

OPERATION MANUAL

DX890 - 06

TX870 - 06

TX850 - 06

V1.04

THE SOCKET-OUTLET SHALL BE INSTALLED NEAR THE EQUIPMENT AND SHALL BE EASILY ACCESSIBLE.

LA PRISE DOIT ETRE PRES DE L'APPAREIL ET FACILE D'ACCES.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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1. The contents of this manual are subject to change without notice.
 2. Uniwell cannot be held responsible if other products, which are not approved by Uniwell, are used for options or expendable supplies.
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Refer to the separate User's manual for the specifications, installation, display and screen layout. Set up and configuration of the ECR is performed by referencing the help file or programming manual.

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Refer to the separate User's manual for the specifications, installation, display and screen layout.

1. FUNCTION BUTTON LIST

Page	Function Button	Remarks
71	%1 - 3	Enters a percentage rate for mark-up or mark-down of an item or the subtotal amount depending on the programming. [SF-28~30]
	0, 00, 000, 1-9, [.]	Numeric pad for entry of numeric values.
	ACCOUNT #	Enters account number automatically by swiping the bank card.
70	ADJUSTMENT 1, 2	Gives a fixed percentage discount/surcharge on specific items. [PF-3.E,D] Note that adjustment does not affect PLU sales memory which is shown on the reports.
87	BILL #	Assigns a bill number to a track or used to pick up the track.
164	BUFFER PRINT	Allows you to select information for printing. Normally it is used to print a receipt for a recent transaction under the receipt off.
29	CATEGORY	Changes category after the PLU registration.
161	CHARGE	Stores the customer invoice temporarily.
	CLEAR	Cancels any information that is entered by numeric pad or function button and clears error conditions.
3	CLERK (CLERK (ID))	Signs on a clerk by entering CLERK (ID).
	CLERK REPORT	
90	CLERK TRACK LIST	Shows the open track list immediately after the clerk sign-on operation.
102	CLERK TRACK TRANSFER	Used for a clerk to take over the pending tracks used by another clerk who has finished his job.
20	COMPLIMENTARY	Allows you to sell PLUs at zero prices.
25	COOKING 1 - 64	Enters a cooking message after a KP item entry.
25	COOKING MESSAGE	Enters a cooking message followed by number or lists up to 8 cooking messages after a KP item entry. [SF-21.F]
63	CR (CORRECTION)	Corrects entered items in a transaction.
126	CUSTOMER FILE	Adds/picks up a customer file.
161	CUSTOMER INVOICE	Creates/picks up the customer invoice.
	DECLARATION PRINT	Prints German invoice for German restaurant declaration. [SF-88.H], SP-112
40	DELIVERY	Used in Take Out system.
83	DEPOSIT	Enters a deposit amount.
83	DEPOSIT USED	Uses a previous deposit as part of the final payment.
69	DISCOUNT	Subtracts a preset amount or manually entered amount from the subtotal of a sale.
40	EAT IN	Used in Take Out system.
	ENTER	Used to fix the selection.
3	HARD CLERK 1 - 16	Signs on a clerk on or off without the clerk code entry.
10	HARD PLU 1 - 78	Registers a PLU with the preset price directly.
	JOURNAL PAPER FEED	Advances the journal paper.
166	KP REDIRECT	Allows a manual redirection of KP data to its backup kitchen printer.
	LOCATION 1 - 8	Enters the area where the customers are seated at or selects from the location list [SF-19.G]. It is printed on KP and receipt.
5	LOG ON	Records clerk log on time and date.
5	LOG OFF	Records clerk log off time and date.
11	LOOK UP PLU 1 - 78	Shows a list of up to 63 associated PLUs.
	MACRO BUTTON 1 - 10	Up to 50 function buttons may be placed in a single MACRO button.
26	MANUAL COOKING MESSAGE	A maximum of 20 characters of the cooking message can be entered manually. [SF-65.C]
18	MENU SHIFT 1 - 5	Changes the Hard PLU button layout. PLUs must be assigned to Hard PLU buttons by using SP-111 PLU menu. [SF-20.H, 24.G]
17	MODIFIER 1, 2	Shifts to 2nd price, 3rd price.
87	N.B./STORAGE	Stores a transaction temporarily.

62	NO SALE	Opens the drawer for no sale operations.
67	NONADD#	Used to enter a message manually. (X button can also be used.)
	PAGE UP, PAGE DOWN	Moves a cursor by a page on the screen.
82	PAID OUT	Records an amount of money withdrawn from the cash drawer when no customer transaction has taken place. Eight forms of paid-out are available.
85	PERSON	Enters the number of customers in a group. Eight different types can be selected.
	PLU / REPEAT	- Used for manual code-entry PLU registrations. Press this button after entering the PLU code. - Repeats the previous item registered.
73	PRESET TENDER 1 - 5	Automatically tenders a preset amount.
13,19	PRICE	- Manually overrides the price of a code-entry PLU. - Shows the price of a PLU without selling it.
15	PRICE SHIFT 1, 2, 3	Shifts to price level 1, level 2, level 3.
	QUANTITY	To enter the item quantity.
	RECEIPT OFF	Toggles between receipt issue (on) and not issue (off).
161	RESERVE TABLE	Reserves table in Table Plan system.
65	REFUND	Refunds previously sold items.
72	REPEAT TRANSACTION	Registers the PLUs sold in the last sale.
136	ROOM	Used for Room system. [SF-58.H]
154	SCALE/WEIGHT	- Used to show the weight of item. - Used to enter the weight manually. It is available only when the numeric pad is allocated on the main screen.
138	SCREEN PAGE	To use additional 78 buttons on 2nd page of main screen.
	SCROLL BACK SCROLL FORWARD	- Moves a cursor on the screen. - Adjusts the contrast of the display providing no clerk is signed on.
110	SEAT NUMBER	Assigns a seat number to the transaction.
166	SEND	Sends all KP items to KP during a transaction without closing.
135	SERVER	Used to enter a server number.
34	SET MENU OPT 1, 2	Offers 4th, 5th menu.
164	SHORT BUFFER PRINT	Prints categories.
	SHORT SLIP PRINT	Prints categories on the slip printer.
167	SLIP PRINT	Print bills on the slip printer.
74	SPECIAL MEDIA	Shows a media list to select.
96	SPLIT BILL	Used to transfer the selected item to the new transaction.
	SUBTOTAL	Displays the total amount of the sale before finalizing. It is printed or not printed depending on programming.
87	TABLE	Assigns a table number to a track and accesses tracks by calling up a table.
161	TABLE PLAN	Re-displays the table plan screen in REG mode.
40	TAKE OUT	Used in Take Out system.
156	TARE	- Used to show the tare table. - Used to enter the tare weight manually. It is available only when the numeric pad is allocated on the main screen.
120	TAX 1 - 4 SHIFT	- Add-on tax system: used to change the tax status. - VAT system: used to shift VAT 1 item to VAT 3 and VAT 2 item to VAT 4.
118	TAX EXEMPTION (only for add-on tax system)	Used at the end of a transaction to exempt the whole transaction from a particular tax rate selecting by TAX SHIFT button.
68	TIP	Enters a tip amount.
73	TTL 1-7, 10-19, TTL 8/CASH TTL 9/EURO, TTL 20/COUPON	[SF-84.H], [TTL9: MF-01.D] [SF-71.H]
64	VOID	voids items in a transaction.
	X	Used for a multiplication. Also used to enter a message manually.

2. CLERK OPERATIONS

2-1. Clerk systems

ECR is used under one of the following clerk systems (programmed by your Uniwell reseller before delivery);

Interrupt system

Allows clerks to interrupt one another during the middle of sale so that several customers may be handled at the same time on the same terminal. Individual clerk buttons (maximum 16) can be assigned to the screen for single touch sign-on operation.

Floating interrupt system

Same as above but also allows clerks to serve the same customer from any terminal in the network. For example, sign on at one terminal and register a lemonade, log off. Sign on another terminal at the other end of the bar and register a lager then sign off.

Normal clerk system - Or 'non-interrupt' or 'non-floating' clerk system.

Clerk sign-on is compulsory at the start of each sale. A clerk must finalize or store their sale and sign off before another clerk can sign on.

2-2. Signing on a clerk

A clerk must be signed on before starting a sale. Check that the control key is turned to R position. There are following methods by which you can sign on a clerk:

a) Using hard clerk buttons

Up to 16 clerks can have their own personal button. To sign on a clerk simply press one of the **HARD CLERK** buttons, the name of the clerk will be displayed at the top of the screen. The clerk is now signed on and it is possible to register items.

When using an interrupt system, if another **HARD CLERK** button is pressed when a clerk is already signed on, then that first clerk will be signed off and his transaction is stored. The clerks may be set so that after a certain period of time the clerk is automatically signed off by [SF-17.E-A].

b) Using secret clerk codes

By using the secret clerk codes it is possible to use up to 255 clerks.

1. Press the allocated **CLERK (ID)** button.
2. The numeric pad is appeared.
3. Enter the secret clerk code and press **ENTER**.

If the numeric pad with **CLERK (ID)** buttons have been allocated: (secret clerk code)-[CLERK (ID)]

The clerk is signed onto the machine. If **CLERK (ID)** button is pressed again, the clerk is signed off.

c) Using clerk card

To use this option ECR must have a card reader fitted and be specially programmed to recognize the cards by SP-104 and [SF-76.G].

To sign on a clerk using a card, swipe the card through the reader with the magnetic stripe facing down and to the front.

d) Using iButton

For this system ECR must have an iButton reader fitted and be programmed to recognize the clerk iButtons by SP-117 and [SF-76.C].

To sign on a clerk using an iButton, touch the iButton to the iButton reader.

2-3. Signing off a clerk

A clerk is automatically signed off:

- When a clerk finalizes a transaction by Media/NB closing in the clerk interrupt system [SF-113.H=NO].
- When a clerk is interrupted by another clerk (only in the clerk interrupt system).
- When a clerk stores a transaction to a bill or a table (see track systems).
- When the clerk timeout period is reached (programmable).
- By pressing **CLERK (ID)** button, which stores any transaction.
- If using a magnetic card, the clerk can be signed off by any of the above methods but NOT by swiping the card again.
- When using a non-magnetic iButton, the clerk can sign off by touching the iButton reader with an iButton.
- When using a magnetic iButton, the clerk can sign off by removing the iButton.

Note: Under the non clerk interrupt system, a clerk stays on all the time when clerk time-out is not set.

2-4. Assign HARD CLERK buttons in X key position [SF-21.C]

In case there's clerk shift, it may be necessary to change **HARD CLERK** buttons on ECRs. Normally, programming is restricted to SP key position, however, changing **HARD CLERK** buttons can be done in X key position if permitted in programming [SF-21.C].

When an IRC system (several terminals connected) is in use, assigning **HARD CLERK** buttons in X key position on one ECR automatically sends this information to all the other terminals even if they are in use at that time. This automatic broadcast function can be switched on or off in programming [SF-56.E].

Assigning HARD CLERK buttons in X key position:

1. Turn the control key to X position.
2. Sign on a clerk.
3. Select Program functions.
4. Select X-103 Hard Clerks.
5. Select a clerk from the list.
6. Press **HARD CLERK** button on which you wish to assign that clerk to.
7. Press **CLEAR** or select another clerk.

2-5. Clerk sign-on screen

When ECR is idle, Clerk Sign-on Screen is shown at R position under "CLERK S-ON SCREEN (R)" [SF-89.A=YES] condition. This function helps clerks to find a vacant ECR immediately.

Standard Layout of Clerk Sign-on Screen

ENTER CLERK				LOG ON	LOG OFF		REPEAT TRANS	EJF VIEW
	Std Prices							
TABLE	BILL	SERVER	PERSON					
↑	LOCATION		↓	CLEAR	BUFFER PRINT		CLERK ID	
				7	8		9	
				4	5		6	
				1	2		3	
				0	00		000	
				0.00				

Clerk Sign-on Operation on Clerk Sign-on Screen

- Clerk Code [SF-76.G=NO]
Enter clerk code then press CLERK ID button.
- Clerk iButton/Card [SF-76.G=YES]
Touch the iButton to the iButton reader or swipe the clerk card through the reader.

2-6. Clerk log-on/off - time and attendance operation

Each clerk should log on to record the beginning of his/her labor hours when he/she starts to work. Also, they should log off to record the end of their labor hours at the end of a working day. In order to use this function, "ATTENDANCE" memory should be secured by SP-112 Maximums program.

By log-on and log-off operations, clerk's attendance date and time and labor hours are memorized in ECR. These are printed on the clerk attendance report (#19).

a) Clerk Log-on/off Operation on Normal Screen (non clerk sign-on screen)

Log-on Operation

1. Turn the control key to R position.
2. When "clerk log-on is not compulsory" [SF-89.B=NO] is programmed,
 - Sign on a clerk.
 - Press the allocated **LOG ON** button.

When "clerk log-on compulsory" [SF-89.B=YES] is programmed,

- Press the allocated **LOG ON** button.

3. Enter clerk code and press **ENTER**.
4. When "compulsory login job code" [SF-76.A=YES],
 - Enter job code.
 - Press **ENTER**.

When "verify job code" [SF-76.B=YES] is also programmed, the job code must match one of the clerk's set job codes by SP-123 Clerks.

5. In order to continue the registration, sign on the clerk.

```
*****
*       Your       *
*   Receipt   *
* Thank You *
*****
LOGON      1
16/10/2000 10:00

CLERK 001
```

log-on message and job code if entered
log-on date and time

Log-off Operation

1. Turn the control key to R position.
2. Press **LOG OFF** button.
3. Enter clerk code.

```
*****
*       Your       *
*   Receipt   *
* Thank You *
*****
LOGOFF
16/10/2000 17:00

CLERK 001
```

b) Clerk Log-on/off Operation on Clerk Sign-on Screen

Clerk Code [SF-76.G=NO]

Log-on Operation

1. Enter clerk code.
2. Press **LOG ON** button on clerk sign-on screen.
3. When "compulsory login job code" [SF-76.A=YES],
 - Enter job code.
 - Press **ENTER**.When "verify job code" [SF-76.B=YES] is also programmed, the job code must match one of the clerk's set job codes by SP-123 Clerks.
4. Log-on confirmation receipt is printed. In order to continue the registration, sign on the clerk.

Log-off Operation

1. Enter clerk code.
2. Press **LOG OFF** button on clerk sign-on screen.
3. Log-off confirmation receipt is printed.

Clerk iButton [SF-76.G=YES]

1. **LOG ON / OFF** buttons on clerk sign-on screen can not be used. Touch the clerk iButton on clerk sign-on screen.
2. When "compulsory login job code" [SF-76.A=YES],
 - Enter job code.
 - Press **ENTER**.When "verify job code" [SF-76.B=YES] is also programmed, the job code must match one of the clerk's set job codes by SP-123 Clerks.
3. Press **LOG ON** or **LOG OFF** on normal sales screen.

Note for Clerk iButton

It is possible to allow log-on/off with iButton for those clerks who do not have his/her own clerk iButton by following measure:

Prepare one dummy iButton used for their log-on/off operation only:





Dummy Clerk iButton Setting

[SF-76.C=YES]	iBUTTON ENABLED
[SF-76.G=YES]	MAGNETIC CARD / iBUTTON LOGON [C=YES]
[CF-1.H=YES]	TRAINING CLERK
	This setting is recommended not to affect a dummy clerk's sales memory in case the clerk did the clerk log-on operation without entering his/her clerk code.
[CF-2.A=YES]	LOGON COMPULSORY SF89.B

Log-on/off Operations with Dummy Clerk iButton

Log-on Operation

1. Turn the control key to R position.
2. Set Dummy Clerk iButton to sign on a dummy clerk.
3. WARNING 98 "Clerk log-on compulsory" is displayed with one second buzzer under [SF-89.B, CF-2.A = YES] condition.
4. Press **CHG CLK LOG ON** button and enter clerk code.

	used to log on the clerk who does not have clerk iButton
	used to log off the clerk who does not have clerk iButton
	used to log on the clerk
	used to quit the clerk log-on operation

5. When "compulsory login job code" [SF-76.A=YES],
 - Enter job code.
 - Press **ENTER**.When "verify job code" [SF-76.B=YES] is also programmed, the job code must match one of the clerk's set job codes by SP-123 Clerks.
6. **Remove Dummy Clerk iButton immediately. Otherwise, LOG ON COMPULSORY condition will be repeated with buzzer.**
7. In order to continue the registration, sign on a clerk.

