2. GETTING STARTED

2.1 Safety Precautions

Please observe the precautions described below to ensure safe use of equipment.

- 1. Disconnect the equipment from AC outlet before cleaning. Use only moist cloth (with water). Do not use detergent.
- 2. Power outlet must be easily accessible and near the equipment.
- 3. Keep the equipment away from humid and dusty environment.
- 4. Place the equipment on a stable surface during installation and operation.
- 5. Do not place any load on the power cord.
- 6. All cautions and warnings on the equipment should be noted.
- 7. When the equipment is not in use, disconnect it from the power source to avoid damage by transient over-voltage.
- 8. Liquid into the equipment may cause fire or electrical shock.
- 9. Only qualified service personnel should be allowed to open the equipment.
- 10. If any of the following situations arises, ask service personnel to check the equipment:
 - A. Power cord / plug is damaged
 - B. Liquid penetrates into the equipment
 - C. The equipment does not function properly and/or cannot work according to the User Manual
 - D. The equipment has been dropped
 - E. The equipment shows signs of damage

2.2 Hardware Setup

Step 1:

Carefully remove the main unit and accessories from the box and put on flat or sturdy surface.



WARNING: Do not use the main unit in an excessively humid, dusty environment, or expose to direct sunlight or high temperature.



Find power adaptor and power cord from the accessories package. And connect power adaptor with power cord tightly.



Steps 3:

Connect power adaptor to DC-in (12V) port in the rear I/O panel of VIVIPOS main unit.

After you connect everything together, remember to plug the power cord to AC power outlet.



Warning: High voltage equipments are prohibited to share AC power outlet to prevent system crash due to protective mechanism. (e.g. refrigerator, stereo, and light stand... etc.)



2.3 Installation of pole-type VFD/2nd LCD display

- 1. Remove the lid on I/O cover
 2. Fix VFD holder to the I/O cover
- 3. Connect RJ45 or RS-232 (D-Sub 9-pin) cable to the system

2.4 Sign In / Main Screen

2.4.1 Sign In Screen



This test unit has been preset the following [User Name] and [Sign In Passcode] :

User Name Sign In Passcode

joyce	0000
manager	1111
staff	2222
superuser	3333 ç suggested sign-in by "superuser" for maximum authority

Sign In Process :

- 1. Click user name in $\ \ \Box$ User List Area $\ \ \Box$
- 2. Input passcode by clicking Number Keypad
- 3. Click Sign In Button

90. BY							User Sign In
-	2	justica)					
	2	monologier	_		_		
	2	-1977	7	8	9		76
	2	Sugardine -	4	5	6	DC.	
	1.01	and so the second second	4	2			
1			0	00		CLOSE	

After sing in successfully, a default main screen will pop up. Please refer to $\lceil 2.5.2 \rangle$ Default Main Screen Introduction _ and $\lceil 2.6 \rangle$ Basic Cashier Operations _ for more detail.

2.4.2 Default Main Screen



Introduction :

- Transaction Summary : Display total amount, and paid/unpaid amount, and changes.
- Status Line : Display current price level, tax code, item count, and register#... etc.
- Transaction Detail Area (Shopping Cart) : Transaction detail is displayed here. If over 9 items are registered, user may scroll this area by page via and buttons.
- Fixed Key Area : The 10-key numeric pad and 13 essential function keys are fixed. Fixed keys can not be removed or changed.
- Department Area : Display product category / department information.
- Product Area (PLUs) : Display product (PLUs) information.
- **Programmable Function Panel**: User may program frequent-use function buttons in this area. Detail setup process please refer to **73.5.2 Function Panel Configuration**.
- System Message Line : Display machine ID, user name, time and date and system alert / error messages.

2.5 Basic Cashier Operations

2.5.1 Sales

(1) If product unit price is pre-set :

[Example]

Department	Product registered	Q'ty	Tendering
BURGER	Chicken Burger (\$3.0)	2	Coop \$15
BAGEL	Bacon Bagel (\$1.5)	3	Cash \$15

() represents pre-set product unit price

[Operation 1]



[Operation 2]



- Z Click $\ \ulcorner \mbox{BURGER} \ _$ in department area
- Z Click $\ \ulcorner$ Chicken Burger \lrcorner in product area twice

- Z Click $\lceil 15 \rfloor$ in fixed key area
- Z Click 「CASH」 in fixed key area (A message 「CHG: 4.5」 will show up in transaction summary)

- Z Click $\ulcorner+_$ in shopping cart area
- Z Click $\ \ulcorner Bacon Bagel \ _$ in product area
- Z Click $\lceil + \rfloor$ in shopping cart area *twice*
- Z Click $\lceil 15 \rfloor$ in fixed key area
- Z Click CASH in fixed key area (A message CHG: 4.5 will show up in transaction summary)

