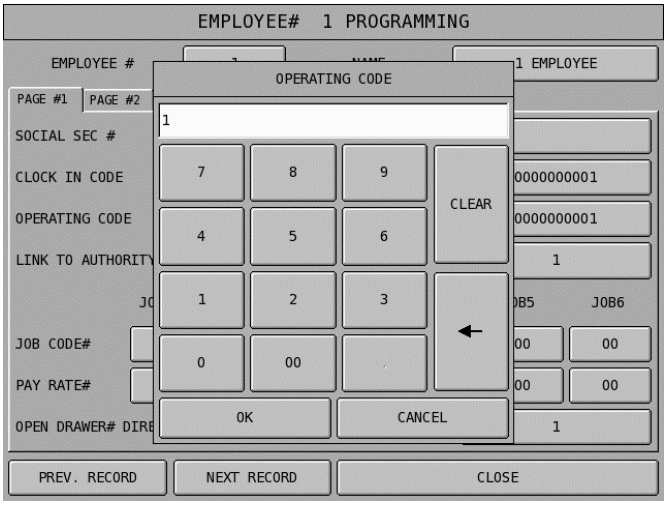


READ	Set to the Track (1 or 2) that you wish to read.
CARD ID	If ID numbers are to be used, enter the ID number (up to 10 digits) from the magnetic cards that will be accepted. If ID numbers are not to be used, ignore this field.
CHECK CARD ID?	Enter Y to use card ID numbers, or N if you do not wish to use card ID numbers.
COLUMN OF CARD ID	Enter the number of the column that the Card ID starts.
CARD ID DIGITS	Enter the number of digits to be read for the Card ID.
COLUMN OF NUMBER	Enter the number of the column that the Card number starts.
CARD NUMBER DIGITS	Enter the number of digits to be read for the Card number.

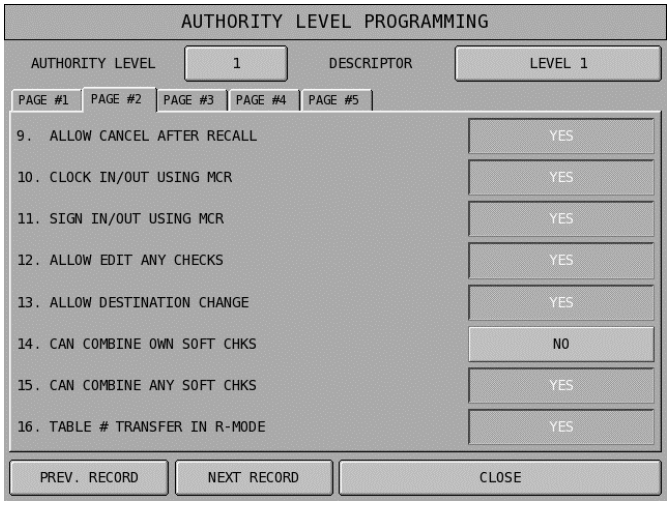
Employee Sign on with MCR

Assigning The Card

- Select **PGM-MODE**, then **EMPLOYEE** then select **EMPLOYEE** again.
- Select the **OPERATING CODE** option and either swipe the employee card through the reader or enter the employee operating code.



- Select **PGM-MODE**, then **EMPLOYEE** and select **AUTHORITY LEVEL**
- Select the required authority level and set the **SIGN IN/OUT USING MCR** option to **YES**



Employee Sign on with MCR

Employee Time Keeping With MCR

If you wish to use Employee time keeping with the Magnetic card reader then ensure the following options are set:-

- Select **PGM-MODE**, then **SYSTEM OPTIONS**, **PAGE DOWN** and select **TIME KEEPING OPTIONS** and ensure **EMPLOYEE SIGN-IN/OUT** is set to **CLOCK IN CODE**
- Select **PGM-MODE** then **EMPLOYEE**, then **EMPLOYEE** again.
- Select the **CLOCK IN CODE** option and either swipe the employee card or enter the employee clock in code.
- Select a **JOB CODE** and a **PAY RATE** for the employee
- Select **PGM-MODE**, then **EMPLOYEE** and select **AUTHORITY LEVEL**
- Select the required authority level and set the **CLOCK IN/OUT USING MCR** option to **YES**
- In **REG** mode, press the **CLK IN/OUT** button to time in/out the clerk and swipe the employee card.
- Select the **JOB CODE** and press **OK**.

Receipt Graphics

- Graphical receipt header can be printed on the external printer

- Graphical images can be printed for each product status groups for voucher issuance etc.

- The images can be sent directly from the PC to the printer, alternatively sent via the PC to the register then to the printer, if they are to be changed regularly.

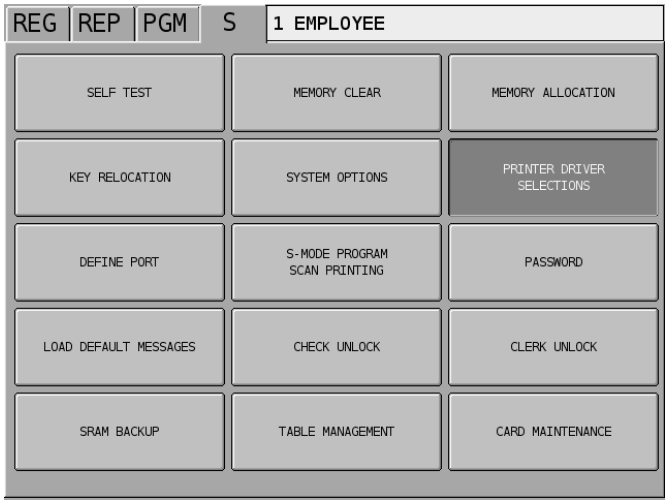
Receipt Graphics

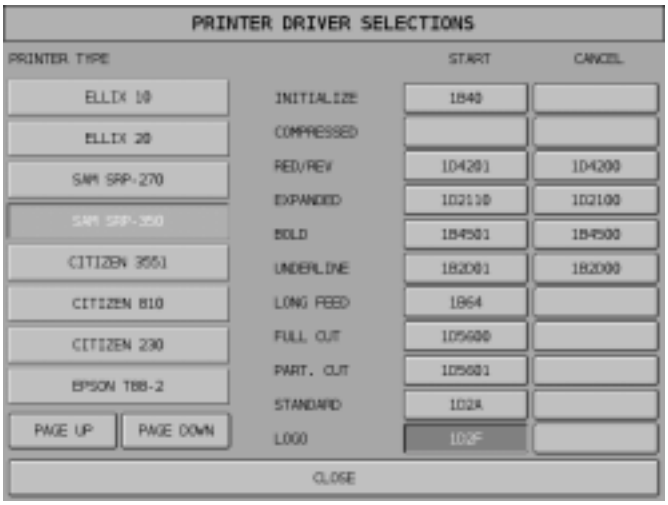
The bitmap images can be stored either in the printer or sent via the PC to the SPS-2000 and then to the printer. Used when the images are to change frequently and it is not possible to connect the printer to the PC each time for image downloading. The following section, assumes the images have been downloaded to the printer, using the correct printer utility.

External Image Printing Receipt Header

Using the printer utility and the documents supplied, download the images to the printer

- Ensure within **S-MODE** – **DEFINE PORT** that printer is programmed to the port
- Ensure within **PGM-MODE** – **PRINTER & KV ROUTING** menu the receipt printer is programmed
- Within the **S-MODE** – **PRINTER DRIVER SELECTIONS** select the required printer type and select the **LOGO** option. The current setting should be changed to the appropriate printer control command found within the printer manual for example the SRP350 is 1c7xxx where xxx is image No.