Log-off Operation

1. Turn the control key to R position.
2. Set Dummy Clerk iButton to sign on a dummy clerk.
3. Press **CHG CLK LOG OFF** button and enter clerk code.
4. **Remove Dummy Clerk iButton immediately.**

Note: Some clerks are not allowed to register sales but must LOG-ON and LOG-OFF to calculate labor cost. Sales are registered accidentally by the clerk who is not allowed the registrations. This causes balancing problems. This is avoided by Clerk flag [CF-2.G] "REGISTRATION PROHIBITED".

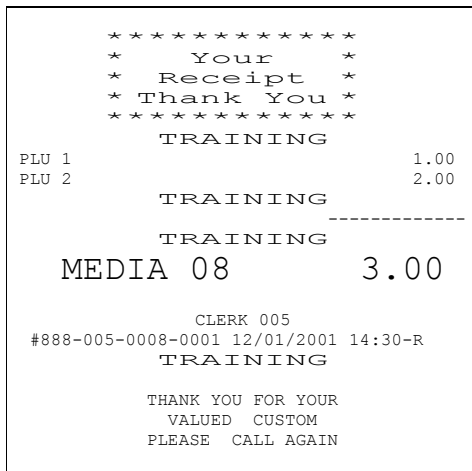
2-7. Clerk training mode

A clerk can be set up as a training clerk. When a training clerk is signed on, their sales do not update the sales figures and a training message is displayed on the screen to highlight that the clerk is a training clerk.



All issues will have a training message:

Receipt Sample



Program Options

[CF-1.H] Training clerk
[SF-38.G] Drawer opens in training mode

Training Reports

- X/Z-01~04 transaction and X/Z-11~16 clerk reports show training count and amount.
- X-80, X/Z-81~83 track reports show training tracks.
- Z2-71 audit report shows clerk log on in training operations.

Limitations

Clerk log-off operation is not available for training.

Comment [Uniwell1]: IButtonを持っていない人のために、training clerkとlog on compulsory機能を使っているため、training clerkは、いつでもlog onのシーケンスに入るようになっている。

3. PLU SALES OPERATIONS

3-1. PLU registration

PLU stands for "price look up". Each item you sell is a PLU. The PLU system allows each item to have various settings associated with it. For example, a price, a sales group (drink, food), description, tax information, cooking instructions, etc. There are different methods of selling PLUs, these are described below:

a) Hard PLU buttons / Scanner

One PLU is sold, when you press a Hard PLU button or scan the barcode attached to commodities.

1. Turn the control key to R position.
2. Sign on a clerk.
3. Press one of **HARD PLU** buttons or scan the barcode.

b) Coded PLUs

Coded PLUs are any PLUs which are not allocated to the screen.

1. Turn the control key to R position.
2. Sign on a clerk.
3. Press the allocated **PLU NUMBER** button.
4. The numeric pad is appeared.
5. Enter the PLU code and press **ENTER**.

If the numeric pad with **PLU NUMBER** buttons have been allocated:

(PLU code)-[PLU NUMBER]

3-2. Look up PLU buttons

LOOK UP PLU buttons enable a list of up to 63 associated PLUs to be displayed by depression of a single button. For example, a **MAIN MEALS** button automatically displays a list of all available meals for easy selection.

1. Sign on a clerk in R position.
2. Press the allocated **LOOK UP PLU** button.
3. A list of PLUs are displayed.

CLERK 001				Steak & Kidney	Gammon Steak	Sirloin Steak	Half Rst Chicken	Steak Pudding	Chicken Escalpo
Std Prices				Fried Scampi	Turkey Fillet	Fillet Plaice	Roast of the day	Fish Pie	Fillet Salmon
TABLE	BILL	SERVER	PERSON	13					18
↑	LOCATION			↓	19				24
				25					30
				31					36
				37					42
				43					48
				CLEAR	PRICE	QTY	49		
				7	8	9			
				4	5	6			
				1	2	3			
0.00				0	00	000	→		

CLEAR	PRICE	QTY
7	8	9
4	5	6
1	2	3
0	00	.

[SF-106.E=NO] [SF-106.E=YES]

The numeric pads, PRICE and QTY buttons are displayed only when "show lookup PLUs until clear" [SF-20.D=YES] or "lookup PLU list remains until clear" [LUPF-H=YES] is programmed.

4. Press a PLU button on the list.
5. Press **CLEAR** to end under the setting for the list to remain until **CLEAR**.

3-3. PLU multiplication

When you want to enter more than one of the same PLU, it is quicker using **QTY** (QUANTITY) button. A PLU may be multiplied by a maximum of 99.

a) Hard PLU buttons / Scanner

1. Sign on a clerk.
2. Press **QTY** button.
3. Enter the quantity of PLUs using the numeric pads. Entry of decimal quantity is permitted by [PF-02.D].
4. Press **ENTER**.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	5.000x		↓

5. Press one of **HARD PLU** buttons or scan the barcode attached to commodities you wish to multiply.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
5.000 PLU 1			5.00

If the numeric pads have been allocated under [SF-06.H=YES] condition:

(quantity)-[QTY]-[HARD PLU button or scan the barcode]

Receipt Sample

```

*****
*      Your      *
*   Receipt   *
* Thank You *
*****
5x PLU 1 ..... 1.00 5.00
    
```

b) Coded PLUs

(Clerk sign on)-[QTY]-(quantity)-[ENTER]-[PLU NUMBER]-(PLU code)-[ENTER]

If the numeric pads and **PLU NUMBER** button have been allocated under [SF-06.H=YES] condition:

(quantity)-[QTY]-(PLU code)-[PLU NUMBER]

Note: Entry of decimal quantity is permitted by programming [PF-02.D].

c) Look up PLUs

The numeric pads, PRICE and QTY buttons are displayed on the look up PLU list only when "show lookup PLUs until clear" [SF-20.D=YES] or "lookup PLU list remains until clear" [LUPF-H=YES] is programmed.

(Clerk sign on)-[LOOK UP PLU]-(quantity)-[QTY]-[PLU]

If the numeric pads and **PLU NUMBER** button have been allocated under [SF-06.H=YES] condition:

(quantity)-[QTY]-[LOOK UP PLU]-[PLU]

However this is only for the first selected PLU on the look up PLU list. For the second selected PLUs or later one, use the numeric pads on the look up PLU list which is displayed by [SF-20.D=YES] or [LUPF-H=YES].

Note: Entry of decimal quantity is permitted by programming [PF-02.D].

d) 4-digit multiplication

Up to 4 digits integral number 9999 (without decimal points) can be entered by using two flags below. This is convenient for copy service, tobacco shop, admission tickets, party service and so on where it is required to enter more than 99 unit entry.

Setup

1. Set "4-DIGITS MULTIPLICATION" [SF-106.F] to "YES".
2. Set "4-DIGITS MULTIPLICATION ITEM" [PF-5.C] to "YES" for PLUs which you want to permit 4-digits multiplication.
3. If required, allocate the numeric pad on the main screen and set "TEN-KEY OVERRIDE ON" [SF-06.H=YES]. Then the simple entry of multiplication is operational such as (9999)-[QTY].

	[PF-2.D=YES]	[PF-2.D=NO]
[PF-5.C=YES]	9999 and 99.999 * See Note.	9999 only
[PF-5.C=NO]	99 and 99.999	99 only

* Note: Even "4-digits multiplication permitted item" [PF-5.C=YES] can have the decimal quantity entry under "DECIMAL QTY PERMITTED" [PF-2.D=YES].

Display and Print Formats

• DISPLAY FORMAT

Under "4-DIGITS MULTIPLICATION" [SF-106.F=YES], decimal points are not shown as follows when you perform multiplication without decimal quantity.



• PRINT FORMAT

PLU printing positions are different between "4-DIGITS MULTIPLICATION" [SF-106.F] "YES" and "NO".

[SF-106.F=NO]		
9x PLU 1	1.00	9.00
9.990x PLU 1	1.00	9.99
99x PLU 1	1.00	99.00
99.990x PLU 1	1.00	99.99

[SF-106.F=YES]		
9x PLU 1	1.00	9.00
99x PLU 1	1.00	99.00
999x PLU 1	1.00	999.00
9999x PLU 1	1.00	9999.00
9x PLU 2	1.00	9.00
9.990x PLU 2	1.00	9.99
99x PLU 2	1.00	99.00
99.990x PLU 2	1.00	99.99

PLU 1 :
4-digits multiplication permitted item
[PF-5.C=YES]

PLU 2 :
4-digits multiplication prohibited item
[PF-5.C=NO]

All aligned by integer digit.

Note for PLU Consolidation on Receipt

- Up to **32767** pcs can be consolidated for 4-digits multiplication permitted item while **327.67** pcs for prohibited item.
- The same PLU of 4-digits multiplication item entered with and without decimal quantity are consolidated **separately** as follows:

OPERATION	RECEIPT		
QTY (5) ENTER PLU 1	7x PLU 1	1.00	7.00
QTY (.5) ENTER PLU 1	0.700x PLU 1	1.00	0.70
QTY (2) ENTER PLU 1			-----
QTY (.2) ENTER PLU 1			
CASH	MEDIA 08		7.70
[SF-35.B=YES] CONSOLIDATE BUFFER PRINT			
PLU 1: [PF-2.D=YES] [PF-5.C=YES]			

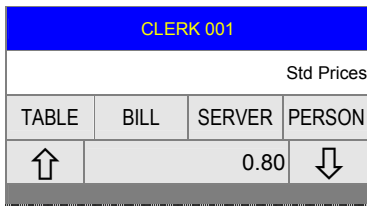
3-4. Manual price entry

The preset price for a PLU is over-ridden with a manually entered price (up to 7 digits). Each PLU can have a High Amount Lock Out set to prevent large amounts from being entered.

Note: HALO is not effective unless "HALO OVERRIDE" is enabled in either X or Z1/P key positions by [SF-11.B,A].

a) Hard PLU buttons / Scanner

1. Sign on a clerk.
2. Press **PRICE** button.
3. Enter the price using the numeric pads.



4. Press one of **HARD PLU** buttons or scan the barcode attached to commodities you wish to multiply. The PLU will then be registered at the entered price instead of its preset price.

If the numeric pads and **PRICE** button have been allocated under [SF-06.H=YES] condition:
(price)-[PRICE]-[HARD PLU]

Receipt Sample

[PLU 1 0.80]

b) Coded PLUs

(Clerk sign on)-[PRICE]-(price)-[ENTER]-[PLU NUMBER]-(PLU code)-[ENTER]

If the numeric pads and **PRICE** button have been allocated under [SF-06.H=YES] condition:
(price)-[PRICE]-(PLU code)-[PLU NUMBER]

c) Look up PLUs

The numeric pads, PRICE and QTY buttons are displayed on the look up PLU list only when "show lookup PLUs until clear" [SF-20.D=YES] or "lookup PLU list remains until clear" [LUPF-H=YES] is programmed.

(Clerk sign on)-[PRICE]-(price)-[ENTER]-[LOOK UP PLU]-[PLU]

If the numeric pads and **PLU NUMBER** button have been allocated under [SF-06.H=YES] condition:
(price)-[PRICE]-[LOOK UP PLU]-[PLU]

However this is only for the first selected PLU on the look up PLU list. For the second selected PLUs or later one, use the numeric pads on the look up PLU list which is displayed by [SF-20.D=YES] or [LUPF-H=YES].

Program Options

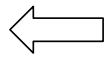
Manually entered price can be printed in red on TP-420/422/522 or in double-height and width characters on other printers under the setting of:

[SF-65 - KP AND DATA STREAMING]
D - EXT KP W/MANUAL PRICE

This sample is printed by TP-722.

ECR # 0001	--> KP:	1

-----CATEGORY	2-----	
PLU 1		
-----CATEGORY	3-----	
PLU 2		
		12.34
CLERK 001		19/10/2000 20:50



3-5. Prices

PLUs have three price levels. Each price level has three prices. The best way to describe how price levels might be used is by example:

The price levels are standard, happy hour and evening.

PLU: Whisky

Price Level 1: Standard Prices

1st price	Single	1.20	
2nd price	Double	2.20	-- accessed by MODIFIER 1
3rd price	Triple	3.20	-- accessed by MODIFIER 2

Price Level 2: Happy Hour

1st price	Single	1.00	
2nd price	Double	2.00	-- accessed by MODIFIER 1
3rd price	Triple	3.00	-- accessed by MODIFIER 2

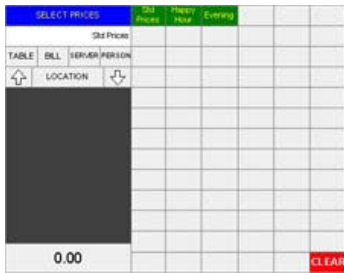
Price Level 3: Evening Prices

1st price	Single	1.30	
2nd price	Double	2.40	-- accessed by MODIFIER 1
3rd price	Triple	3.50	-- accessed by MODIFIER 2

a) How to change price levels

You can change price levels using either **PRICE SHIFT** button or automatic price shift. 'Standard Prices' (price level 1) is the default price level. The price level is shifted to 'Happy Hour' or 'Evening' using one of four methods as follows:

- **Price level shift in programming**
The price level is changed using the PRICE LEVEL program (SP, Z1/P-108).
- **Price level shift by a PRICE SHIFT button**
PRICE SHIFT button shows a list of the different price levels for selection by [SF-23.G=NO].



- **Price level shift using individual PRICE SHIFT buttons**
Each price level can be selected by pressing one of **PRICE SHIFT 1 ~ 3** buttons by [SF-23.G=YES].
- **Automatic Timed Price Shift**
The price level is changed by changing the setting of PRICE LEVEL TIMES program (SP, Z1/P-161). This is convenient if you want to change the price levels on all the ECRs in the same network at a time (using program download).
- **Automatic Price Shift by Location**
The price level is automatically shifted into the programmed price level by LOCATION program (SP-134).

b) How to change price within each level

The three prices within each level are accessed using **MODIFIER 1** and **MODIFIER 2** buttons. Within each price level 'single' is the default price; half and double (or zero) or programmable value are accessed using **MODIFIER** buttons. See the next section.

3-6. PLU modifiers (half / double, small / large, or programmable value)

There are two buttons to modify a PLU's price; **MODIFIER 1** button selects the second price set for each of the price levels. **MODIFIER 2** button selects the third price set (see the previous section). **MODIFIER** changes the price of a PLU in accordance with its quantity value - half, double or programmed value. PLU modifier is available on the condiment PLU as well.

[PF-2 - PLU Flag 2, H-E]: for either "1", "2", "0.5" or "0" quantity value. [SF-16.E = Yes]
 SP-100 PLU Modifiers for any programmable quantity, such as 10.00 or 2.22, etc. [SF-16.E = No]

In order to use this function, set [PF-2.B,A].

MODIFIER button must be pressed immediately before **HARD PLU** button, **Look Up PLU** button or PLU code entry. (**MODIFIER 1 or 2** button need to be allocated on the screen first.)

1. Sign on a clerk.
2. Press **MODIFIER 1 or 2** button.
3. Enter PLU.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	HALF	SMALL	↓
HALF PLU 1			0.50

In case of fixed quantity value [SF-16.E = Yes]

Programmable texts are shown by MODIFIER 1 key. [MODIFIER 1]-[PLU 1]

Modifier message either 'HALF' or 'SMALL' is added before PLU name in accordance with [PF-02.C].

↑	HALF	SMALL	↓
HALF PLU 1			0.50
DOUBLE PLU 1			2.00

Programmable texts are shown by MODIFIER 2 key. [MODIFIER 2]-[PLU 1]

Modifier message either 'DOUBLE' or 'LARGE' is added before PLU name in accordance with [PF-02.C].