[Operation 3]



(2) If product unit price is open :

[Example]

Department	Product registered	Q'ty	Open price to be registered	Tendering		
BURGER	Chicken Burger (\$3.0)	2	\$2.5	Cash \$10		
BAGEL	Bacon Bagel (\$1.5)	3	\$1.2	edon ¢re		

() represents pre-set product unit price

[Operation 1]



- $Z~\mbox{Click}~\ensuremath{^{\mbox{ GER}}}\xspace$ in department area
- ${f Z}$ Click \lceil 2.5 $_{
 m ox}$ in fixed key area
- $Z~\mbox{Click}~\mbox{\sc {\sc {Click}}}$ Click $\mbox{\sc {\sc {Click}}}$ Chicken Burger $\mbox{\sc {\sc {\sc {Click}}}}$ in product area twice
- Z Click $\ \lceil \, 1.2 \, \rfloor$ in fixed key area
- Z Click $\ \ulcorner$ 10 \lrcorner in fixed key area
- Z Click CASH in fixed key area (A message CHG: 1.4 will show up in transaction summary)

[Operation 2]



[Operation 3]



- Z~ Click $~^{\lceil} \text{2.5}\,\lrcorner$ in fixed key area
- Z~ Click \ulcorner + $\lrcorner~$ in shopping cart area
- Z Click $\ \ulcorner \, \mathsf{BAGEL} \, \lrcorner$ in department area
- Z Click $\ \ulcorner$ 1.2 \lrcorner in fixed key area
- Z~ Click $~\ulcorner\,$ Bacon Bagel $\lrcorner\,$ in product area
- Z~ Click $\ulcorner+_$ in shopping cart area twice
- Z~ Click $~^{\lceil}$ 10 $_{\rfloor}$ in fixed key area

- Z Click $\ \ \ulcorner 2 \ x \ _$ in fixed key area
- Z Click \lceil 2.5 \rfloor in fixed key area
- ${\bf Z}$ Click $\ \ulcorner$ Chicken Burger \lrcorner in product area
- Z~ Click $~^{\lceil}$ 3 x $_{\rfloor}$ in fixed key area
- Z Click $\ \ulcorner$ 1.2 \lrcorner in fixed key area
- Z~ Click $~\ulcorner\,$ Bacon Bagel $\lrcorner\,$ in product area
- Z Click $\ ^{\lceil}$ 10 $_{\rfloor}$ in fixed key area

(3) Sales Operations by [¬]Product No. _¬ or [¬]Barcode _¬ :

[Example]

Department	Product registered	Q'ty	Product No. / Barcode	Tendering
BURGER	Chicken Burger (\$3.0)	2	00100001	Cach ¢15
BAGEL	Bacon Bagel (\$1.5)	3	00200002	Casil \$ 15

[Operation 1] 0 0 1 0 0 0 1

ENTER	${f Z}$ Click \ulcorner 00100001 \lrcorner in fixed key area
÷	${f Z}$ Click $\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$
0 0 2 0	o o o 2 k + in shopping cart area
ENTER	${f Z}$ Click \ulcorner 00200002 \lrcorner in fixed key area
	${f Z}$ Click 「ENTER」 in fixed key area
	Z Click \ulcorner + \lrcorner in shopping cart area <i>twice</i>
CASH	${f Z}$ Click 「15」 in fixed key area
	Z Click 「CASH」 in fixed key area (A message「CHG: 4.5」 will show up in transaction summary)

[Operation 2]



2.5.2 Correction / Void

- (1) Void single item :
 - a. Click single item which user intends to void in shopping cart
 - b. Click in fixed key area

(2) Correct single item :

- (i) Quantity correction
 - a. Click single item which user intends to correct quantity in shopping cart
 - b. Input new q'ty ($0 \sim 9$) in fixed key area
 - c. Click in fixed key area
 - d. Click in fixed key area
- (ii) Price correction
 - a. Click single item which user intends to correct price in shopping cart
 - b. Input new price $(0 \sim 9)$ in fixed key area
 - c. Click in fixed key area
- (iii) Quantity & Price correction at once
 - a. Click single item which user intends to correct quantity & price in shopping cart
 - b. Input new q'ty $(0 \sim 9)$ in fixed key area
 - c. Click in fixed key area
 - d. Input new price $(0 \sim 9)$ in fixed key area
 - d. Click in fixed key area

(3) Void unfinished order :

Click in fixed key area directly, all items in shopping cart will be deleted

2.5.3 Queue Order / View Queued Order

(1) Queue Order :

In case of special condition, user can click real in fixed key area to queue the unfinished order in database

(2) View Queued Order :

a. Click in fixed key area to enter View Queued Order screen, as follows :

Select Queued Order								
	Order Detail							
20:01 : superuser	SEQ: 20091220022							
	Apple Tea x 2 Cocoa x 2 Bacon Burger x 2 Chicken Burger x 2							
	TAL: 561							
OK CANCEL								

- b. Select the queued order and click in above screen
- c. The detail of selected queued order will be restored in the shopping cart of default main screen. User can continue the transaction and close the deal accordingly.