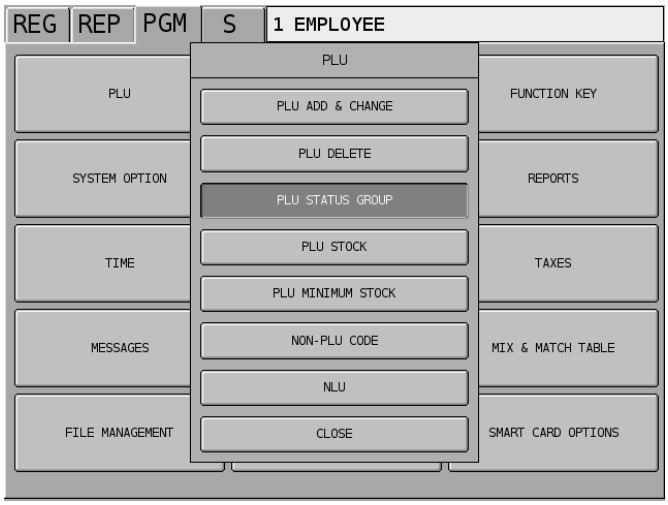


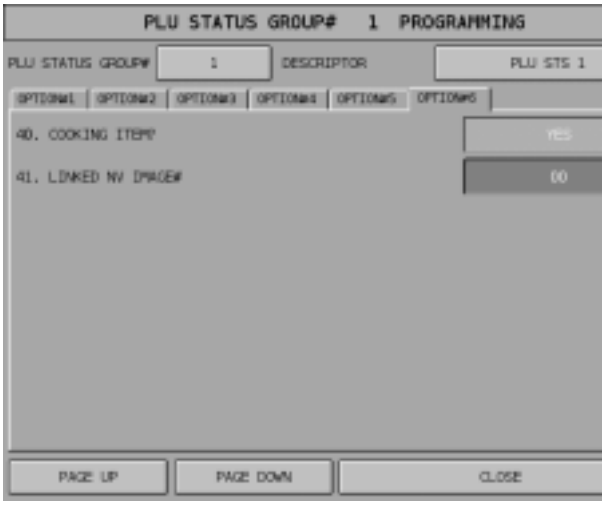


External Image Printing PLU Images

The following section allows printing of a graphical image per product status group

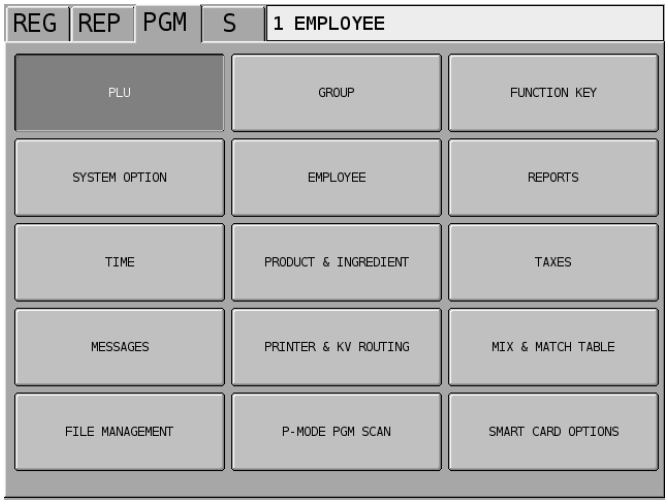
- Using the printer utility and the documents supplied, download the images to the printer
- From the **PGM-MODE** menu select **PLU** then **PLU STATUS GROUP** and enter the image number in the **LINKED NV IMAGE #** section

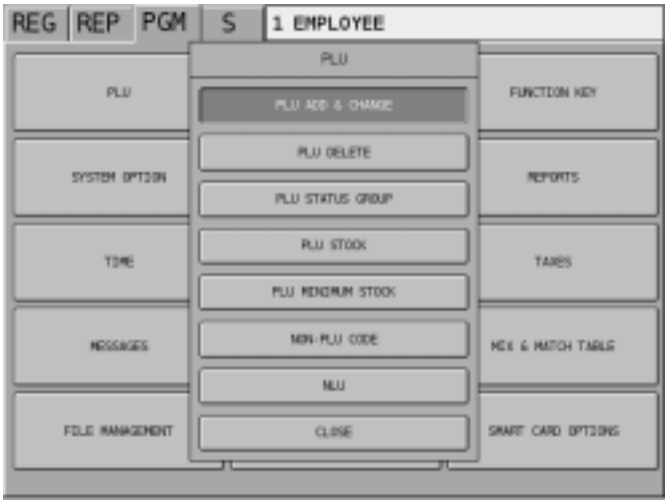


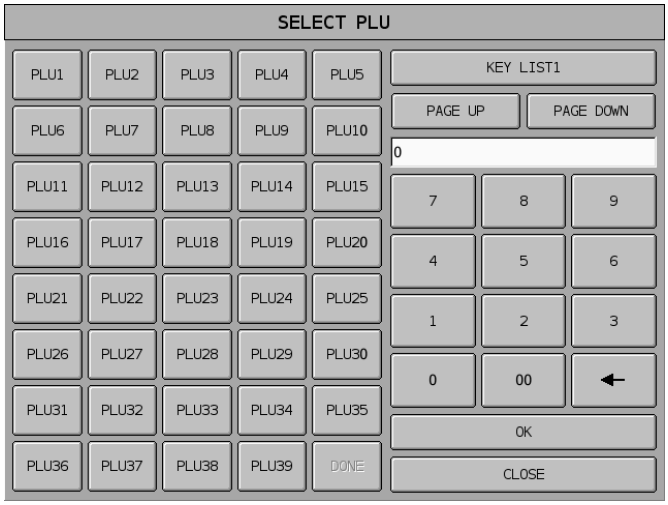


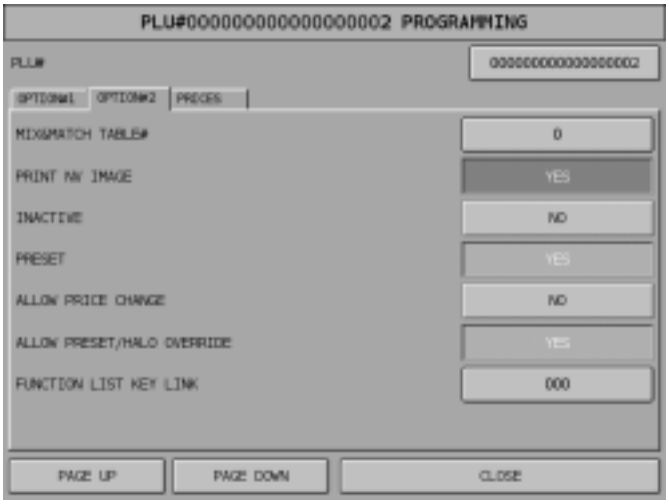
Receipt Graphics

- From the **PGM-MODE** menu select **PLU** then **PLU ADD & CHANGE**, select the required PLU and ensure that under the **OPTION#2** tab that **PRINT NV IMAGE** is set to **YES**









Retail Barcode Scanning

- The option of scanning both EAN 8, EAN 13, UPC-E, UPC-A and Addendum barcodes

- The ability to combined hospitality and retail scanning systems in the same IRC (inter register communications) network

- Complete random access product file, creation and deletion, with expansion memory chips available for larger product files