Receipt Sample

HALF PLU 1	0.50
DOUBLE PLU 1	2.00

Program Options

[SF-16 - Condiments]
 E - PRESET MODIFIERS

[PF-2 - PLU Flag 2]
 H,G - MODIFIER 2 UPDATE METHOD
 F,E - MODIFIER 1 UPDATE METHOD
 C - MODIFIER MESSAGES 3 & 4 NOT 1 & 2
 B - MODIFIER 2 PERMITTED
 A - MODIFIER 1 PERMITTED

[PF-3 - PLU Flag 3]
 F - CONDIMENT NOT PRINT MODIFIER

[LUPF - Look Up PLU Flag]
 F - MODIFIER REMAINS ON LOOP

3-7. PLU menu levels

Up to 5 different menu levels with programmable name (SP-130, #47~49,69,70) may be programmed into the ECR, e.g. 'Drink Menu', 'Lunch Menu', 'Dinner Menu', etc. These can be accessed at any time by either pressing one button which brings up a choice of menu levels or by pressing the relevant menu button for each menu required [SF-24.G], then the menu brings the pre-programmed PLUs by SP-111 PLU Menu ([SF-20.H]). Or you can set the menu level by SP-109 Menu Level.

The PLU menu level may also be set to change at certain times during the day, by programming a start & finish time by using the MENU SHIFT TIMES program (SP-162 & [SF-24.A]). There can be up to 3 start & finish times for 4 menus (not available for Menu 1). Also, "days when menu not changed" can be selected by programming [SF-73].

This function can be restricted to work in the X or Z1/P key positions instead of R by programming [SF-13.H,G]. When the clerk is stored by **CLERK** button, the current menu level will be saved if programmed by [SF-24.H].

Look-up PLU menu shift

A Look-up PLU is a function button, therefore menu shifts cannot be allocated in the same way as a PLU. SP-154 Look-up PLU menu shift program allows you to setup a menu shift value for the 2nd ~ 5th menu level.

When the 2nd, 3rd, 4th or 5th menu level is selected, the look-up PLU menu shift value is added to the look-up PLU number - the look-up PLU is now shifted to the new number. For example, Look-up PLU 5 is assigned to menu level 1 - the Look-up PLU menu shift value for menu level 2 is 10. When the menu level is changed to menu level 2, look-up PLU number 15 is assigned to the screen.

Program Options

[SF-13 - Functions in X or Z <4>]

- H - MENU LEVEL CHANGE - Z ONLY
- G - MENU LEVEL CHANGE - Z OR X

[SF-20 - PLU]

- H - ENABLE PLU MENU

[SF-24 - Menu Changes]

- H - CLERK STORE RESETS LEVEL
- G - BUTTON PRESS MENU CHANGE
- F - CHANGE FOR 1 ITEM ONLY
- E - CHANGE JUST FOR 1 SALE
- A - TIMED MENU CHANGE

[SF-73 - Not Menu Change Days]

- G - SATURDAY - DON'T CHANGE MENU LEVELS
- F - FRIDAY - DON'T CHANGE MENU LEVELS
- E - THURSDAY - DON'T CHANGE MENU LEVELS
- D - WEDNESDAY - DON'T CHANGE MENU LEVELS
- C - TUESDAY - DON'T CHANGE MENU LEVELS
- B - MONDAY - DON'T CHANGE MENU LEVELS
- A - SUNDAY - DON'T CHANGE MENU LEVELS

3-8. Price inquiry (display only)

The price inquiry function allows you to find out the price of a PLU without selling it.

1. Sign on a clerk.
2. Press **PRICE**.
3. Enter the PLU number or scan the barcode and press **PRICE ENQUIRY**.

CLERK 001			
PLU 1		1.00	
TABLE	BILL	SERVER	PERSON
↑	Location		↓

PLU name and price are displayed but can not be registered here.

Note: **PRICE ENQUIRY** button can not be programmed on the main screen.

3-9. Single item

Entry of a PLU programmed as a single item closes the transaction by CASH/TTL 8 automatically. This function is especially useful for the bar.

1. Sign on a clerk.
2. Enter the PLU number and press **ENTER** for code entry PLU.
Or press a **HARD PLU** button or scan a barcode.
The transaction is closed by CASH/TTL 8 automatically.

When a PLU programmed as non-single item is entered first, the transaction is not closed even by a next single item entry.

Program Options

[SF-70 - Tickets]

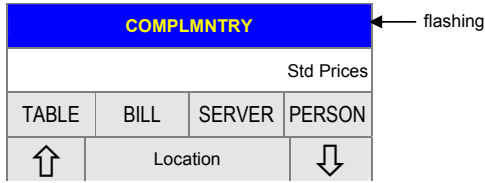
G - SINGLE ITEM ENABLED

Set "TICKET ITEM" [PF-03.C] to YES.

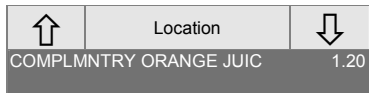
3-10. Complimentary PLUs

COMPLIMENTARY button allows you to sell PLUs at zero prices. The receipt shows the price of the complimentary PLU but will not add it to the subtotal. Full transaction report shows the complimentary PLU amount.

1. Sign on a clerk.
2. Press the allocated **COMPLIMENTARY** button.



3. Press the required PLU.



4. Make any further sales and cash off.

Receipt Sample

HAMBURGER	4.00	
COMPLMNTY		
ORANGE JUICE	1.20	

MEDIA 08	4.00	
COMPLMNTY	1.20	

Complimentary PLU amount is not added to the subtotal.

printed by [SF-75.G]

Report Sample

X-03	
-----FULL TRANS REPORT-----	
COMPLMNTY	:
1	1.20
	:

Complimentary PLU count, amount

Program Options

[SF-75.G] complimentary total is shown on buffer print

3-11. Coupon PLUs

A coupon PLU is registered to make discount for a certain PLU or a transaction when the customer presents a coupon or voucher.

For example if your restaurant makes an advertisement which includes two kinds of vouchers, one for 5.00 off, one for 10.00 off. Two coupon PLUs can be set up, one for each voucher.

When a customer presents a voucher, the appropriate coupon PLU is registered. This automatically deducts the right amount from the receipt and allows you to keep a count of each voucher that has been used by taking a coupon PLU report.

Receipt Sample

COUPON PLU 1	-5.00	Coupon PLU is set by [PF-04.G] and negative polarity is set by [SF-71.G].
PLU 8	8.00	
PLU 9	9.00	
<hr/>		
MEDIA 08	12.00	
COUPON TOT	5.00	Coupon total is printed by [SF-71.F].
TOTAL	17.00	Total sales is printed when a coupon PLU is registered. Refer to [SF-71.C].

Report Sample

X-35	
-----COUPON PLU REPORT-----	
COUPON PLU 1	
1.00	5.00

Manual price entry for coupon PLU

It is possible when manual price entry is permitted by [SF-71.E].

"TOTAL 20" memory for coupon PLU sales

The memory of "TOTAL 20" is used to accumulate coupon PLU sales (quantity and amount) by [SF-71.H]. The coupon PLU sales is shown on the transaction reports at media section. If this is set, **TOTAL 20** button can not be used for a media button.

Program Options

[PF-4.G] COUPON PLU

[SF-71 - Coupon PLUs]

- H - TOTAL 20 IS COUPON
YES = TOTAL 20 memory is used to accumulate coupon PLU sales (quantity and amount). If this is set, TOTAL 20 can not be used for a media button.
- G - COUPON PLUs CAN GO NEGATIVE
- F - DO NOT PRINT COUPON PLU TOTAL
- E - MANUAL PRICE ENTRY OK
YES = It is possible to enter a coupon value at the time of the transaction (similar to an open PLU).
NO = Programmed coupon values are used.
- D - TICKETS PRINT AT STORE
- C - TOTAL SALE ALWAYS PRINTS

3-12. Special PLUs

This is a function to register a PLU, but not add it to sales memory. It is convenient for a special item like Tobacco or cigarette, when it is not treated as sales commodity in a restaurant. A clerk often supplies such an item to a customer by paying in advance in his/her place (buying from vending machines, etc.) and get reimbursed later.

Receipt Sample

HAMBURGER	4.00	normal PLU
ORANGE JUICE	1.20	normal PLU
CIGARETTE	2.00	special PLU

MEDIA 08	7.20	

Report Sample

```

X-41
-----FULL PLU REPORT-----
      HAMBURGER
1.00                                4.00a
-----
1.00                                4.00
      ORANGE JUICE
1.00                                1.20a
-----
1.00                                1.20
-----
ALL PLUS
Std Prices <a>
2.00                                5.20
-----
2.00                                5.20

```

```

X-39
-----FULL SPECIAL PLU REPORT-----
      CIGARETTE
1.00                                2.00a
-----
1.00                                2.00
-----
ALL PLUS
Std Prices <a>
1.00                                2.00
-----
1.00                                2.00

```

When a transaction is closed by the media which is set to "not to reimburse SPECIAL PLU amount to clerk" [MF-04.A], it is considered that SPECIAL PLU charge amount is not reimbursed to the clerk, so the amount is accumulated in SPECIAL PLU NOT REIMBURSED AMOUNT to be paid back from Manager after his job finished.

For instance, in case of **CARD MEDIA** closing, SPECIAL PLU charge amount can not be collected by the clerk. In case of **CASH/TTL 8** (local media) closing, it is considered as collectable regardless of this flag setting.

Example:

```

HAMBURGER      4.00  NORMAL PLU
ORANGE JUICE   1.20  NORMAL PLU
CIGARETTE      2.00  SPECIAL PLU
MEDIA 01       CARD MEDIA [MF-04.A=NO]
MEDIA 08       LOCAL MEDIA
    
```

Registration

```

BILL#
1
ENTER
HAMBERGER
ORANGE JUICE
CIGARETTE
NB
(no receipt is printed here)
    
```

Clerk Report

X-11		-----FULL CLERK REPORT-----	
CLERK 001			
COMMISSION	%0.00	0.00	
NET CHARGE		7.20	
TRANS.OUT		0.00	
TOTAL		7.20	media total
SALES TYPE 1		5.20	
TOTAL		5.20	sales total
ADD-ON TAX		0.00	
TRAN.IN		0.00	
TOTAL		5.20	
User Text #111	S.PLU SALE	2.00	special PLU sales total
	TOTAL	7.20	sales total + special PLU sales
	VAT TAX	0.00	
	NET SALES	5.20	
User Text #109	S.PLU CHRG	2.00	special PLU charge incremented by NB closing

Registration

1 BILL#
100 MEDIA 08
MEDIA 01

BILL		1
HAMBURGER		4.00
ORANGE JUICE		1.20
CIGARETTE		2.00
SUBTOTAL		7.20
MEDIA 08		1.00
CARD		6.20
4504481404124		
EXP. DATE : 11/01		

Clerk Report

MEDIA 01		
1		6.20
MEDIA 08		
1		1.00
TOTAL		7.20
NET CHARGE		7.20
TRANS. OUT		0.00
TOTAL		7.20
X-REPORTS		1
TRANSACTIONS		1
SALES TYPE 1		5.20
TOTAL		5.20
ADD-ON TAX		0.00
TRAN. IN		0.00
TOTAL		5.20
S. PLU SALE		2.00
TOTAL		7.20
VAT TAX		0.00
NET SALES		5.20
S. PLU NRCV		1.00

media total does not match
Sales Total because Special
PLU is not added to sales
amount:
Media Total = Sales Total +
Special PLU Sales Total

sales total

special PLU sales total
sales total + special PLU sales

special PLU not reimbursed
amount

"1.00" tendered by **MEDIA 08**
is deducted from SPECIAL
PLU charge amount, and the
rest is accumulated in
NOT REIMBURSED AMOUNT

User Text #110

Program Options

[PF-05 - PLU Flag 5]
F - SPECIAL PLU

[MF-04 - Media Flag 4]
A - Media to reimburse SPECIAL PLU amount to clerk (CASH/TTL 8 always reimbursed)

Limitations

- Do not set "COUPON PLU" [PF-04.G].
- ITEM % is prohibited after SPECIAL PLU registration.
- SUBTOTAL % affects the subtotal excluding SPECIAL PLU subtotal.
- In order to prevent Price Shift for SPECIAL PLU, set the same price for all price levels.
- Not transferred to kitchen printer.

3-13. Cooking instructions

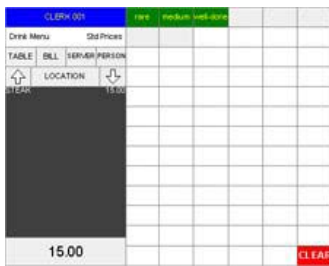
Cooking instructions are messages which are sent to the order (kitchen) printer with PLUs. They can be entered by following methods:

- a) By linking them directly to specified PLUs in programming
- b) By pressing a **COOKING 1 ~ 64** buttons
- c) Cooking instruction group 1 is listed by pressing **COOKING MESSAGE** button
- d) Manual cooking message entry by pressing **MANUAL COOKING** button

a) By linking them directly to specified PLUs in programming (SP-122 PLUs: COOK = 1~20)

Up to 8 of 64 cooking instructions (by SP-132) can be linked to one of 20 cooking instruction groups (by SP-126). A cooking instruction group can be linked to a PLU (by SP-122) so that up to 8 cooking instructions are automatically displayed for selection when a PLU is registered.

1. For example, PLU "STEAK" could have Cooking Instruction Group 1. Cooking Instruction Group 1 includes cooking instructions; "rare", "medium" and "well-done".
2. Press PLU "STEAK". Then following programmed cooking instructions are displayed.



3. Select one of cooking instructions by **ENTER** or by numeric button or press **CLEAR** to end.

b) By pressing a **COOKING 1 ~ 64** buttons (SP-122 PLUs: COOK = 0)

By pressing one of **COOKING 1~64** buttons or **COOKING MESSAGE** button followed by cooking message number, the cooking instructions (programmed by SP-132) are registered after a PLU entry.

1. For example, if **COOKING 1 to 3** buttons for the following purpose are allocated on the screen.
 COOKING 1: rare
 COOKING 2: medium
 COOKING 3: well-done
2. Press PLU "STEAK".
3. Press one of **COOKING 1 ~ 3**.

Internal KP

```

-----
--> KP:           1
-----
--CATEGORY       3--
  STEAK
  Medium
  
```

Receipt

```

*****
*       Your       *
*   Receipt   *
* Thank You *
*****
STEAK           10.00
  Medium
  
```

c) Cooking instruction group 1 is listed by pressing COOKING MESSAGE (SP-122 PLUs: COOK = 0)

By pressing **COOKING MESSAGE** button followed by a KP item, the cooking instruction group 1 (by SP-126) is listed by [SF-21.F=YES] to allow the selection of a cooking instruction.

d) Manual cooking message entry by pressing MANUAL COOKING button

MANUAL COOKING button is used to enter a maximum of 20 characters of the cooking message. It can be pressed after any KP item entered. In order to use this function, set **MANUAL COOKING INSTRUCTION** [SF-65.C=YES].

1. Sign on a clerk.
2. Enter a PLU for KP.
3. Press **MANUAL COOKING** button.
4. Type in the characters (max. 20) by using the alphabet buttons.
5. Press **ENTER**.

Program Options

[PF-04 - PLU Flag 4]

H - COOKING INSTRUCTIONS COMPULSORY

[SF-21 - Groups/GT/Clerks]

F - COOKING GROUP 1 LISTED

NO = COOKING MESSAGE button does not list Cooking Instruction Group 1 but registers COOKING 1 message.

[SF-36 - Buffer Print <2>]

A - DO NOT PRINT COOKING MESSAGES

NO = Cooking instructions are printed on receipt.

[SF-39 - Correction]

H - CANNOT DELETE COOKING INSTRUCTIONS

[SF-42 - KP Control]

E - COOKING INSTRUCTIONS PRINT IN RED

[SF-65 - KP and Data Streaming]

C - MANUAL COOKING INSTRUCTION

3-14. Condiments

A condiment PLU is a supplementary item subject to a main PLU. It is always sold together with a main PLU.

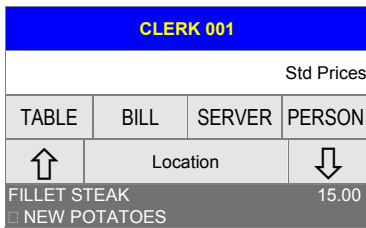
Condiment PLUs are organized into condiment groups which are linked to normal PLUs. Max. 255 groups are programmable with up to 72 condiment PLUs included in each group.