2.5.4 Product Search

(1) Click in fixed key area to enter **Product Search** screen, as follows :

Product Properti Product Number, Ba	es arcode, or Name	Product Detail Price Levels					
		Department	Product Number				
Number	Name	Product Name	Barcode				
		Tax Rate	Current Stock Level				
		Memo	Unit of Sale				

- (2) Input **Froduct No.** or **FBarcode**, then click , the left of screen will show detail product information accordingly
- (3) Click to return default main screen

2.5.5 Payment Details

If a multi-payment is executed during the transaction (e.g. by cash, credit card, gift card, or other currency),

Show Payment

user may click **Detail** to review the information of payment detail right after the order is closed.

2.5.6 Enlarge the \lceil Shopping Cart \rfloor

(1) Click 📃 to enlarge the screen of **Transaction Detail Area (Shopping Cart)**, as follows :

2	BURGER	BAGEL	PANENI	TAL: 0 PAY: 0	.00	RE	EM: 0.0	0	
~	TOAST	BACON SUBMARINE	RICE BURGER	PLM 1 DESF	TN #CST	ет Сн	N. W	TEL	8
	Chicken Burger	Tuna Sah Burger	Egg Darger						4
	Tish Barger	String Burger	Teras Barger						-
-	Bacon Burger								\$
	u -	8.1	Add Condiment						-
1/3	58-	52.+	Add Memo						•
	-10	+10	Oueue Order						X
1	Price Level Shift	Credit Card	Gift Card	CASH	SUB TOTAL	Product	CANCEL	UIOV	
100	01 Jacqueruser	-				Wad Jan	14 15:51:47	2009	0

(2) Under this screen, up to 15 items can be registered without scrolling

(3) Under this screen, click 🗐 to revert to default screen

2.5.7 Virtual Keyboard

(1) Click directly to activate **Virtual Keyboard**, as follows :

	80	RGER	8	•	IAGE	L:		PANINI		TA PA	L: Y:	о. о.	00			1	REN	И:	0.0	0								
	т	MST		sue	IACO	N	RIC	E BURG	R	10 697	1.4	L.	u c	ST			ULLENI CHINA			SEQN TEL4								
~	chicke	- 65	r ger	10 6	lio F lurge	193. F	t q	e Birger														4						
	Fish	Durg	R.	Shrin	w 8	urger	Tex	as Ourge														-						
	Bacor	i Bur	95																			\$						
		¥			1L+		6	Add edment		1000			Colorada part	1.00	100	1.00710.00				1								
	T						Ť.				CLEAR		ORDER			QUEUE		MODIFY		VOID								
Esc	•		1	2		з	4	5	6	3	7		8		8 9		8 9		8 9		9 0			5	=	+	BM	SP
	Tab		q	W	1	e	r	t		у		u	i		0	p		[]		N N								
Ca	ps L	oci	ĸ	а	s		d	f	g		h		J	k		1	;		*	E	nte	r						
Shift		2		x	c	v		b		n	m		,			1		Sh	Shift									
Ctr	I S/	w	Nod	e A	It										1	Hid	le	t		1 -	-	-+						

- (2) Description of function keys on Virtual Keyboard :
 - Hide key : Click this key to hide virtual keyboard
 - **I** key : Click this key to move **Up** and **Down** the position of virtual keyboard
 - S/W key : Click this key to switch virtual keyboard from standard to numeric keyboard
 - Caps Lock key : Click this key to lock all alphabets as Capital letter
 - Mode key : Click this key to switch virtual keyboard from standard to special symbol keyboard
 - shift key : Click this key to switch alphabets between Capital and lowercase letter

2.5.8 Employee Clock In / Out

(1) Click Sirectly to enter FEmployee Clock In / Clock Out _ screen, as follows :



(2) Operations :

- (i) Click employee name/code on the left of screen
- (ii) Input passcode by using the numeric keypad in the middle of screen
- (iii) Click job description on the right of screen
- (iv) Click the following key based on actual situation :



2.5.9 **Control Panel**

(1) Click K directly to enter Control Panel screen, as follows :



(2) All the functions and setup guide within [Control Panel] will be introduced in next chapter :

53. PROGRAMMING GUIDE