- The ability to deal with price inclusive scaleable barcodes

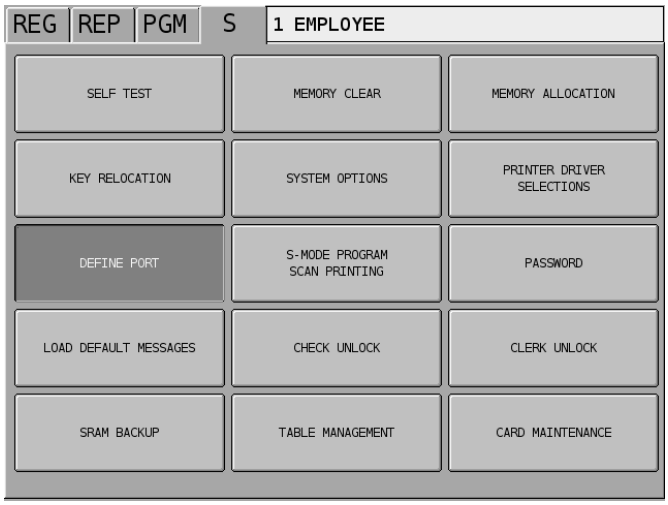
- Various scanner types available for selection, including hand held, fixed unit, etc

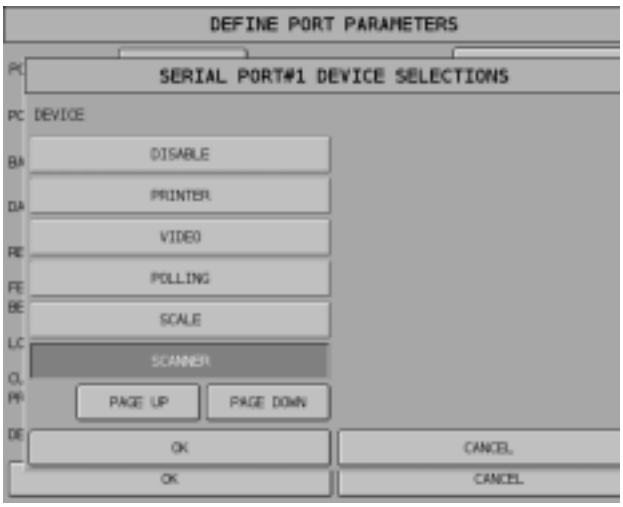
- The system also incorporates all the regular retail features such as price inquiry, Not found product creation, price change, mix and match features etc.

Retail Barcode Scanning

Allocation Of The Scanner To A Port

- Select **S-MODE** then **DEFINE PORT**
- Press the **SERIAL PORT#** key and select the port from the list (this is the physical port the scanner is connected to).
- Press the button next to **DEVICE** and select **SCANNER**

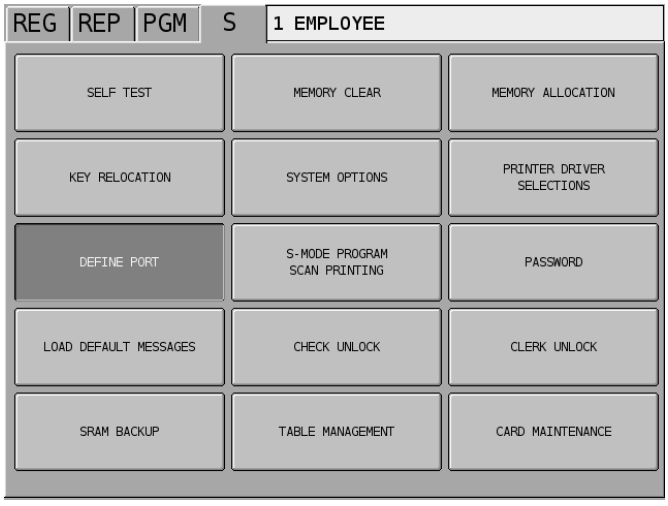


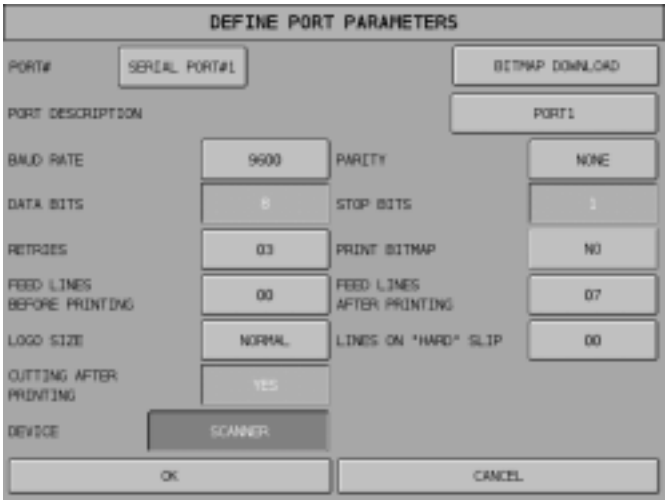


Serial Port Settings

- Select **S-MODE** then select **DEFINE PORT**

- Enter the appropriate BAUD RATE, PARITY, DATA & STOP bit settings that match the settings found on the scanner setup sheet.





PLU Stock Control

- Current stock maintenance for saleable PLUs (Price Look Up) codes, real time update during maintenance and inquire giving a true figure for the stock holding of all terminals in the network.

- Mode lock and employee authority restriction for maintenance features, stock addition, subtraction and overwrite

- Wastage functions keys, to enable operator access to wastage of retail products within the register or manager modes.

- Current stock and minimum stock reorder analysis reports.

- The ability to included or exclude items by categories using the PLU status group programming

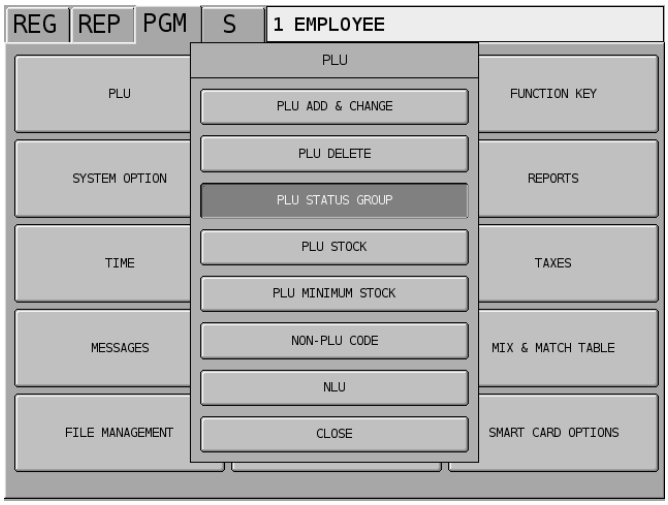
- Parent product links allowing integer or decimal subtraction of stock automatically from a master product such as a half print stock subtracting from a pint.