A maximum of 5 condiment groups can be linked to a PLU (by SP-122) so that 72 condiment PLUs of each group are automatically displayed for selection when the PLU is registered.

1. For example, PLU "FILLET STEAK" linked to condiment group 1. Condiment group 1 contains condiment PLUs "NEW POTATOES" and "CHIPS".
2. Press PLU "FILLET STEAK". Then the screen is automatically showing the condiment PLUs, thus prompting the clerk to ask the customer to select an option.



3. Choose an item by cursor and press **ENTER** to select the condiment PLU. The condiment screen can be cleared after one condiment selection or can stay to choose more until **CLEAR** button pressed depending on the settings.



Order Print Sample (Internal KP Print)

Internal KP

```

-----
--> KP:           1
-----
--CATEGORY       3--
  FILLET STEAK
  □NEW POTATOES
-----
  
```

Receipt

```

*****
*   Your   *
*  Receipt *
* Thank You *
*****
FILLET STEAK           20.00
□NEW POTATOES
-----
  
```


Program Options

[PF-01 - PLU Flag 1]

F - ONLY SOLD AS CONDIMENT

[PF-03 - PLU Flag 3]

G - SOLD AS CONDIMENT - CHARGEABLE

F - CONDIMENT NOT PRINT MODIFIER

[PF-04 - PLU Flag 4]

F - CONDIMENT GROUP 5 IS LINK

YES = Condiment Group 5 of this PLU refers to Look Up PLU and it is used for link PLUs. See [SF-20.E] also.

NO = Condiment Group 5 of this PLU is used for the normal condiment group same as 1 - 4.

E - DISPLAY CONDIMENT GROUP 5 UNTIL CLEAR

D - DISPLAY CONDIMENT GROUP 4 UNTIL CLEAR

C - DISPLAY CONDIMENT GROUP 3 UNTIL CLEAR

B - DISPLAY CONDIMENT GROUP 2 UNTIL CLEAR

A - DISPLAY CONDIMENT GROUP 1 UNTIL CLEAR

[PF-05 - PLU Flag 5]

B - KP PRINTS IN RED

YES = Condiment PLU is always printed in red even if [SF-42.D] is set to NO.

[SF-16 - Condiments]

H - MANUAL PLU PRICE PROHIBITED

D - PLU FOLLOWS CONDIMENT TO KP

C - CONDIMENT USES OWN KP

B - CONDIMENT WITH ZERO PRICE PRINTED

A - MULTIPLE PLU WITH INDIVIDUAL CONDIMENT

[SF-36 - Buffer Print <2>]

B - DO NOT PRINT ZERO PRICED CONDIMENTS

[SF-39 - Correction]

G - CANNOT DELETE CONDIMENTS

[SF-42 - KP Control]

D - CONDIMENTS PRINT IN RED

[SF-85 - Item Count]

G - PLU CONDIMENT COUNT IS PRINTED

3-15. Category Change

Category can be changed after the PLU registration. If the customer at the restaurant would like to eat side dish as a starter, category can be changed accordingly.

Additional Function Button

SP-850 TOUCH SCREEN LAYOUT
CATEGORY

Additional Warning Message

SP-131 WARNING MESSAGE
#143 SELECT CATEGORY

Sequence

1. Register PLUs.

CLERK 001				PLU 1	PLU 11	PLU 21	PLU 31	PLU 41	CLERK1
Std Prices				PLU 2	PLU 12	PLU 22	PLU 32	PLU 42	CLERK2
TABLE	BILL	SERVER	PERSON	PLU 3	PLU 13	PLU 23	PLU 33	PLU 43	CLERK3
↑	LOCATION		↓	PLU 4	PLU 14	PLU 24	PLU 34	PLU 44	CLERK4
Scotch Broth			2.00	Starter (CATEGORY 1)			PLU 35	PLU 45	CLERK5
Seafood Salad			3.50	Side Dish (CATEGORY 2)					
Halibut Steak			10.00	Main Dish (CATEGORY 3)			PLU 36	PLU 46	CLERK6

2. Use **SCROLL** buttons or directly press an item for category change.
In the following example, "Seafood Salad (Side Dish as default category)" is highlighted for category change.

CLERK 001				PLU 1	PLU 11	PLU 21	PLU 31	PLU 41	CLERK1
Std Prices				PLU 2	PLU 12	PLU 22	PLU 32	PLU 42	CLERK2
TABLE	BILL	SERVER	PERSON	PLU 3	PLU 13	PLU 23	PLU 33	PLU 43	CLERK3
↑	LOCATION		↓	PLU 4	PLU 14	PLU 24	PLU 34	PLU 44	CLERK4
Scotch Broth			2.00	PLU 5	PLU 15	PLU 25	PLU 35	PLU 45	CLERK5
Seafood Salad			3.50						
Halibut Steak			10.00	PLU 6	PLU 16	PLU 26	PLU 36	PLU 46	CLERK6

3. Upon press **CATEGORY** button, max. 8 Category buttons are displayed. Original Category name is displayed at User Entry Area (*). The following example shows "Side Dish" as original category.

Warning Message # 143

Original Category (*)

SELECT CATEGORY				Starter	Side Dish	Main Dish	CATEGORY 4	CATEGORY 5	CATEGORY 6
Side Dish				CATEGORY 7	CATEGORY 8				
TABLE	BILL	SERVER	PERSON						
↑		LOCATION		↓					
Scotch Broth				2.00					
Seafood Salad				3.50					
Halibut Steak				10.00					
SUB TOTAL									CLEAR

4. Press one of the eight Category buttons for change. ("Starter" <CATEGORY1> is pressed for the above example.) Original and Changed Category names are displayed at Subtotal area.

↑		LOCATION		↓	
Scotch Broth		2.00			
Seafood Salad		3.50			
Halibut Steak		10.000			
Side Dish				--> Starter	

Original Category
--> Changed Category

Kitchen Printer Format (TP-832)

```

-----
--> KP:           1
-----

-----Starter-----

    Scotch Broth
    Seafood Salad

-----Main Dish-----

    Halibut Steak

CLERK 001                      15/07/2003 12:45
  
```

The category of "Seafood Salad" was changed from Side Dish to Starter.

Restriction: After the transmission of PLU data to KP, Category can NOT be changed.

3-16. Automatic link PLUs (expanded Look Up PLU function)

Automatic link PLU function provides a fixed set menu by a main PLU entry. Main PLU will have either up to 40 chained PLUs or only one link PLU. This function uses:

- a look up PLU
- 5th condiment group
- "Condiment group 5 is link" [PF-04.F] of the main PLU
- "Linked PLU is / is not chained" [SF-20.E].

Note: The number of condiment groups that can be linked to a PLU is reduced to 4 because 5th condiment group is used as link.

a) Chained up to 40 PLUs [SF-20.E=YES, PF-04.F=YES]

You can register a main PLU and other PLUs in a linked look up PLU by a depression of single button. According to the setting, there are several format on demand. For example,

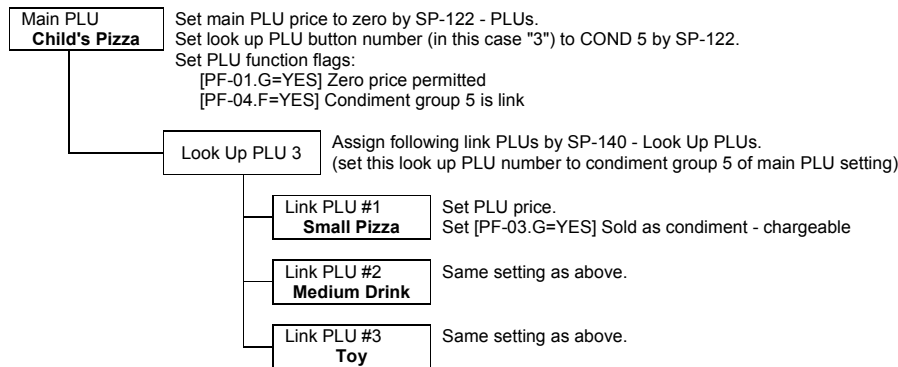
Receipt Sample 1 -- zero priced main PLU with chargeable linked PLUs

When a main PLU is registered, three chargeable linked PLUs are automatically registered.

CHILD'S PIZZA		main PLU (if it is not zero price, price is always printed)
□SMALL PIZZA	2.99	link PLU
□MEDIUM DRINK	1.29	link PLU
□TOY	0.99	link PLU
MEDIA 08		(main PLU price is added to the total if it is not zero price)
	5.27	

Settings

Set "LINKED PLU IS CHAINED" [SF-20.E] to YES by SP-113 - System Function Flags.



Receipt Sample 2 -- main PLU entry with non-chargeable linked PLUs

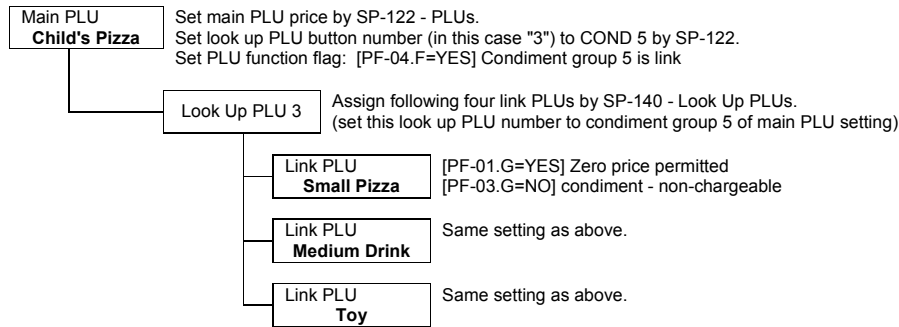
When a main PLU is registered, three non-chargeable linked PLUs are automatically registered. There are several print formats as shown below:

CHILD'S PIZZA	5.00	main PLU Zero priced link PLUs are printed without price by [SF-16.B=NO], [SF-36.B=NO].
<input type="checkbox"/> SMALL PIZZA		
<input type="checkbox"/> MEDIUM DRINK		
<input type="checkbox"/> TOY		
MEDIA 08	5.00	

CHILD'S PIZZA	5.00	Zero priced link PLUs are not printed by [SF-36.B=YES]. Link PLUs are always printed on kitchen printer and always displayed.
MEDIA 08	5.00	

Settings

Set "LINKED PLU IS CHAINED" [SF-20.E] to YES by SP-113 - System Function Flags.



b) One link PLU (unchained) [SF-20.E=NO, PF-04.F=YES]

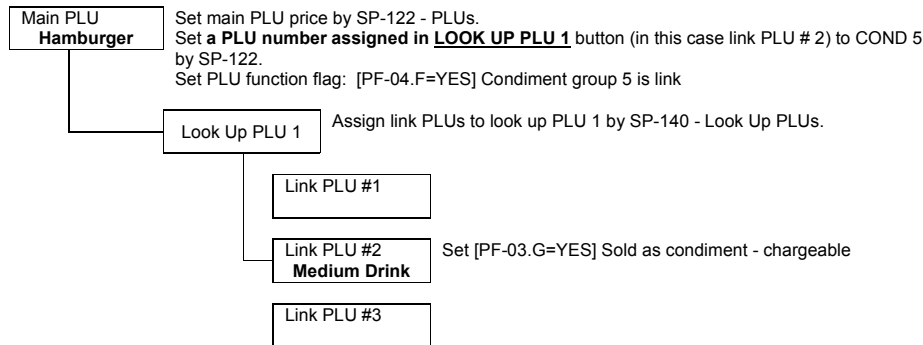
When "LINKED PLU IS NOT CHAINED" [SF-20.E] is selected, each main PLU can have only one PLU. When the main PLU is pressed, one of the pre-programmed PLUs contained in the **look up PLU 1** is sold automatically (can not be selected manually at transaction time).

When a main PLU is registered, one linked PLU is automatically registered. Then set PLUs as follows:

<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="font-size: small;">HAMBURGER</td> <td style="text-align: right;">5.00</td> </tr> <tr> <td style="font-size: small;">☐MEDIUM DRINK</td> <td style="text-align: right;">-----</td> </tr> <tr> <td style="font-size: large;">MEDIA 08</td> <td style="text-align: right; font-size: large;">5.00</td> </tr> </table>	HAMBURGER	5.00	☐MEDIUM DRINK	-----	MEDIA 08	5.00	<p>main PLU Zero priced link PLU [PF-01.G=YES] is printed without price by [SF-16.B=NO], [SF-36.B=NO].</p>
HAMBURGER	5.00						
☐MEDIUM DRINK	-----						
MEDIA 08	5.00						
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="font-size: small;">HAMBURGER</td> <td style="text-align: right;">5.00</td> </tr> <tr> <td style="font-size: large;">MEDIA 08</td> <td style="text-align: right; font-size: large;">5.00</td> </tr> </table>	HAMBURGER	5.00	MEDIA 08	5.00	<p>Zero priced link PLUs are not printed by [SF-36.B=YES]. Link PLU is always printed on kitchen printer and always displayed.</p>		
HAMBURGER	5.00						
MEDIA 08	5.00						
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="font-size: small;">HAMBURGER</td> <td style="text-align: right;">5.00</td> </tr> <tr> <td style="font-size: small;">☐MEDIUM DRINK</td> <td style="text-align: right;">1.29</td> </tr> <tr> <td style="font-size: large;">MEDIA 08</td> <td style="text-align: right; font-size: large;">6.29</td> </tr> </table>	HAMBURGER	5.00	☐MEDIUM DRINK	1.29	MEDIA 08	6.29	<p>-- always printed when price is set to link PLU</p>
HAMBURGER	5.00						
☐MEDIUM DRINK	1.29						
MEDIA 08	6.29						

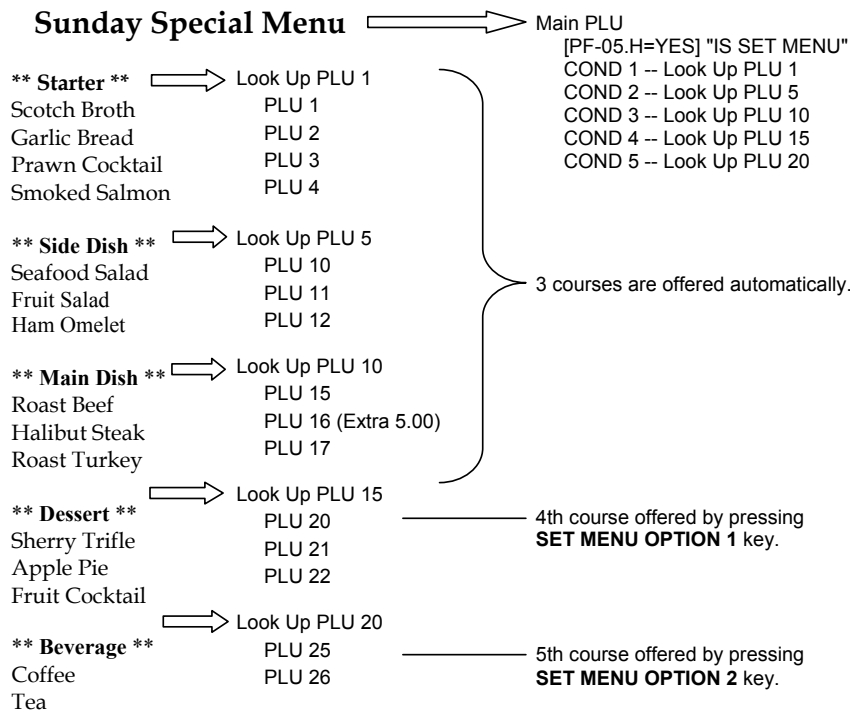
Settings

Set "LINKED PLU IS CHAINED" [SF-20.E] to **NO** by SP-113 - System Function Flags.



3-17. Set menu - Course (expanded Look Up PLU function)

When a main PLU is set to "SET MENU" [PF-05.H], up to 3 courses can be offered automatically and 2 further courses can be selected manually later by entering a main PLU. This feature expands the operation of the Look Up PLUs in order to link a number of lists together as might be seen on a restaurant menu as shown in the example below.