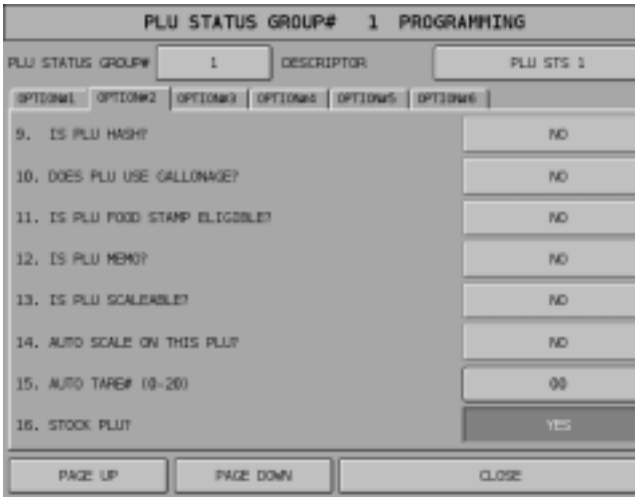
- Detailed stock report by various reporting options both standalone and networked

PLU Stock Control

Allowing Plus To Use Stock Control

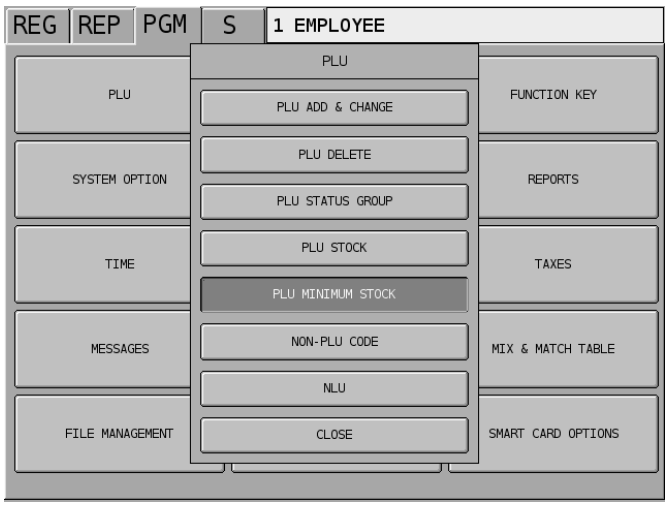
- Select **PGM-MODE** then **PLU** then **PLU STATUS GROUP**
- After selecting the correct group change the flag **STOCK PLU?** to **YES**





Entering The Minimum Stock Value

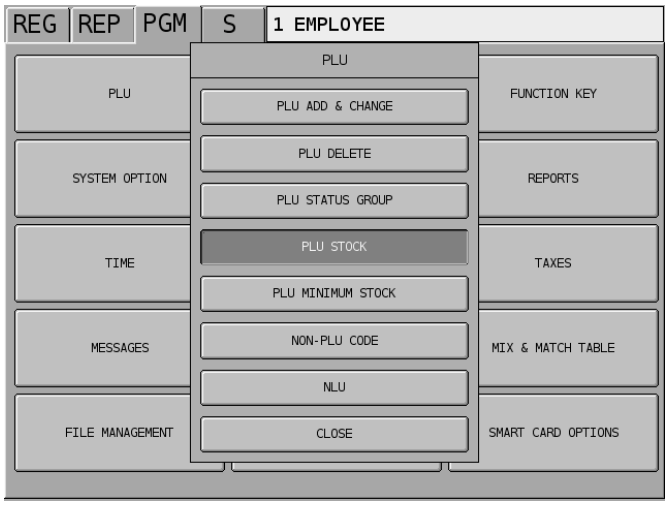
- Select **PGM-MODE** then **PLU** then **PLU MINIMUM STOCK**
- Select the required **PLU** from the list.
- Following the on screen prompt select the required item.
- Enter the appropriate minimum stock figure in units.

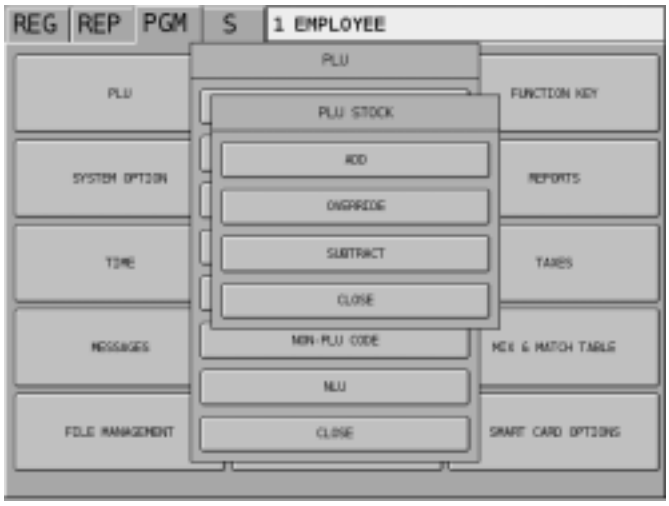


PLU Stock Control

Stock Entry

- Select **PGM-MODE** then **PLU** then **PLU STOCK**, select the desired option to allow addition, subtract and overwrite of stock quantities.
- It should be noted within PLU programming it is possible to link two products together to deduct from one stock quantity, please refer to the programming manual.





Ingredient Inventory

- The ability to store 999 Independent ingredients for recipe inventory analysis in addition to the normal PLU stock control feature.
- Ingredients allocated to a recipe to provide an accurate stock usage analysis
- Recipes allocated to PLU saleable products for menu explosion of inventory usage.
- Sub nesting of recipes, for true recipe management.
- Manager Controlled inventories input of receipts, transfers, wastage etc for ingredient lines.
- Detailed or abbreviated inventory reporting analysis of usage
- Comprehensive food costing report analysis

```
          INVENTORY REPORT

X1 REPORT               X1 0003  X2
0001

CONSOLIDATED 01-02

INV #002  BURGER
 BEGINING INVENTORY          1000.00
 RECEIPTS                     100.00
 TRANSFER INS                  25.00
 TRANSFER OUTS                 10.00
 RAW WASTE                     -5.00
 THEORETICAL USAGE            110.00
 SHELF COUNT                 1000.00
 ACTUAL USEAGE                112.00
 ENDING INVENTORY             998.00
 VALUE OF INVENTORY          2245.50
 VARIANCE +/-                  -2.00
 VARIANCE COST                 -4.50
 ----------------------------------
NET SALE                     1376.15
FOOD COST                     312.00

VALUE OF INVENTORY           2245.50
VARIANCE COST                 -4.50

EMPLOYEE:      DEBI BARTON      #01
TIME 09:03                 NO.000000
```

```
          FOOD COST REPORT

X1 REPORT
0003

BURGER      PRICE $        1.95
PLU# 01234567890123456

 USAGE COUNT                 28
 ITEM COST                1.200
 USAGE COST               33.60
 SALES COUNT                 28
 NET SALES                54.60
---------------------------------
STEAK       PRICE         11.95
PLU#01234567890123456

 USAGE COUNT                105
 ITEM FOOD COST           2.250
 USAGE COST              236.25
 SALES COUNT                105
 NET SALES               1254.75
---------------------------------
TOTAL FOOD COST          269.85
TOTAL SALES COUNT           133
NET SALES TOTAL         1309.35

EMPLOYEE:  DEBI BARTON      #01
TIME 09:03             NO.000000
```

Ingredient Inventory

It is possible to program a list of ingredients, which can then be linked to create a recipe. This recipe is then allocated to a PLU number ensuring that when the PLU is sold, the stock is deducted from the ingredients

For example **PLU 1** SIRLOIN STEAK is linked to recipe number 10

RECIPE 10 Is the whole meal including

1 x Portion of Potatoes
1 x Portion of Carrots
1 x 8oz Steak
1 x Side Salad - This is also a recipe number 9, comprising of lettuce etc.

When PLU 1 SIRLOIN STEAK is sold the sales quantities and values are registered as normal. Then the stock is reduced through Recipe 10 to each of the meal ingredients, then through Recipe 9 to the side salad ingredients.

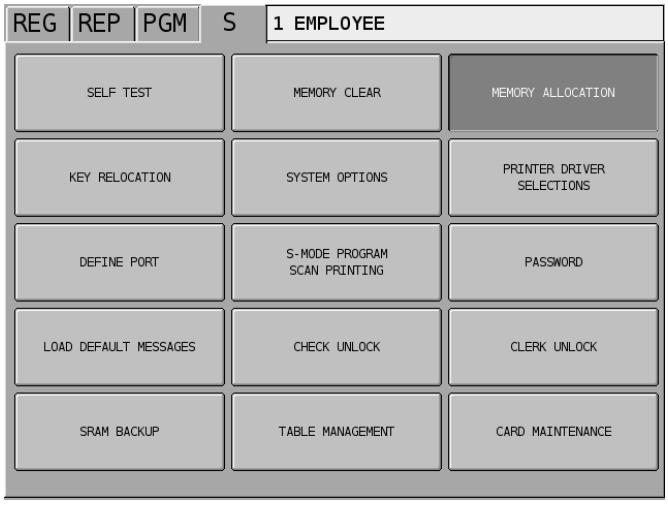
Memory Allocation

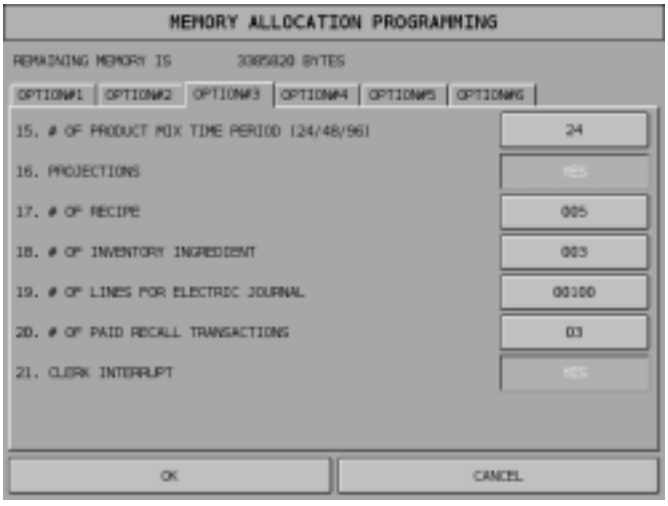
This must be set as part of the system initial program and cannot be changed without resetting to defaults

- Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION**

 # OF RECIPE This is the number of recipes that can be created

 # INVENTORY INGREDIENT This is the number of ingredients available to be allocated to recipes

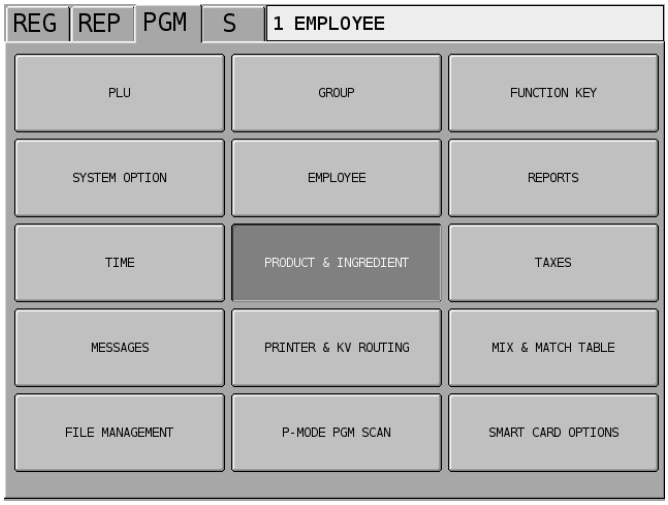


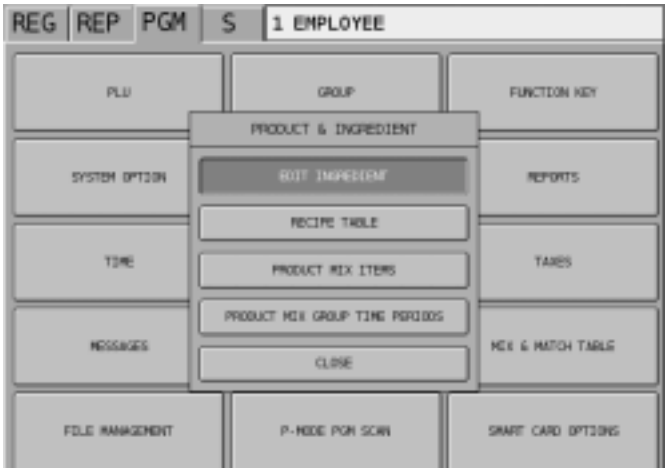


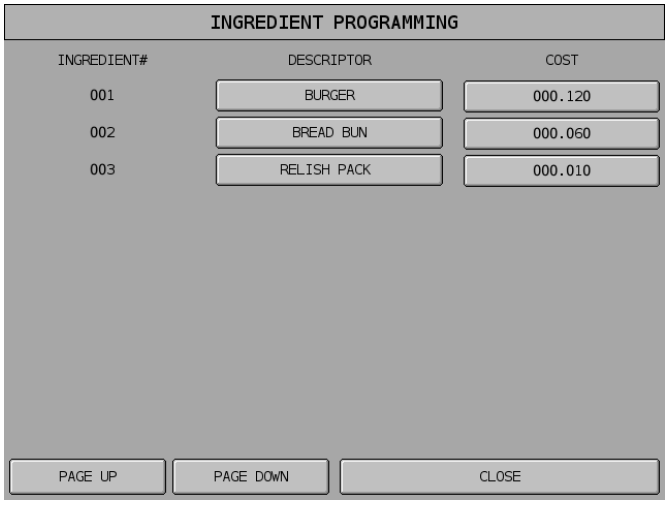
Ingredient Inventory

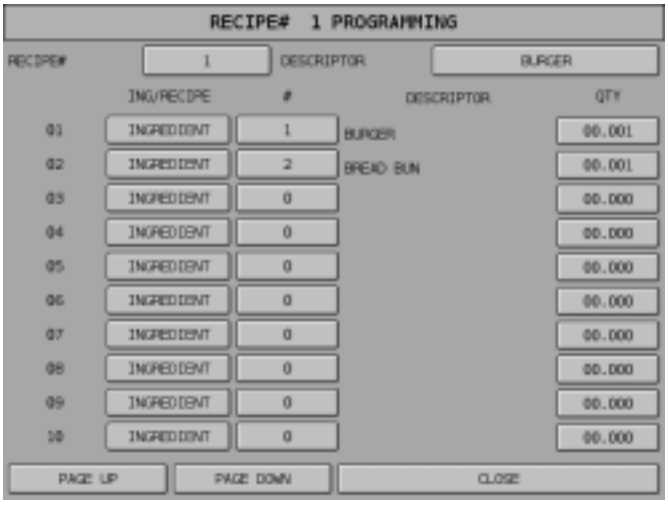
Recipe Set-Up

- Select **PGM-MODE** then **PRODUCT & INGREDIENT** then **EDIT INGREDIENT**
- For edit ingredients, enter the description of each ingredient and the cost price of the lowest usable unit. I.e. If melons are served halved it is the cost per half of melon.
- Once the ingredients have been entered press **CLOSE** to go back to the sub menu and select **RECIPE TABLE** and link all the ingredients to a recipe
- Ensure the recipe number is linked to the PLU within the **PGM-MODE** option









Product Usage Analysis

- This will provide a usage report showing how many unit have been used from a case for each product linked to the group.
- I.e. How many pints used per gallon, How many burgers used from a box?
- Automatically updated by the system as sales are made no need for manual entries
- Hourly / ½ Hourly / 15 Minute unit usage analysis
- Option of abbreviated or detailed reporting for usage analysis,

Product Mix

```
            PRODUCT MIX REPORT

X1 REPORT                 X1 0003  X2 0001

PRODUCT/TIME UNIT#PC   COUNT      TOTAL
BOTTLE BECKS (CASE)
 00:00-05:59 0001#084    204      222.36
 00:00-15:59 0001#084    204      222.36
 00:00-23:59 0001#084    204      222.36
   TOTAL     0005#012    612      667.08

EMPLOYEE:      DEBI BARTON          #01
TIME 09:03                      NO.000000
```