Settings

1. Program individual (composing) PLUs first. These may include any cooking instructions and condiment PLUs. If there is any supplementary charge to be added to the Set Menu price, as can be seen with Halibut Steak, enter the price into the **Extra Price** field for the PLU (SP-122).
2. Set Look Up PLUs for each of the courses (e.g. Starter, Side Dish, Main Dish, Desserts and Beverages). Assign composing PLUs to the Look Up PLUs. Only single item can be selected among each course until clear.
3. Program one main PLU as the Set Menu item (e.g. Sunday Special) by PLU flag 5 [PF-5.H=YES]. Set its COND links to the required Look Up PLUs. The first 3 CONDS are the courses offered automatically, the last 2 CONDS are the ones which may be selected later by pressing **SET MENU OPTION 1 and 2** buttons. (Note: Normally, all the linked condiments are shown automatically one after another, but in case of Set Menu item, COND 4 and COND 5 are shown only by manual operation.)
4. Allocate the PLUs to the screen as normal. Allocate **SET MENU OPTION 1 and 2** buttons to the screen also, to allow selection of the last two courses from the Set Menu PLU.

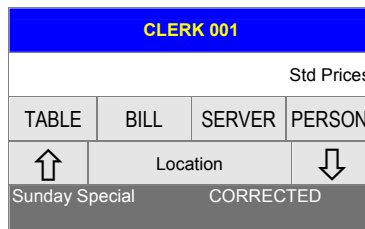
Operation

1. Sign on a clerk.
2. Enter a main PLU which has been programmed as "set menu item". The first course (Starter) is appeared.

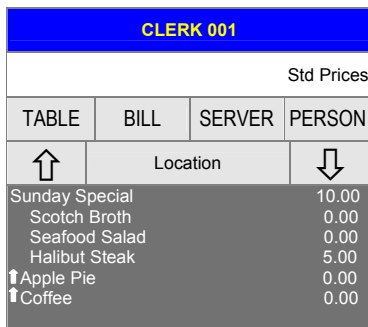


3. Select a required item and any cooking instructions/condiments are offered as well if linked to the item.

Note: If you want to cancel the Set Menu, press **CLEAR** button at this point.



4. The second course (Side Dish) is appeared.
5. Select an item for Side Dish and any cooking instructions/condiments if linked.
6. Third course is offered if it is programmed.
7. A bill/table number may be allocated and the transaction stored.
When the remaining courses are required to be added, pick-up the track. For the first of the remaining courses - the 4th course (Desserts) - may be offered by programming option "PLUs offered at track pickup" [SF-16.G].
8. Press **SET MENU OPTION 1** button for the 4th course. **CLEAR** button cancels the 4th course selection.
9. **SET MENU OPTION 2** button will offer the final course. **CLEAR** button cancels the 5th course selection.
10. Assign bill and table numbers if required.



} Arrow mark shows the set menu option 1 and 2.

Receipt Sample

BILL	1
TABLE	5

Sunday Special	10.00
Scotch Broth	
Seafood Salad	
Halibut Steak	5.00
Apple Pie	
Coffee	

MEDIA 08	15.00

supplementary charge is set by PLU program "Extra Price" field.

Options

1. "PLU offers at pick up" [SF-16.G] automatically prompts the operator for remaining courses when the track is picked up. If both 4th and 5th courses exist, at this time only the first one is presented. In order for the last course to be presented, the operator must either store the track and pick it up again or press **SET MENU OPTION 2** button.
2. Individual set menu items are not printed if "Do not print set menu items on bill or buffer" [SF-64.F] is set. However, they will appear if they have an extra price for a supplementary charge.

BILL	1
TABLE	5

Sunday Special	10.00
Halibut Steak	5.00

MEDIA 08	15.00

supplementary charge is set by PLU program "Extra Price" field.

Limitations

1. PLUs in Look Up PLUs **must** exist and be available for use in normal operation. If for any reason they cause a mis-operation, the Set Menu function will fail to proceed to the next link.
2. None of the items linked to the Set Menu PLU can be corrected on their own, therefore the whole of the Set Menu **must** be corrected.
3. Correcting the Set Menu PLU **will not** remove any of the 4th/5th Courses. These **must** be corrected separately.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
Sunday Special		CORRECTED	
Scotch Broth		CORRECTED	
Seafood Salad		CORRECTED	
Halibut Steak		CORRECTED	
↑ Apple Pie			0.00
↑ Coffee			0.00

Correction of Set Menu PLU automatically corrects 1st, 2nd and 3rd course items.

4th/5th courses must be corrected separately.

4. If you want to transfer the track, the 4th/5th courses **must** be transferred independently.
5. The 4th/5th courses which have already been used **must** be transferred separately.
6. If one of the 4th/5th courses is corrected, it cannot be re-entered unless operation of re-enabling 4th/5th courses. Refer to the next section for re-entering 4th/5th courses.

Re-entering 4th/5th Courses

In order to allow for corrected 4th/5th courses to be accessed again, the following procedure must be performed:

For example, 4th course is corrected.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
Sunday Special		10.00	main PLU
Scotch Broth		0.00	1st course
Seafood Salad		0.00	2nd course
Halibut Steak		5.00	3rd course
↑ Apple Pie		CORRECTED	4th course (corrected)
↑ Coffee		0.00	5th course

1. Turn control key to **X** position.
2. Select the Set Menu PLU again, this will insert markers for the **two** courses into the transaction.
Nothing will be seen on the display at this moment.
3. Turn control key to **R** position.
4. Press the **SET MENU OPTION 1** button for 4th course.

Note: It must be noted that there is **no limit** to the number of times this operation may be performed. If two option courses (4th and 5th courses) are available, **both** courses will be added into the transaction even if only one of the courses has been corrected.

3-18. Topping (expanded Look Up PLU function)

Look Up PLUs may be designated to be **Topping Lists**. Selection of Topping Lists is only permitted when immediately preceded by a main PLU which is programmed as "Topping is permitted".

All item selections from Topping List are treated as condiment PLUs and as such will be sent to the same KP as the main PLU. Topping List always remains until clear thus allowing for multiple selection from the list of up to 63 toppings.

a) Selectable topping lists - by pressing one of Look Up PLU buttons

Immediately after a main PLU entry, one of **LOOK UP PLU** buttons shows the topping list by the settings below:

Settings

Look Up PLU This Look Up PLU is treated as a Topping List [LUPF-E]
 Main PLU Topping is permitted [PF-05.G]

Operation

1. Enter a main PLU which is programmed to "Topping is permitted".
2. Press one of LOOK UP PLU buttons and select Topping item from the list.



3. Select more Topping items as required. To end the selection, press **CLEAR** button. Once **CLEAR** button has been pressed it will NOT be possible to select any more Topping items until another Main PLU programmed to "Topping is permitted" has been sold.

Receipt Sample

```

SEAFOOD PIZZA                10.00
tuna
crab
tomato
-----
MEDIA 08                      10.00
    
```

main PLU
 Zero priced Topping PLUs are printed by [SF-16.B=NO],
 [SF-36.B=NO].
 (Toppings are chargeable if "Sold as condiment -
 chargeable" [PF-03.G] is selected.)

b) Pre-programmed topping list - automatic topping list

Immediately after a main PLU entry, pre-programmed Look Up PLU for Topping List is appeared by the settings below:

Settings

- Look Up PLU This Look Up PLU is treated as a Topping List [LUPF-E]
- Main PLU Topping is permitted [PF-05.G]
Set menu [PF-05.H]
Set one of Look Up PLUs to Condiment 1.

Operation

1. Enter a main PLU. Then Topping List is appeared automatically. Select Topping items from the list.



2. Select more Topping items as required. To end the selection, press **CLEAR** button. Once **CLEAR** button has been pressed, it will NOT be possible to select any more Topping items until another Main PLU programmed to "Topping is permitted" has been sold.

Receipt Sample

```

SEAFOOD PIZZA                10.00
tuna
crab
tomato
-----
MEDIA 08                      10.00
    
```

main PLU
Zero priced Topping PLUs are printed by [SF-16.B=NO], [SF-36.B=NO].
(Toppings are chargeable if "Sold as condiment - chargeable" [PF-03.G] is selected.)

3-19. Take out / Eat in system with Combo menu (expanded Look Up PLU function)

This function is convenient for the business where different prices are adopted depending on the way of sales - for instance between Take Out and Eat In.

There are buttons **EAT IN**, **TAKE OUT** and **DELIVERY** to be pressed to indicate the way of sales for a transaction, which is shown on the front display and printed as the header on each receipt. You can program different price levels to "EAT IN", "TAKE OUT" and "DELIVERY", which is automatically adopted. Thus you can have the analysis of transaction sales data of "EAT IN", "TAKE OUT", "DELIVERY" and PLU sales data of each price level.

The idea of Combo menu is to make a transaction by single button as a set menu, but with original price data of each PLU and discounted amount for a set menu. Hence precise stock/sales control is possible.

Before using this function,

- Allocate **EAT IN**, **TAKE OUT** and **DELIVERY** buttons by SP-110.
- Select "TAKE OUT SYSTEM" [SF-100.H] by SP-113.
- Set other flags SF-100 for the link with Price Level Shift (refer to b) and SF-101 if required.

Program Options

[SF-100 - Take Out System <1>]

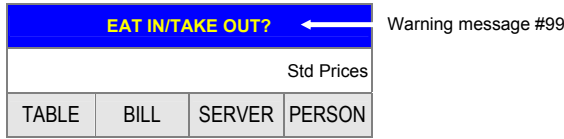
- H - TAKE OUT SYSTEM
- G - COMPULSORY AT START

[SF-101 - Take Out System <2>]

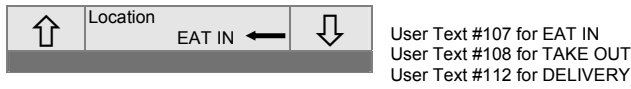
- H - DONT PRINT TOTAL SALES
NO = Total sales including coupon PLU sales printed.
When coupon PLU is not registered, this line is not printed.
- G - RELEASE BILL# COMPULSORY IF TAKE OUT
- F - RELEASE TABLE# COMPULSORY IF TAKE OUT
- E - RELEASE SERVER COMPULSORY IF TAKE OUT
- D - RELEASE PERSON COMPULSORY IF TAKE OUT
- C - RELEASE LOCATION COMPULSORY IF TAKE OUT

a) Eat in/Take out operation

1. Turn the control key to R position.
2. Sign on a clerk.
3. WARNING 99 "EAT IN/ TAKE OUT?" is displayed with buzzer if [SF-100.G] is set to YES.



4. Press EAT IN or TAKE OUT button.



5. Entry of item and finalization of the transaction proceeds as normal.

Receipt Sample

```

*****
*   Your   *
*  Receipt *
* Thank You *
*****
-----
                EAT IN
-----
PLU 1                      1.00
PLU 2                      2.00
-----
MEDIA 08                   3.00
-----
    
```

Report Sample

```

X-03
-----FULL TRANS REPORT-----
:
:
-----
MEDIA 08
3                      12.60
-----
                        12.60
TRANSACTIONS                      3
EAT IN
1                      3.00
TAKE OUT
1                      6.60
DELIVERY
1                      3.00
-----
    
```

b) Eat in/Take out operation with Price Level Shift

The price level of items entered with **EAT IN/TAKE OUT/DELIVERY** buttons can be programmed by [SF-100 and 107]. Then you will see the sales amount of items sold as **EAT IN**, **TAKE OUT** and **DELIVERY** respectively on the PLU price level 1 ~ 3 reports #51 ~ 56.

For example,

- Price level 1 is used for **EAT IN** [SF-100.C-A = NNY].
- Price level 2 is used for **TAKE OUT** [SF-100.F-D = NYN].
- Price level 3 is used for **DELIVERY** [SF-107.C-A = NYY].

In this case, items entered with **EAT IN** button are automatically shifted to price level 1, **TAKE OUT** button shifts the price level of items to price level 2 and **DELIVERY** button shifts the price level of items to price level 3.

Then, you will see the sales amount of;

- Items sold by **EAT IN** are shown on the reports #51, 52 FULL PLU <a>.
- Items sold by **TAKE OUT** are shown on the reports #53, 54 FULL PLU .
- Items sold by **DELIVERY** are shown on the reports #55, 56 FULL PLU <c>.

Receipt Sample

TAKE OUT	
PLU 3	2.80
PLU 4	3.80

MEDIA 08	6.60

TAKE OUT button shifts the price level of items to price level 2.

Report Sample (PLU price level 2 report)

X-53	
-----FULL PLU REPORT-----	
PLU 3	
1.00	2.80
PLU 4	
1.00	3.80

ALL PLUS	
2.00	6.60

Note for EAT IN/TAKE OUT switching

When Eat In/Take Out/Delivery are linked with Price Level Shift by [SF-100.F-A, SF-107.C-A], the change of modes is **prohibited** in a transaction.

If the same price level is used for all modes, then it is allowed to change Eat In, Take Out and Delivery modes during a transaction. This is to prevent having different priced PLUs in the same transaction.

(Please note the last chosen mode is printed as the receipt header in the latter case.)

Program Options

[SF-100 - Take Out System <1>]

- F - PRICE LEVEL SHIFT <EAT IN>
- E - PRICE LEVEL SHIFT <EAT IN>
- D - PRICE LEVEL SHIFT <EAT IN>
- C - PRICE LEVEL SHIFT <TAKE OUT>
- B - PRICE LEVEL SHIFT <TAKE OUT>
- A - PRICE LEVEL SHIFT <TAKE OUT>

F,E,D/C,B,A=

[NNN] No shift (Price level follows the setting by SP-108 Price Level.)

[NNY] Price level 1

[NYN] Price level 2

[NYY] Price level 3

When EAT IN or TAKE OUT button is pressed, the price levels of items are shifted to programmed level.

[SF-107 - TAKE OUT SYSTEM <3>]

C - PRICE LEVEL SHIFT <DELIVERY>

B - PRICE LEVEL SHIFT <DELIVERY>

A - PRICE LEVEL SHIFT <DELIVERY>

C,B,A=

[N,N,N] NO SHIFT

[N,N,Y] PRICE LEVEL 1

[N,Y,N] PRICE LEVEL 2

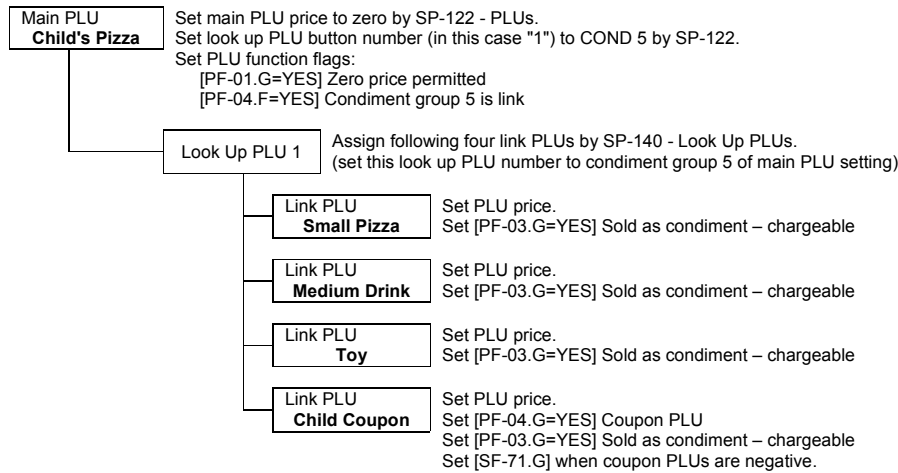
[N,Y,Y] PRICE LEVEL 3

c) Eat in/Take out operation with Combo Menu

Combo menu can be programmed by using the chained link PLU function;
 If you program a Look Up button number to COND5 of a main PLU, all the PLUs assigned in the Look Up PLU button are automatically registered when a main PLU is entered.

Combo Menu Setting Example

- Have a main PLU with zero price.
- Create a special Look Up PLU with all the components of a combo menu assigned, but with normal prices.
- Assign a coupon PLU to function as discount for a whole combo menu.
- Set "LINKED PLU IS CHAINED" [SF-20.E] to YES by SP-113 - System Function Flags.



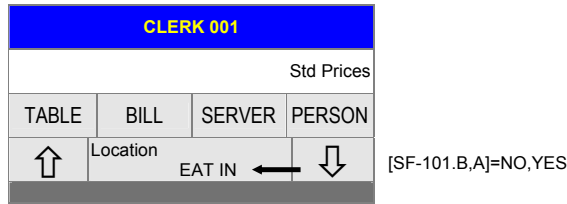
Receipt Sample

EAT IN		
CHILD'S PIZZA		main PLU
<input type="checkbox"/> SMALL PIZZA	2.99	link PLU
<input type="checkbox"/> MEDIUM DRINK	1.29	link PLU
<input type="checkbox"/> TOY	0.99	link PLU
<input type="checkbox"/> CHILD COUPON	-1.28	coupon PLU
<hr/>		
MEDIA 08	3.99	
COUPON TOT	1.28	Coupon total is printed by [SF-71.F=NO]
TOTAL	5.27	Printed by [SF-101.H=NO] Total sales including coupon PLU sales printed. When coupon PLU is not registered, this line is not printed.

d) Mode selection for take-out system

< Per Machine >

When a clerk is signed on, ECR gets into one of selected modes automatically by [SF-101.B,A] selection.



You can change the mode by pressing **EAT IN**, **TAKE OUT** or **DELIVERY** button only when the price levels for Eat In, Take Out and Delivery are the same. Refer to "Note for EAT IN/TAKE OUT/DELIVERY switching" on the previous page for details.

Note for Track Pick Up with EAT IN/TAKE OUT/DELIVERY mode

Temporarily closed tracks are picked up with the respective Eat In, Take Out or Delivery information. However, after some items are entered under the programmed mode by [SF-101.B,A] and the temporarily closed track is picked up, the mode previously assigned to the track is disregarded.

Program Options

[SF-101 - TAKE OUT SYSTEM <2>]
 B - MACHINE SET AS
 A - MACHINE SET AS
 [B,A]=
 [N,Y] Eat in mode
 [Y,N] Take out mode
 [Y,Y] Delivery mode
 [N,N] Normal mode

< Per Clerk >

When clerk signs on, ECR automatically changes one of programmed Eat in/Take out/Delivery modes in Take Out System by selecting [CF-2.C,B]. Also, the price level can be shifted automatically when the clerk signs on by selecting [SF-100.F-A, SF-107.C-A].

Program Options

SP-123 Clerks
 [CF-2 - Clerk Flag 2]
 C, B - MODE FOR TAKE OUT SYSTEM [SF-100.H=YES, SF-101.B,A=NO,NO]
 C, B =
 [N,Y] Eat in mode, [Y,N] Take out mode, [Y,Y] Delivery mode, [N,N] Normal mode

Condition: In order to use this function, following flags must be selected.

[SF-100.H=YES] TAKE OUT SYSTEM
 [SF-101.B,A=NO,NO] MACHINE SET AS: Normal mode

Note for Price Level Shift for Take Out System

When the following price level shift flags are also selected, the price level is shifted when the clerk signs on.

[SF-100 - Take Out System <1>]
 F,E,D - PRICE LEVEL SHIFT <EAT IN>
 C,B,A - PRICE LEVEL SHIFT <TAKE OUT>
 [SF-107 - Take Out System <3>]
 C,B,A - PRICE LEVEL SHIFT <DELIVERY>

e) Kitchen Printer for take-out and delivery items

In addition to the normal KP selection, when items are entered in Take Out or Delivery mode and the transaction is closed, they are automatically transferred to and printed on the KP programmed by [SF-108]. When [SF-108] is set to NO, KP items in Take Out/Delivery mode printed on the normal KP selection. This function is not available for the items in Eat In mode.

Note: When **KP REDIRECT** button is used to send the items to KP, the selection of [SF-108] is disregarded and the items are printed on the different KP which programmed by "KP BACK UP" [SF-43,44].

Program Options

[SF-108 - TAKE OUT/DELIVERY KP REDIRECT]

H - KP 8 PRINTS TO BACK UP

G - KP 7 PRINTS TO BACK UP

F - KP 6 PRINTS TO BACK UP

E - KP 5 PRINTS TO BACK UP

D - KP 4 PRINTS TO BACK UP

C - KP 3 PRINTS TO BACK UP

B - KP 2 PRINTS TO BACK UP

A - KP 1 PRINTS TO BACK UP

YES = KP 1~8 items printed on back up KP programmed by [SF-43,44].

NO = KP 1~8 items printed on KP 1~8.

f) Automatic tax shift in take-out system

According to the way of consuming – eat in (in a restaurant), take out or delivery, the different taxes should be charged. In order to support this, there are the following flags:

Program Options

[SF-107 - TAKE OUT SYSTEM <3>]

- H - EAT IN TAX1 -> TAX3
YES = Taxable 1 item of Eat in mode shifted to taxable 3.
- G - EAT IN TAX2 -> TAX4
YES = Taxable 2 item of Eat in mode shifted to taxable 4.
- F - TAKE OUT/DELIVERY TAX1 -> TAX3
YES = Taxable 1 item of Take out/Delivery mode shifted to taxable 3.
- E - TAKE OUT/DELIVERY TAX2 -> TAX4
YES = Taxable 2 item of Take out/Delivery mode shifted to taxable 4.

Notes: When one of these flags is selected, tax to be assigned to a PLU are limited to Taxable 1 and 2 because Taxable 3 & 4 are reserved for the above tax shift.

- When Adjustment and % are used with this function, set the flags [SF-28-30, 61,62] to affect respective tax.
- When "GST tax system" [SF-5.H] is selected, the flags H and F are disregarded.
- When "Singapore GST" [SF-5.E] is selected, the flags H,G,F,E are disregarded.
- VAT shift operation [SF-5.B] is used only when the flags H,G,F,E are set to all NO.

Sample Setting

SP-155 Tax Rates	Tax 1: 5% for food item Tax 2: 10% for drink item Tax 3: 0% (no tax)
SP-122 PLUs	PLU 1 (food item) : assigned to Taxable 1 and 3 [PF-1.C=YES] AFFECTS TAX 3 [PF-1.A=YES] AFFECTS TAX 1 Note: Taxable 3 needs to be assigned for tax shift by Take-out system, otherwise, tax shift to Taxable 3 is not possible. PLU 2 (drink item): assigned to Taxable 2 [PF-1.B=YES] AFFECTS TAX 2
SP-113 System Function Flags	[SF-4.H=YES] ADD-ON TAX SYSTEM [SF-78.G,F,E=YES] TAX3,2,1: ADD-ON TAX METHOD [SF-107.F=YES] TOUT/DELV TAX1 -> TAX3 Taxable 1 item in Take out/Delivery mode shifted to taxable 3. When the food item is taken out or delivered, the tax will not be charged (tax 3=0%).

Receipt Sample

EAT IN		DELIVERY	
FOOD	5.00	FOOD	5.00
DRINK	3.00	DRINK	3.00
-----		-----	
SUBTOTAL	8.00	SUBTOTAL	8.00
TAX SALES1	5.00	TAX SALES2	3.00
TAX 1	0.25	TAX 2	0.30
TAX SALES2	3.00	TAX SALES3	5.00
TAX 2	0.30	TAX 3	0.00
-----		-----	
SUBTOTAL	8.55	SUBTOTAL	8.30
MEDIA 08	8.55	MEDIA 08	8.30

Taxable 3 & 4 are not shown even if PLUs are assigned to these taxes.

g) Tax status changed by the Eat-in/Take-out/Delivery

The newly added group flags [GF-2.G,F,E] allow tax status to be changed in accordance with sales method, Eat-in, Take-out or Delivery. For example, tax rate 7% is used only for Take-out of food item, otherwise always 16%.

	Drink Item	Food Item
Eat-in	VAT 16%	VAT 16%
Take-out	VAT 16%	VAT 7%

Additional Program

Unlike the previous Tax shift by Eat-in / Take-out / Delivery, tax status should be set up for each Group by [GF-2.D~A] (Affects tax 4 ~ 1) and items linked to a Group can be sold with the tax status.

Usually, tax status is set up by PLU flag [PF-1.D~A] (Affects tax 4 ~ 1) of each PLU. Tax status on group basis, effective by the Group Flag [GF-2.D~A] or PLU basis can be chosen for each sales method of Eat-in / Take-out / Delivery by the setting of [GF-2.G~E] below.

SP-121 GROUPS	Contents
[GF-2 - Group Flag 2]	G AFFECTS TAX <EAT-IN> F AFFECTS TAX <TAKE-OUT> E AFFECTS TAX <DELIVERY> YES = Group tax status [GF-2.D~A] is applied to PLUs linked to this group for Eat-in/Take-out/Delivery. NO = PLU tax status [PF-1.D~A] is applied regardless of Eat-in/Take-out/Delivery.

Restriction

The above function is only effective when "PLU/GROUP AMOUNT IS NET" [SF-83.E] for report is set to NO. When set to YES, Group Tax status becomes unconditionally effective.

Example:

Tax 1 : VAT 16%
 Tax 2 : VAT 7%

Group 1 : Beverage [GF-2.G,F,E] = N,N,N (Eat-in / Take-out / Delivery = All "NO")

PLU tax status [PF-1.D~A] is applied to PLUs linked to Group1 (Beverage) regardless of Eat-in/Take-out/Delivery.

Group 2 : Food [GF-2.G,F,E] = N,Y,Y (Eat-in = NO, Take-out = YES, Delivery = YES)
 [GF-2.D,C,B,A] = N,N,Y,N (Affects Tax 2)

Group tax status [GF-2.D~A] (the above example is Tax 2) is applied to PLUs linked to Group 2 (Food) for Take-out & Delivery.

PLU :	Link Group	Tax Status	Price
COLA	Group 1 "Beverage"	Taxable 1	2.00
7UP		"	2.00
BEER		"	3.00
POMMES	Group 2 "Food" (Taxable 2)	"	4.00
SALAD		"	5.00
STEAK		"	8.00

EAT-IN ([GF-2.G=NO] is selected for Food & Beverage)

EAT IN	
COLA	2.00
7UP	2.00
BEER	3.00
POMMES	4.00
SALAD	5.00
STEAK	8.00
<hr/>	
MEDIA 08	24.00
TAX SALES1	20.69
TAX 1	3.31

taxable 1 [PF-1.D-A]
"
"
"
"

TAKE-OUT ([GF-2.F=YES] is selected for Food Item)

TAKE OUT	
COLA	2.00
7UP	2.00
BEER	3.00
POMMES	4.00
SALAD	5.00
STEAK	8.00
<hr/>	
MEDIA 08	24.00
TAX SALES1	6.03
TAX 1	0.97
TAX SALES2	15.89
TAX 2	1.11

taxable 1 [PF-1.D-A]
"
"
taxable 2 [GF-2.D-A]
"
"

DELIVERY ([GF-2.E=YES] is selected for Food Item)

DELIVERY	
COLA	2.00
7UP	2.00
BEER	3.00
POMMES	4.00
SALAD	5.00
STEAK	8.00
<hr/>	
MEDIA 08	24.00
TAX SALES1	6.03
TAX 1	0.97
TAX SALES2	15.89
TAX 2	1.11

taxable 1 [PF-1.D-A]
"
"
taxable 2 [GF-2.D-A]
"
"

h) Grouped PLU report used as Eat in/Take out/Delivery sales report

Eat in/Take out/Delivery sales can be printed on Grouped PLU (#47,48) and IRC grouped PLU (#8847,8848) reports with the price level shift function [SF-100,107] and [SF-107.D].

Program Options

[SF-107 - TAKE OUT SYSTEM <3>]

D - X-47, 48 PLU NOT PRINT

YES = PLU contents are not printed on X-47,48.

When [D=YES] is set, Z-47/48 can not be taken because PLU contents are not printed. In order to clear PLU sales data, take Z-41/42 PLU report instead.

Samples

[SF-107.D=YES]

Price Level 1		EAT IN	
FOOD			5.00
DRINK			3.00

SUBTOTAL			8.00
TAX SALES1	5.00		
TAX 1			0.25
TAX SALES2	3.00		
TAX 2			0.30

SUBTOTAL			8.55
MEDIA 08			8.55

Price Level 2		TAKE OUT	
FOOD			4.50
DRINK			3.00

SUBTOTAL			7.50
TAX SALES2	3.00		
TAX 2			0.30
TAX SALES3	4.50		
TAX 3			0.00

SUBTOTAL			7.80
MEDIA 08			7.80

Price Level 3		DELIVERY	
FOOD			5.00
DRINK			3.00

SUBTOTAL			8.00
TAX SALES2	3.00		
TAX 2			0.30
TAX SALES3	5.00		
TAX 3			0.00

SUBTOTAL			8.30
MEDIA 08			8.30

X-47		-----GROUPED PLU REPORT-----	
FOOD GPO1			
Eat in	<a>	-- user text #44 (price level 1)	
1.00			5.00
Take out		-- user text #45 (price level 2)	
1.00			4.50
Delivery	<c>	-- user text #46 (price level 3)	
1.00			5.00

3.00			14.50

DRINK GPO2			
Eat in	<a>		
1.00			3.00
Take out			
1.00			3.00
Delivery	<c>		
1.00			3.00

3.00			9.00

ALL GROUPS			
Eat in	<a>		
2.00			8.00
Take out			
2.00			7.50
Delivery	<c>		
2.00			8.00

6.00			23.50

PLU contents are printed on Grouped PLU report by [SF-107.D=NO].

X-47		
-----GROUPED PLU REPORT-----		
FOOD GPO1		
FOOD		
1.00		5.00a
1.00		4.50b
1.00		5.00c

3.00		14.50

FOOD GPO1		
3.00		14.50

DRINK GPO2		
DRINK		
1.00		3.00a
1.00		3.00b
1.00		3.00c

3.00		9.00

DRINK GPO2		
3.00		9.00

ALL GROUPS		
Eat in	<a> -- user text #44	
2.00		8.00
Take out	 -- user text #45	
2.00		7.50
Delivery	<c> -- user text #46	
2.00		8.00

6.00		23.50

PLU descriptor
 PLU quantity, amount of price level 1
 PLU quantity, amount of price level 2
 PLU quantity, amount of price level 3
 total quantity, amount of this PLU
 total quantity, amount of PLUs linked to this group

3-20. Mix & Match

There are six types of mix and match:

- Type 1: Buy x number of the same item and get one of those free.
- Type 2: Buy x number of different (or the same) items of the same price and get one of those free.
- Type 3: Buy x number of different items and get the lowest priced one of those free.
- Type 4: Buy x number of the same item and get a fixed amount discount.
- Type 5: Buy x number of different (or the same) items and get a fixed amount discount.
- Type 6: Buy x number of different items and get a fixed amount discount.
- Type 7: Buy x number of different items and sell at a fixed amount.

Up to 255 of Mix and Match tables can be programmed.

a) Programming Contents

Before using Mix and Match function, set following programs:

1. Set a maximum number of tables by SP-112 Maximums (default = 100 tables).
2. Set Mix and Match type to each Mix and Match table by SP-146 Mix & Match Table.
3. Assign Mix and Match table number to each PLU by SP-122 PLUs.

SP-112 Maximums	
MIX & MATCH TABLE	1 ~ 255 (default = 100)

SP-146 Mix & Match Table	
NAME	max. 16 characters
TABLE TYPE	Type 1 ~ 7
FACTOR	up to 9999 number of PLU's that must be sold to get one free or amount discount
DISCOUNT AMOUNT	up to 99999.99 need to be programmed for Types 4 ~ 6

Mix and Match Program Dump Report

It is printed on X-91 Flexible Program Info and X-92 PLU Information.