Product Usage Analysis

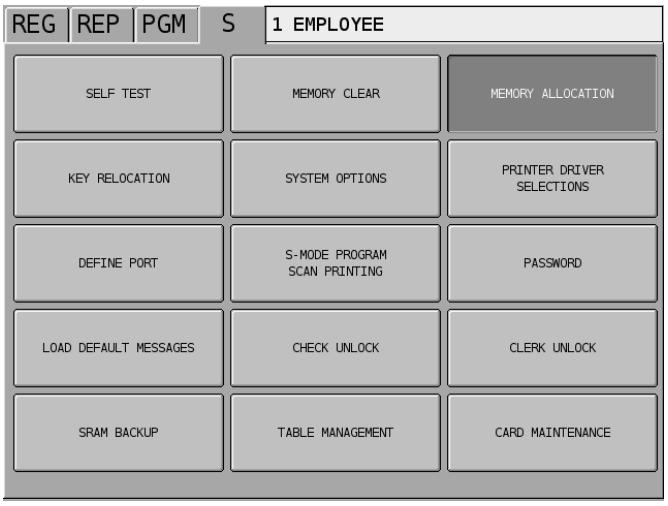
Product mix groups can be used to program each product with a piece count usage of a case, with the product group defining how many units are in each outer. This will then provide reporting on how many units and case have been used per group and per time period.

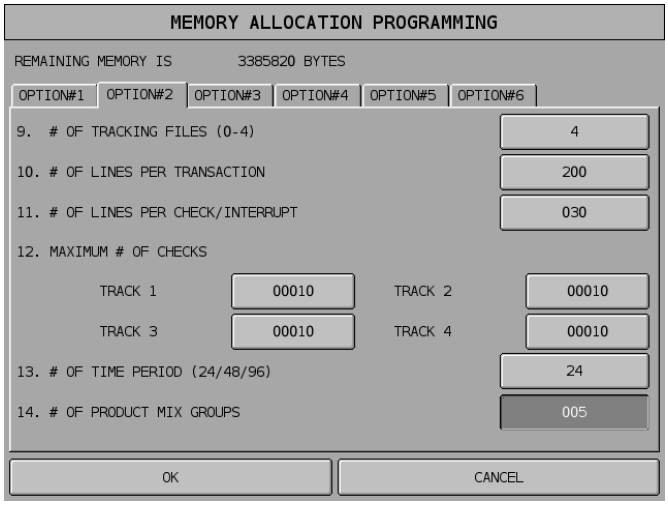
Memory Allocation

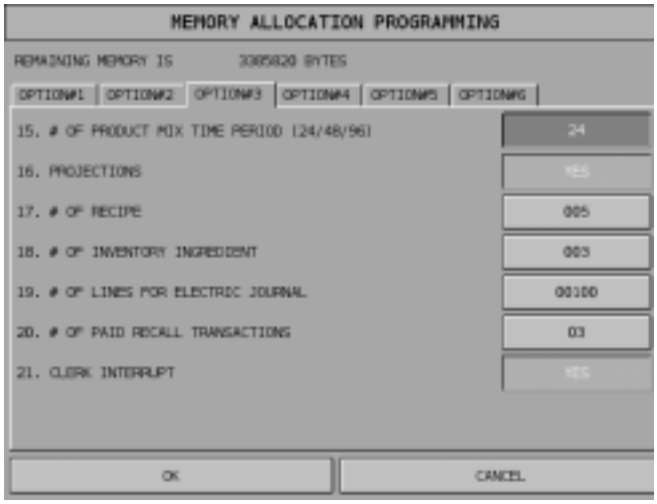
This must be set as part of the system initial program and cannot be changed without resetting to defaults Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION**

 # OF PRODUCT MIX GROUPS This is the number of groups available for items to be linked to

 # OF PRODUCT MIX TIME PRD This is how the groups will be reported, hour, ½ hour, or 15 mins





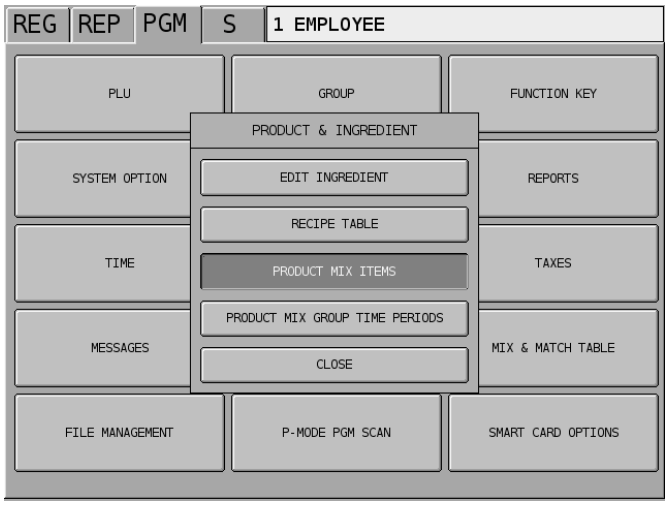


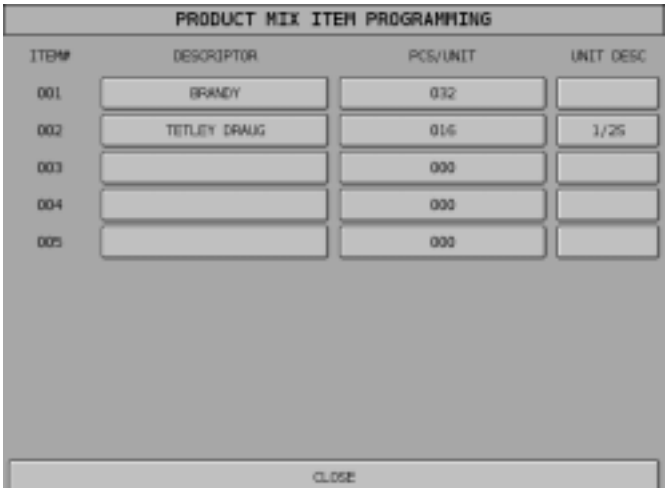
Product Usage Analysis

Product Mix Creation

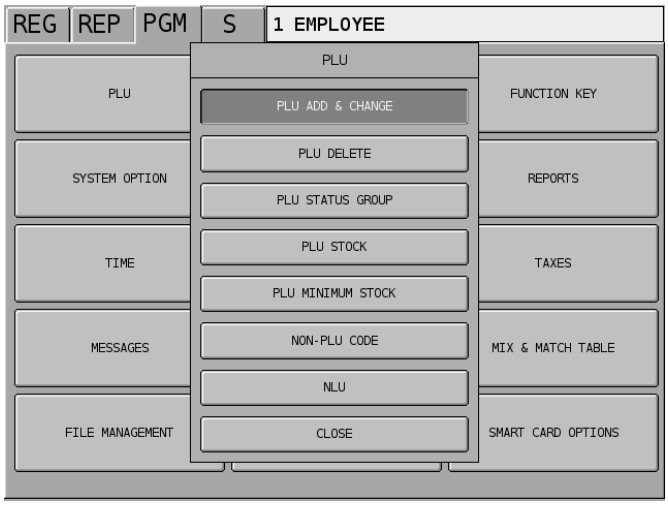
- Select **PGM-MODE** then **PRODUCT & INGREDIENT** followed by **PRODUCT MIX ITEMS**