X-91 Flexible Program Info

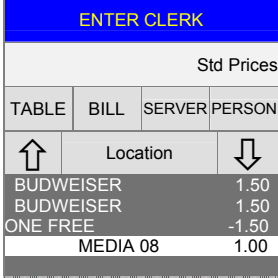

X-91		-----FLEXIBLE PROGRAM INFO-----	
-----MIX & MATCH INFO-----			
MIM1 ONE FREE			mix and match number, table name
TABLE TYPE	1		table type
FACTOR	3		factor
DISCOUNT AMOUNT	0.00		discount amount

X-92 PLU Information

X-92		-----PLU INFO-----	
P- 0000000000000001			PLU number
#BUDWEISER			PLU name: # symbol is added for mix and match item
1.50 1.20 2.00			PLU price level 1: 1st, 2nd, 3rd price
0.00 0.00 0.00			PLU price level 2: 1st, 2nd, 3rd price
0.00 0.00 0.00			PLU price level 3: 1st, 2nd, 3rd price
F1-00 F2-00 F3-18 F4-00			PLU flag 1, flag 2, flag 3, flag 4
H-00 K-08 C-1 G-02 CG-00			HALO, KP setting, category, group, cooking instruction group
1-000 2-000 3-000			condiment group 1, 2, 3
4-000 5-000			condiment group 4, 5
F5-00 SP-0.00			PLU flag 5, extra price
F6-00 MW-0.00 lb			PLU flag 6, multi pound weight
MIX & MATCH TABLE	1		mix and match table number

b) Operation Samples

Type 1 : Buy x number of the same item and get one of those free.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 1 in this example. Set table name = ONE FREE. Set TABLE TYPE = 1. Set FACTOR = 2. -- the number of PLUs that must be sold to get one free DISCOUNT is not used for this table type so leave it as 0.00.</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example BUDWEISER. Scroll down to the end and enter the table number 1 for MIX & MATCH TABLE.</p>
<p>Operation</p>	<p>Buy two Budweiser and pay only for one. Turn the control key to R position and sell two BUDWEISERS. You get mix and match table name on the next line, in this example ONE FREE, along with a discount at the price of a BUDWEISER.</p> <p>Screen</p>  <p>Receipt</p> 
<p>Rules for PLU reports</p>	<p>The PLU preset amount is discounted from the PLU memory.</p>

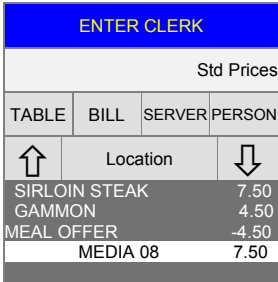

Type 2 : Buy x number of different items (or the same) at the same price and get one of those free.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 2 in this example. Set table name = MULTISAVE. Set TABLE TYPE = 2. Set FACTOR = 3 -- the number of PLUs that must be sold to get one free DISCOUNT is not used for this table type so leave it as 0.00.</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example BECKS. Scroll down to the end and enter the table number 2 for MIX & MATCH TABLE. Do exactly the same for PILS and COORS.</p>																																																																																				
<p>Operation</p>	<p>Buy three, in any combination, of BECKS, PILS and COORS and pay only for two. Turn the control key to R position and sell BECKS, PILS and a COORS. You get mix and match table name on the next line, in this example MULTISAVE, along with a discount at the price of one of the bottles.</p> <p>Screen Different Items</p> <table border="1" data-bbox="405 629 683 925"> <tr><th colspan="4">ENTER CLERK</th></tr> <tr><td colspan="4">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td>↑</td><td colspan="2">Location</td><td>↓</td></tr> <tr><td>BECKS</td><td></td><td></td><td>1.50</td></tr> <tr><td>PILS</td><td></td><td></td><td>1.50</td></tr> <tr><td>COORS</td><td></td><td></td><td>1.50</td></tr> <tr><td>MULTISAVE</td><td></td><td></td><td>-1.50</td></tr> <tr><td colspan="3">MEDIA 08</td><td>3.00</td></tr> </table> <p style="margin-left: 200px;">free item</p> <p>Same Items</p> <table border="1" data-bbox="879 629 1157 925"> <tr><th colspan="4">ENTER CLERK</th></tr> <tr><td colspan="4">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td>↑</td><td colspan="2">Location</td><td>↓</td></tr> <tr><td>BECKS</td><td></td><td></td><td>1.50</td></tr> <tr><td>BECKS</td><td></td><td></td><td>1.50</td></tr> <tr><td>BECKS</td><td></td><td></td><td>1.50</td></tr> <tr><td>MULTISAVE</td><td></td><td></td><td>-1.50</td></tr> <tr><td colspan="3">MEDIA 08</td><td>3.00</td></tr> </table> <p>Receipt</p> <table border="1" data-bbox="405 958 930 1104"> <tr><td>BECKS</td><td>1.50</td></tr> <tr><td>PILS</td><td>1.50</td></tr> <tr><td>COORS</td><td>1.50</td></tr> <tr><td>MULTISAVE</td><td>-1.50</td></tr> <tr><td colspan="2">-----</td></tr> <tr><td>MEDIA 08</td><td>3.00</td></tr> </table>	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑	Location		↓	BECKS			1.50	PILS			1.50	COORS			1.50	MULTISAVE			-1.50	MEDIA 08			3.00	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑	Location		↓	BECKS			1.50	BECKS			1.50	BECKS			1.50	MULTISAVE			-1.50	MEDIA 08			3.00	BECKS	1.50	PILS	1.50	COORS	1.50	MULTISAVE	-1.50	-----		MEDIA 08	3.00
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Type 3 : Buy x number of different items and get the lowest priced one of those free.

Attention: Mix and match type 3 items are prohibited for multiple entry.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 3 in this example. Set table name = MEAL OFFER. Set TABLE TYPE = 3. Set FACTOR = 2. -- the number of PLUs that must be sold to get one free DISCOUNT is not used for this table type so leave it as 0.00.</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example SIRLOIN STEAK. Scroll down to the end and enter the table number 3 for MIX & MATCH TABLE. Do exactly the same for all other main course PLUs. In this example GAMMON.</p>
<p>Operation</p>	<p>Buy two main meals and get the lowest priced one free. Turn the control key to R position and sell a SIRLOIN STEAK (7.50) and GAMMON (4.50). You get mix and match table name on the next line, in this example MEAL OFFER, along with a discount at the price of the cheapest meal GAMMON (4.50).</p> <p>Screen</p>  <p>Receipt</p> 
<p>Rules for PLU reports</p>	<p>The preset amount is discounted from the PLU memory of the lowest priced PLU.</p>

Type 4 : Buy x number of the same item and get a fixed amount discount.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 4 in this example. Set table name = 3 FOR 7.00. Set TABLE TYPE = 4. Set FACTOR = 3. -- the number of PLUs that must be sold to get a discount Set DISCOUNT = 1.85. -- enter the amount that you want to deduct</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example GIN & TONIC. Scroll down to the end and enter the table number 4 for MIX & MATCH TABLE.</p>																																																
<p>Operation</p>	<p>Buy three GIN & TONICS at 2.95 each and get a 1.85 discount. In other words, buy three GIN & TONICS for 7.00. Turn the control key to R position and sell three GIN & TONICS. You get mix and match table name on the next line, in this example 3 FOR 7.00, along with a programmed discount amount (1.85).</p> <p>Screen</p> <table border="1" data-bbox="405 629 683 925"> <tr><th colspan="4">ENTER CLERK</th></tr> <tr><td colspan="4">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td colspan="2">↑</td><td>Location</td><td>↓</td></tr> <tr><td>GIN & TONIC</td><td></td><td></td><td>2.95</td></tr> <tr><td>GIN & TONIC</td><td></td><td></td><td>2.95</td></tr> <tr><td>GIN & TONIC</td><td></td><td></td><td>2.95</td></tr> <tr><td>3 FOR 7.00</td><td></td><td></td><td>-1.85</td></tr> <tr><td colspan="3">MEDIA 08</td><td>7.00</td></tr> </table> <p>discounted item programmed discount amount</p> <p>Receipt</p> <table border="1" data-bbox="405 976 930 1115"> <tr><td>GIN & TONIC</td><td>2.95</td></tr> <tr><td>GIN & TONIC</td><td>2.95</td></tr> <tr><td>GIN & TONIC</td><td>2.95</td></tr> <tr><td>3 FOR 7.00</td><td>-1.85</td></tr> <tr><td colspan="2">-----</td></tr> <tr><td>MEDIA 08</td><td>7.00</td></tr> </table>	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑		Location	↓	GIN & TONIC			2.95	GIN & TONIC			2.95	GIN & TONIC			2.95	3 FOR 7.00			-1.85	MEDIA 08			7.00	GIN & TONIC	2.95	GIN & TONIC	2.95	GIN & TONIC	2.95	3 FOR 7.00	-1.85	-----		MEDIA 08	7.00
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Type 5 : Buy x number of different items (or the same) and get a fixed amount discount.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 5 in this example. Set table name = CKTL PROMO. Set TABLE TYPE = 5. Set FACTOR = 2. -- the number of PLUs that must be sold to get a discount Set DISCOUNT = 1.90. -- enter the amount that you want to deduct</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example PINA COLADA. Scroll down to the end and enter the table number 5 for MIX & MATCH TABLE. Do exactly the same for MANHATTAN.</p>																																																																												
<p>Operation</p>	<p>Buy two cocktails at 3.95 each and get 1.90 discount. In other words, buy any two cocktails for 6.00. Turn the control key to R position and sell a PINA COLADA and a MANHATTAN. You get mix and match table name on the next line, in this example CKTL PROMO, along with a programmed discount amount (1.90).</p> <p>Screen</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; text-align: center;">Different Items</td> <td style="width: 50%; text-align: center;">Same Items</td> </tr> </table> <div style="display: flex; justify-content: space-around;"> <table border="1" style="border-collapse: collapse; width: 45%;"> <tr><th colspan="4" style="background-color: #0000FF; color: white;">ENTER CLERK</th></tr> <tr><td colspan="4" style="text-align: center;">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td style="text-align: center;">↑</td><td colspan="2" style="text-align: center;">Location</td><td style="text-align: center;">↓</td></tr> <tr><td>PINA COLADA</td><td></td><td></td><td style="text-align: right;">3.95</td></tr> <tr><td>MANHATTAN</td><td></td><td></td><td style="text-align: right;">3.95</td></tr> <tr><td>CKTL PROMO</td><td></td><td></td><td style="text-align: right;">-1.90</td></tr> <tr><td colspan="3" style="text-align: right;">MEDIA 08</td><td style="text-align: right;">6.00</td></tr> </table> <div style="font-size: small;">programmed discount amount</div> <table border="1" style="border-collapse: collapse; width: 45%;"> <tr><th colspan="4" style="background-color: #0000FF; color: white;">ENTER CLERK</th></tr> <tr><td colspan="4" style="text-align: center;">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td style="text-align: center;">↑</td><td colspan="2" style="text-align: center;">Location</td><td style="text-align: center;">↓</td></tr> <tr><td>PINA COLADA</td><td></td><td></td><td style="text-align: right;">3.95</td></tr> <tr><td>PINA COLADA</td><td></td><td></td><td style="text-align: right;">3.95</td></tr> <tr><td>CKTL PROMO</td><td></td><td></td><td style="text-align: right;">-1.90</td></tr> <tr><td colspan="3" style="text-align: right;">MEDIA 08</td><td style="text-align: right;">6.00</td></tr> </table> </div> <p>Receipt</p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td style="width: 80%;">PINA COLADA</td><td style="text-align: right;">3.95</td></tr> <tr><td>MANHATTAN</td><td style="text-align: right;">3.95</td></tr> <tr><td>CKTL PROMO</td><td style="text-align: right;">-1.90</td></tr> <tr><td colspan="2" style="text-align: right;">-----</td></tr> <tr><td style="text-align: right;">MEDIA 08</td><td style="text-align: right;">6.00</td></tr> </table>	Different Items	Same Items	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑	Location		↓	PINA COLADA			3.95	MANHATTAN			3.95	CKTL PROMO			-1.90	MEDIA 08			6.00	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑	Location		↓	PINA COLADA			3.95	PINA COLADA			3.95	CKTL PROMO			-1.90	MEDIA 08			6.00	PINA COLADA	3.95	MANHATTAN	3.95	CKTL PROMO	-1.90	-----		MEDIA 08	6.00
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<p>Rules for PLU reports</p>	<p>The programmed discount amount is discounted from the PLU memory of the <u>last</u> sold mix and match PLU.</p>																																																																												

Type 6 : Buy x number of the different item and get a fixed amount discount.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 6 in this example. Set table name = MEAL DEAL Set TABLE TYPE = 6. Set FACTOR = 3. -- the number of PLUs that must be sold to get a discount Set DISCOUNT = 0.33. -- enter the amount that you want to deduct</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example SANDWICH. Scroll down to the end and enter the table number 6 for MIX & MATCH TABLE. Do exactly the same for CRISPS and DRINK. These PLUs must belong to different group.</p>																																																												
<p>Operation</p>	<p>Buy SANDWICH, CRISPS, DRINK at 1.99, 0.35 and 0.49 and get a 0.33 discount. In other words, buy three meals for 2.50. Turn the control key to R position and sell three items. You get mix and match table name on the next line, in this example MEAL DEAL, along with a programmed discount amount (0.33).</p> <p>Screen</p> <table border="1" data-bbox="405 672 683 969"> <tr><th colspan="4">ENTER CLERK</th></tr> <tr><td colspan="4">Std Prices</td></tr> <tr><th>TABLE</th><th>BILL</th><th>SERVER</th><th>PERSON</th></tr> <tr><td colspan="2">↑</td><td colspan="2">Location</td><td colspan="2">↓</td></tr> <tr><td colspan="2">SANDWICH</td><td colspan="2"></td><td colspan="2">1.99</td></tr> <tr><td colspan="2">CRISPS</td><td colspan="2"></td><td colspan="2">0.35</td></tr> <tr><td colspan="2">DRINK</td><td colspan="2"></td><td colspan="2">0.49</td></tr> <tr><td colspan="2">MEAL DEAL</td><td colspan="2"></td><td colspan="2">-0.33</td></tr> <tr><td colspan="2">MEDIA 08</td><td colspan="2"></td><td colspan="2">2.50</td></tr> </table> <p>discounted item programmed discount amount</p> <p>Receipt</p> <table border="1" data-bbox="405 1016 930 1155"> <tr><td>SANDWICH</td><td>1.99</td></tr> <tr><td>CRISPS</td><td>0.35</td></tr> <tr><td>DRINK</td><td>0.49</td></tr> <tr><td>MEAL DEAL</td><td>-0.33</td></tr> <tr><td colspan="2">-----</td></tr> <tr><td>MEDIA 08</td><td>2.50</td></tr> </table>	ENTER CLERK				Std Prices				TABLE	BILL	SERVER	PERSON	↑		Location		↓		SANDWICH				1.99		CRISPS				0.35		DRINK				0.49		MEAL DEAL				-0.33		MEDIA 08				2.50		SANDWICH	1.99	CRISPS	0.35	DRINK	0.49	MEAL DEAL	-0.33	-----		MEDIA 08	2.50
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<p>Rules for PLU reports</p>	<p>The programmed discount amount is discounted from the PLU memory of the last sold mix and match PLU.</p>																																																												

Type 7 : Buy x number of different items and sell at a fixed amount.

For example, buy Sandwich, Crisps, Drink at 1.99, 0.36, 0.49 (total 2.84) but sell for 2.50.