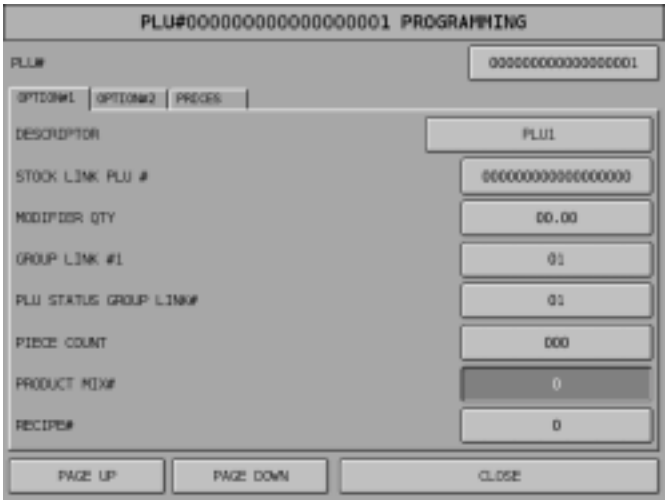
ITEM#	This is a sequential product mix group number
DESCRIPTOR	The description of the item to be tracked i.e. beef burgers or bottles of becks
PCS/UNITS	This is the number of items in a case i.e. 12 burgers or 24 bottles
UNIT DESC	This is the description of the case i.e. 12 Burgers are a DZEN or CASE





- Select **PGM-MODE** then **PLU** then **PLU ADD & CHANGE**. Ensure the PLU is linked to the **PRODUCT MIX GROUP**





- Complete flexibility in determining exactly what is saved to the electronic journal. Information that may or may not be saved are :-

  - Cash finalised transactions
  - Cheque finalised transactions
  - Miscellaneous tender finalised transactions
  - Transactions with discount, premium operations
  - Received on account and Paid out transactions
  - Return Merchandise transactions
  - Transactions with error correct and void sales
  - No Sale Transactions
  - Cancelled Transactions
  - Transactions with negative items
  - Reports printed
  - Program Read
  - Check tracking sales
  - Clerk Interrupt sales

- Complete analysis for reporting purposes any combination of the following can be printed

  - Cash finalised transactions
  - Cheque finalised transactions
  - Miscellaneous tender finalised transactions
  - Transactions with discount, premium operations
  - Received on account and Paid out transactions
  - Return Merchandise transactions
  - Transactions with error correct and void sales
  - No Sale Transactions
  - Cancelled Transactions
  - Transactions with negative items
  - Reports printed
  - Program Read
  - Check tracking sales
  - Clerk Interrupt sales

- Optional display of Journal full warning

- Optional Wrap round journal maintenance, i.e. when the maximum storage is reach the oldest data will be overwritten

Electronic Journal

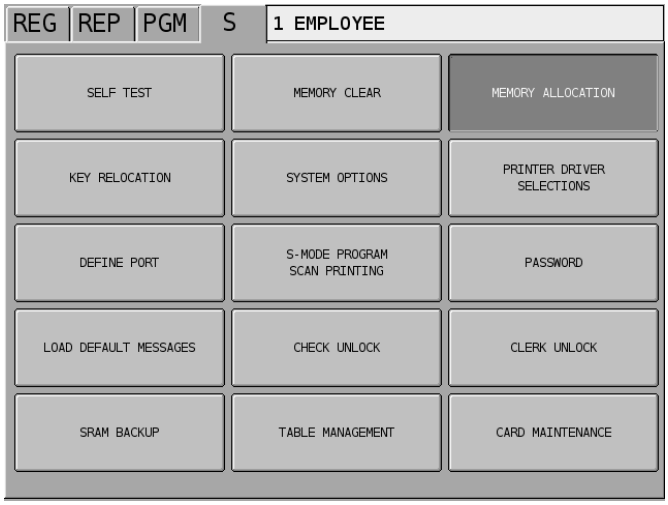
There is a greater degree of flexibility with the information that can be stored and retrieved from the electronic journal. *This can be used to CUSTOMISE your reporting.*

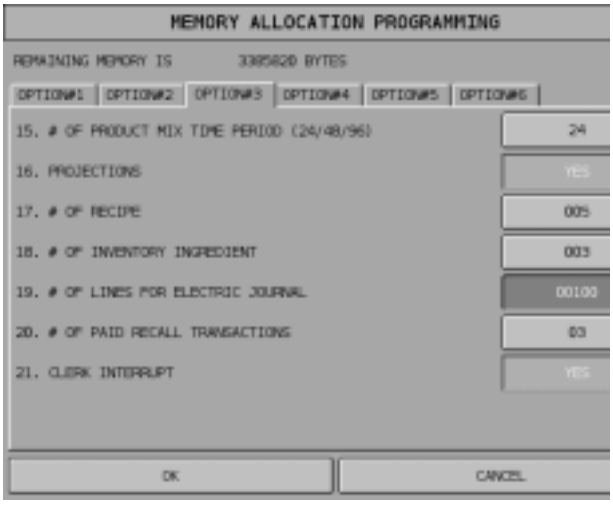
Memory Allocation

This must be set as part of the system initial program and cannot be changed without resetting the defaults

- Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION**

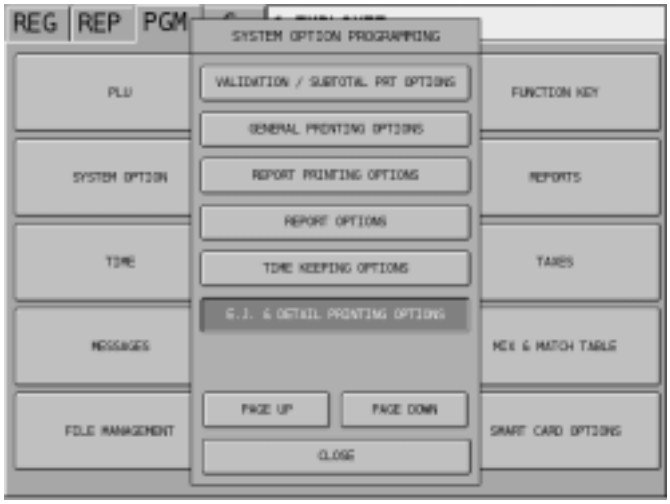
 # OF LINES FOR ELECTRONIC JOURNAL — This is the number of lines that can be stored. One line printed on a conventional journal is the equivalent of one line stored

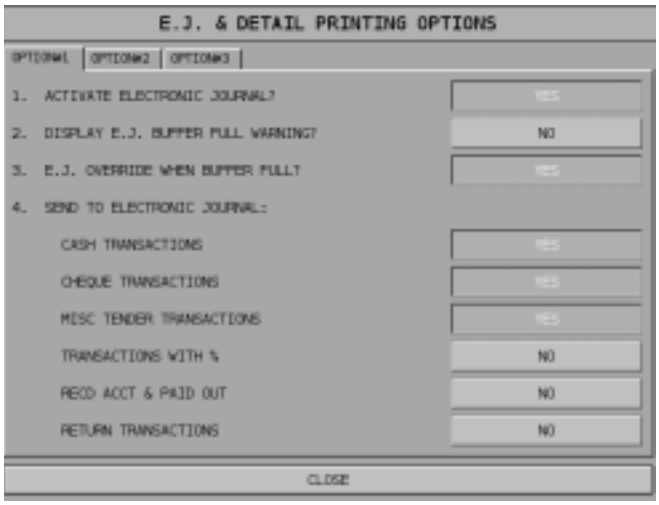




System Options

- Select **PGM-MODE** then **SYSTEM OPTION** and **PAGE DOWN** to **E.J & DETAIL PRINTING OPTIONS**
- Ensure all the required options are set to **YES**
- Sales will now be stored in the electronic journal available for X and Z reporting.





Groups by Employee

- The system allows reporting of group sales analysis per employee for up to 30 groups
- Each employee can be programmed with a different set of 30 groups
- The copy program option allows quick transfer of the same groups from one employee to another.

Groups by Employee

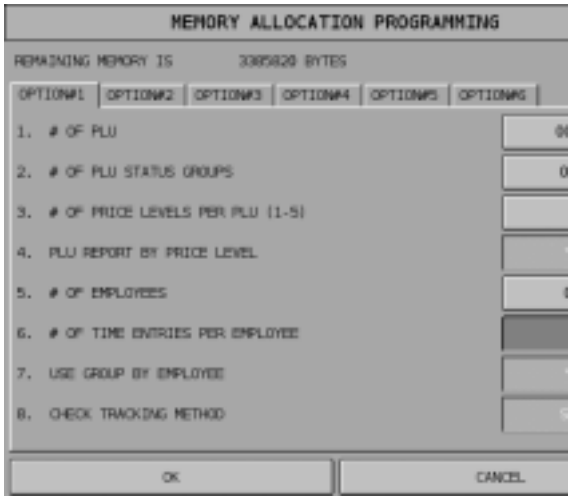
It is possible to link sales groups to individual employees for reporting purposes up to 30 groups can be allocated for each individual employee.

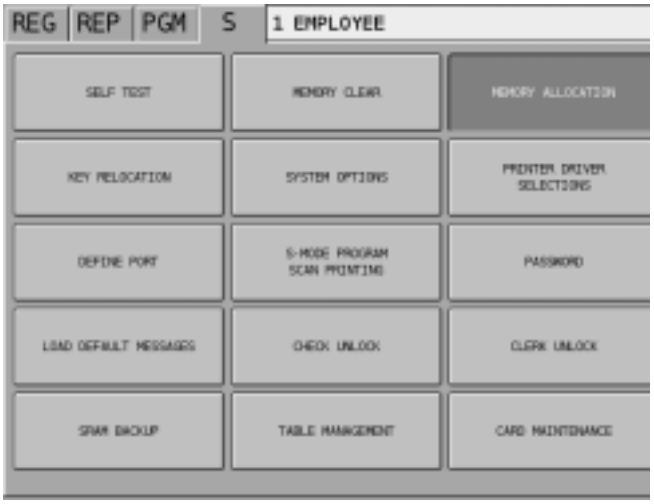
Memory Allocation

This must be set as part of the system initial program and cannot be changed without resetting to defaults

- Ensure the memory is allocated by using **S-MODE** option **MEMORY ALLOCATION**

  USE GROUP BY EMPLOYEE – This allows allocation of groups per employee for sales reporting



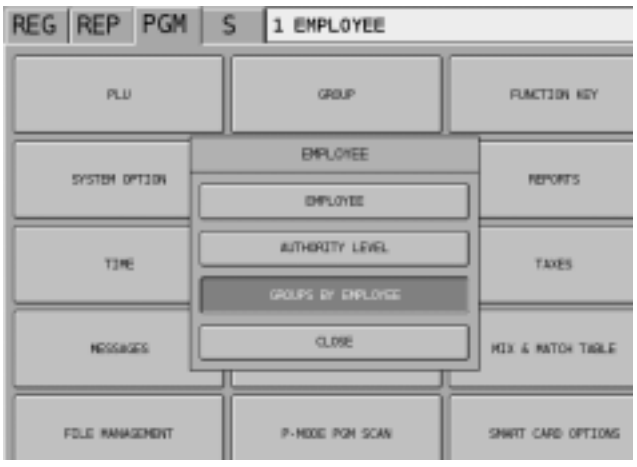


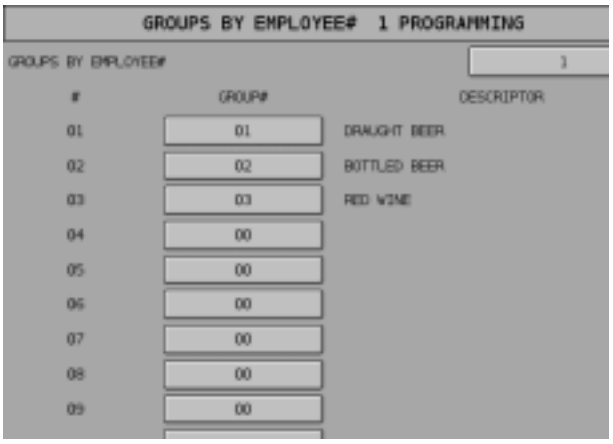
Program Employee Groups

- Select **PGM-MODE** then **EMPLOYEE** then **GROUPS BY EMPLOYEE**

EMPLOYEE	This is the employee number these groups total to for reporting
GROUP#	Entered here is any one of the 99 group numbers to be linked
DESCRIPTOR	Displayed here is the name of the group selected

It is possible to enter a different selection of groups for employee 2 alternatively copy program can be used to make the settings identical.





Program Backup and Restore

- It is possible using the SD flash card to backup and restore the full terminal program
- The SD card can also be used to save reports, which can then be viewed via the PC
- Graphical images used within the screen designer can also be backuped

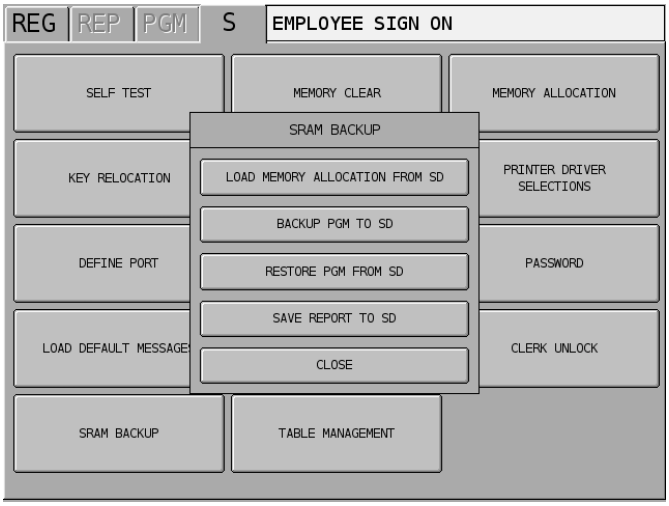
Program Backup & Restore

It is possible to backup and restore an SPS-2000 program to a removable SD flash card for future use. It is also possible to save terminal reports to the SD card. The report is saved in a separate folder named with the current date and time.

Backing Up The Program To The SD Card

CAUTION: WHEN BACKING UP AND RESTORING DATA ENSURE THE IRC SETTINGS ARE SET FROM REGISTER 1 TO REGISTER 1

- Select **S** mode, **SRAM BACKUP** then select **BACKUP PGM TO SD**
- When prompted select **YES**
- The terminal will beep when the operation is complete



Restoring The Program From The SD Card

CAUTION: IF THE MEMORY ALLOCATION IS DIFFERENT FROM THE PROGRAM SAVED ON THE SD CARD THE DATA MAY NOT BE RESTORED. IN ORDER TO LOAD THE PROGRAM CORRECTLY MAKE SURE THE MEMORY ALLOCATION IS LOADED FROM THE SD CARD

- Select **S** mode, **SRAM BACKUP** and select **LOAD MEMORY ALLOCATION FROM SD**
- When prompted select **YES**
- Then select **RESTORE PGM FROM SD**
- When prompted select **YES**
- The terminal will beep when the operation is complete

Saving Reports To The SD Card

- Select **S** mode, **SRAM BACKUP** and select **SAVE REPORT TO SD**
- When prompted select **YES**
- The terminal will beep when the operation is complete.
- It is possible to save individual reports by pressing **SAVE** when the report is on screen