<p>Setting</p>	<p>SP-146 Mix & Match Table Select MIX & MATCH TABLE 7 in this example. Set table name = MEAL DEAL Set TABLE TYPE = 7. Set FACTOR = 3. -- the number of PLUs that must be sold to get a discount Set DISCOUNT = 2.50. -- enter the amount that you want to sell.</p> <p>SP-122 PLUs Select PLU to be used for this offer. In this example SANDWICH. Scroll down to the end and enter the table number 7 for MIX & MATCH TABLE. Do exactly the same for CRISPS and DRINK. These PLUs must belong to different group.</p>																																								
<p>Operation</p>	<p>Buy SANDWICH, CRISPS, DRINK at 1.99, 0.36 and 0.49 and get a 0.34 discount. In other words, buy three meals for 2.50. Turn the control key to R position and sell three items. You get mix and match table name on the next line, in this example MEAL DEAL, along with a discount amount (0.34).</p> <p>Screen</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center; background-color: blue; color: white; margin: 0;">ENTER CLERK</p> <p style="text-align: right; margin: 0;">Std Prices</p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 0;"> <thead> <tr> <th style="width: 15%;">TABLE</th> <th style="width: 25%;">BILL</th> <th style="width: 25%;">SERVER</th> <th style="width: 35%;">PERSON</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">↑</td> <td colspan="2" style="text-align: center;">Location</td> <td style="text-align: center;">↓</td> </tr> <tr> <td>SANDWICH</td> <td></td> <td></td> <td style="text-align: right;">1.99</td> </tr> <tr> <td>CRISPS</td> <td></td> <td></td> <td style="text-align: right;">0.36</td> </tr> <tr> <td>DRINK</td> <td></td> <td></td> <td style="text-align: right;">0.49</td> </tr> <tr> <td>MEAL DEAL</td> <td></td> <td></td> <td style="text-align: right;">-0.34</td> </tr> <tr> <td colspan="3" style="text-align: center;">MEDIA 08</td> <td style="text-align: right;">2.50</td> </tr> </tbody> </table> <p style="margin-left: 100px;">discount amount</p> </div> <p>Receipt</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <table style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 80%;">SANDWICH</td> <td style="text-align: right;">1.99</td> </tr> <tr> <td>CRISPS</td> <td style="text-align: right;">0.36</td> </tr> <tr> <td>DRINK</td> <td style="text-align: right;">0.49</td> </tr> <tr> <td>MEAL DEAL</td> <td style="text-align: right;">-0.34</td> </tr> <tr> <td colspan="2" style="border-top: 1px dashed black;"></td> </tr> <tr> <td style="text-align: center;">MEDIA 08</td> <td style="text-align: right;">2.50</td> </tr> </tbody> </table> </div>	TABLE	BILL	SERVER	PERSON	↑	Location		↓	SANDWICH			1.99	CRISPS			0.36	DRINK			0.49	MEAL DEAL			-0.34	MEDIA 08			2.50	SANDWICH	1.99	CRISPS	0.36	DRINK	0.49	MEAL DEAL	-0.34			MEDIA 08	2.50
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<p>Rules for PLU reports</p>	<p>When the items are sold, they will be registered at their current price. When the mix and match triggers, the PLU sales must be adjusted by a proportion (item count) of the set price and the sum of the PLU prices. Any increased discount caused by rounding must be applied to the last sold PLU in mix and match.</p> <p>Using the example above, Sandwich 1.99, Crisps 0.36, Drink 0.49</p> <p>PLU sales 2.84, Mix & Match 2.50, Difference 0.34, Divided by 3. Adjust Sandwich sales figures by 0.11 (1.88 on PLU report) Adjust Crisps sales figures by 0.11 (0.25 on PLU report) Adjust Drink sales figures by 0.12 (0.37 on PLU report)</p> <p>To make the Sales receipt balance, a Mix and Match Discount needs to be added to the transaction. This should be for the difference value (0.34 in the example above).</p>																																								

c) Mix & Match Report

	Full Report	
	1st level X / Z1	2nd level X / Z2
Mix and Match	69	70

Mix and Match Table report shows the total quantity and discount value of Mix and Match items (triggers) for each table. A total of mix and match tables is also reported on X/Z-03 Full Transaction report.

Receipt

Type 1

BUDWEISER	1.50
BUDWEISER	1.50
ONE FREE	-1.50

MEDIA 08	1.50

Type 2

BECKS	1.50
PILS	1.50
COORS	1.50
MULTISAVE	-1.50

MEDIA 08	3.00

Type 3

SIRLOIN STEAK	7.50
GAMMON	4.50
MEAL OFFER	-4.50

MEDIA 08	7.50

Type 4

GIN & TONIC	2.95
GIN & TONIC	2.95
GIN & TONIC	2.95
3 FOR 7.00	-1.85

MEDIA 08	7.00

Type 5

PINA COLADA	3.95
MANHATTAN	3.95
CKTL PROMO	-1.90

MEDIA 08	6.00

Type 6

SANDWICH	1.99
CRISPS	0.35
DRINK	0.49
MEAL DEAL	-0.33

MEDIA 08	2.50

Mix and Match Report

X-69	
-----MIX & MATCH TABLE REPORT-----	
ONE FREE	
1	-1.50
MULTISAVE	
1	-1.50
MEAL OFFER	
1	-4.50
3 FOR 7.00	
1	-1.85
CKTL PROMO	
1	-1.90
MEAL DEAL	
1	-0.33

ALL MIX MATCH	
6	-11.58

Full Transaction Report

X-03	
-----FULL TRANS REPORT-----	
MEDIA 08	
6	27.50

TOTAL	27.50
TRANSACTIONS	6
ALL MIX MATCH	
6	-11.58
CID 1	27.50
CID 2	0.00

All PLU reports contain a # symbol before the first character of any PLU names are programmed for Mix and Match.

PLU Report

-----FULL PLU REPORT-----		# before the PLU descriptor shows they are programmed for Mix and Match items.
X- 4 1		
#BUDWEISER		
2.00	1.50a	

2.00	1.50	Type 1
		Buy two Budweiser and pay only for one.
#BECKS		
1.00	1.50a	

1.00	1.50	

#PILS		
1.00	1.50a	

1.00	1.50	Type 2
		Buy three, in any combination, of BECKS, PILS and COORS and pay only for two.
#COORS		
1.00	0.00a	

1.00	0.00	

#SIRLOIN STEAK		
1.00	7.50a	

1.00	7.50	Type 3
		Buy two main meals and get the lowest priced one free.
#GAMMON		
1.00	0.00a	

1.00	0.00	

#GIN & TONIC		
3.00	7.00a	

3.00	7.00	Type 4
		Buy three GIN & TONICs at 2.95 each and get a 1.85 discount. In other words, buy three GIN & TONICs for 7.00.

#PINA COLADA		
1.00	3.95a	

1.00	3.95	Type 5
		Buy two cocktails at 3.95 each and get 1.90 discount. In other words, buy any two cocktails for 6.00.
#MANHATTAN		
1.00	2.05a	

1.00	2.05	

#SANDWICH		
1.00	1.99a	

1.00	1.99	
#CRISPS		
1.00	0.35a	

1.00	0.35	Type 6
		Buy three meals at 1.99, 0.35, 0.49 and get a 0.33 discount. In other words, buy three meals for 2.50.
#DRINK		
1.00	0.16a	

1.00	0.16	

ALL PLUS		
Std Prices <a>		
15.00	27.50	

15.00	27.50	

d) Operational Restrictions

- Multiple operation is prohibited for mix and match items for type 3.
- 4-digits multiplication item [PF-5.C] can not be used as mix and match item when 4-digit multiplication [SF-106.C] is selected. It will be a mis-operation.
- Void, Refund and Split Bill operations are prohibited when mix and match items are entered.
- Mix and match item sold by **COMPLIMENTARY** key does not function as mix and match.
- Mix and match items sold in a set menu does not function as mix and match.
- Adjustments only work for the chargeable portion of any mix and match items that have been discounted.
- Tax and VAT is only calculated on the chargeable portion of any mix and match items that have been discounted.

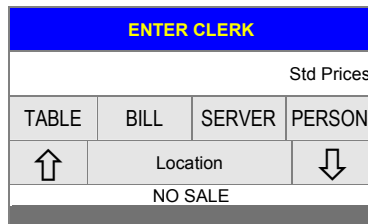
4. OTHER FUNCTIONS

4-1. No sale

A "NO SALE" permits you to open the cash drawer without performing any sales. You may want to use this when you want to empty the cash drawer or get change.

As a security measure this function can be restricted to work in the X or Z1/P key positions instead of R by programming.

1. Sign on a clerk, with the key turned to the appropriate position.
2. Press **NO SALE** button.



Receipt Sample [SF-104.C=NO]

```
*****
*   Your   *
*  Receipt *
* Thank You *
*****
NO SALE
```

Program Options

[SF-09 - Operations]

H - NO SALE DRAWER 1

G - NO SALE DRAWER 2

YES = No Sale operation opens cash drawer 1 / 2.

[SF-11 - Functions in X or Z <2>]

D - NO SALE - Z ONLY

C - NO SALE - Z OR X

YES = Operations allowed in Z1/P position only or Z1/P and X positions.

NO = Operations allowed in R position.

[SF-104 - Print]

C - NO RECEIPT PRINT BY NO SALE

4-2. Item correction (CR)

CR button is used to remove a PLU from the current sale. It may be used to correct the last sold item, or if permitted by programming, to correct a previous item. Corrections will show on the journal but not on receipts.

To correct the last sold item, press **CR** immediately after registering it.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
PLU 3			CORRECTED

To correct a previous item, move **SCROLL** buttons to the item you want to correct is highlighted, then press **CR**.

Program Options

[SF-10 - Functions in X or Z <1>]

H - ITEM CORRECT - Z ONLY

G - ITEM CORRECT - Z OR X

YES = Operations allowed in Z1/P position only or Z1/P and X positions.

NO = Operations allowed in R position.

[SF-39 - Correction]

H - CANNOT DELETE COOKING INSTRUCTIONS

G - CANNOT DELETE CONDIMENTS

F - ONLY LAST ITEM CAN BE CORRECTED IN REG

YES = Only the last item registered can be error corrected in R position. On attempting to correct further items the warning message manager key required will appear. Further error corrections can only be done under X position.

NO = Unlimited number of error corrections allowed.

4-4. Refund

REFUND button is used to refund previously sold items. This function can be restricted to work in the X or Z1/P key positions instead of R by programming. Refunds will be sent to the kitchen printer if programmed by [SF-42.F].

1. Sign on a clerk.
2. Press **REFUND** button.
3. Register the items you wish to refund.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	REFUND		↓
⊖PLU 1			-1.00
⊖PLU 2			-2.00

4. Finalize the sale, or continue normal operation by pressing **REFUND** button again. The second depression of **REFUND** toggles out of the refunding mode.

Internal KP

```

-----
--> KP:           1
-----
PLU 1
↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑ REFUND ↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
PLU 2
↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑ REFUND ↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
-----
  
```

Receipt

```

*****
*   Your   *
*  Receipt *
* Thank You *
*****
PLU 1           -1.00
↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑ REFUND ↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
PLU 2           -2.00
↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑ REFUND ↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑
  
```

On the external KP, refund items are fixed to print in red on TP-420/422/522 or in double-height and width characters on other printers. Refund message with arrows are printed in red or black according to [SF-42.A] selection.

Program Options

[SF-10 - Functions in X or Z <1>]

- F - REFUND - Z ONLY
- E - REFUND - Z OR X

[SF-42 - KP Control]

- F - REFUNDS GO TO KP
- A - VOIDS / REFUNDS PRINT IN RED (TP-420/422/522)

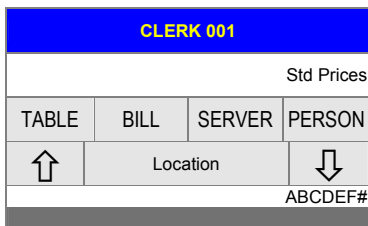
4-6. Non-add number (Message Entry)

The non-add number can be used to print a manually entered message. Up to 16 characters can be entered. The message will be printed either in the header or in the position within the order it was entered by [SF-77.D].

1. Sign on a clerk.
2. Press **NON-ADD #** button.



3. Type in the characters (max. 16) by using these buttons.
4. Press **ENTER** to accept the characters.
The message will display on the screen and be printed on the receipt.



Receipt Sample



Program Options

[SF-77 - KP Control <2>]

D - NON ADD INFO IN HEADER

YES = Non add message printed on the top of receipt, KP receipt and slip.



4-7. Tip

A tip amount given can be entered by using **TIP** button. The tip amount is shown on the transaction reports and clerk reports. However, it is not added to the hourly sales and grand total.

1. Sign on a clerk.
2. Enter items.
3. Press **TIP** button and enter tip amount.
4. Items can still be entered.
5. Press the media button to close the transaction.

Program Options

[SF-75 - Invoice/Receipt]

B - SUBTOTAL BILL HAS TIP

YES = Blank tip line and blank subtotal line is printed following the normal subtotal line. This is not available for instant subtotal bill. Adding a TIP after the subtotal bill print will cause a full bill to be printed following the payment amount.

BILL	1	
PLU 10	10.00	
TIP	0.50	
SUBTOTAL	10.50	
TIP		← blank tip line
SUBTOTAL		← blank subtotal line

4-8. Amount discount

DISCOUNT button is used to subtract an amount of money from the subtotal of a sale. The amount of the discount may be entered manually or preset in programming. This function can be restricted to work in the X or Z1/P key positions instead of R by programming. Discount amounts are shown on the full transaction report, but they will not affect PLU sales memory.

a) Preset amount discount

Before finalizing a sale, press **DISCOUNT** button. The preset amount programmed by SP-107 is subtracted from the subtotal.

b) Manual amount discount

1. Before finalizing a sale, press **DISCOUNT** button.
2. Enter the amount to discount.
3. Press **ENTER** button. The amount entered is subtracted from the subtotal.

Receipt Sample

PLU 10	10.00
DISCOUNT	-0.50

SUBTOTAL	9.50
MEDIA 08	9.50

Program Options

[SF-09 - Operations]

- C - DISCOUNT CAN GO NEGATIVE
- B - DISCOUNT ENTRY PROHIBITED

[SF-10 - Functions in X or Z <1>]

- B - DISCOUNT - Z ONLY
- A - DISCOUNT - Z OR X

[SF-21 - Groups/GT/Clerks]

- A - DISCOUNT AFFECTS GRAND TOTAL

4-9. Adjustments

An adjustment gives a fixed percentage discount or surcharge on specified items. Two adjustments are available. Adjustment amounts are shown on the full transaction report, but they will not affect PLU sales memory.

Individual PLUs are set as adjustable in programming. This function can be restricted to work in the X or Z1/P key positions instead of R by programming.

1. Sign on a clerk.
2. Sell adjustable PLUs.
3. Press an **ADJUSTMENT** button.
Then adjustable items are automatically discounted or surcharged.

Receipt Sample

PLU 10	10.00	adjustable 1 item [PF-03.D=YES]
PLU 20	20.00	adjustable 2 item [PF-03.E=YES]
PLU 30	30.00	adjustable 1 & 2 item [PF-03.E,D=YES]
SUBTOTAL	40.00	
ADJUST 1		adjustment 1 rate -10% [SF-61.H=YES]
%10.00	-4.00	
SUBTOTAL	50.00	
ADJUST 2		adjustment 2 rate -5% [SF-62.H=YES]
%5.00	-2.50	
SUBTOTAL	53.50	
MEDIA 08	53.50	

Program Options

[GF - Group Flag]

B - ADJUSTMENT 2

A - ADJUSTMENT 1

This setting has precedence over the same setting on the PLU Flag [PF-03.E,D].

[PF-03 - PLU Flag 3]

E - ADJUSTMENT 2

D - ADJUSTMENT 1

Group Flag overrides the PLU Flag.

[SF-14 - Functions in X or Z <5>]

D - NEGATIVE ADJUSTMENT - Z ONLY

C - NEGATIVE ADJUSTMENT - Z OR X

[SF-61 - Adjustment 1]

[SF-62 - Adjustment 2]

H - NEGATIVE

G - ONLY ALLOWED ONCE

D~A - AFFECTS TAX SUBTOTAL 4~1

4-10. Percentages

Each of the three percentage buttons may be used to calculate a discount or surcharge on either the subtotal or on individual items depending on programming. The percentage value may be entered manually or may be preset by programming. This function can be restricted to work in the X or Z1/P key positions instead of R by programming.

a) Preset percentage on subtotal

1. Register the items you wish to discount / surcharge.
2. Before finalizing, press % button you require.
The percentage of the subtotal will be discounted from / added on to the subtotal.

Receipt Sample

PLU 1		1.00
PLU 2		2.00
SUBTOTAL	3.00	
% 1		
	%5.00	-0.15
SUBTOTAL		2.85
MEDIA 08		2.85

b) Manual percentage on subtotal

1. Register the items you wish to discount / surcharge.
2. Before finalizing, press % you require.
3. Enter the rate by using the numeric buttons and press **ENTER**.
For 100% entry, enter "100" and press **ENTER**.
PERCENT button is used to enter the preset rate.

ENTER	PERCENT	.
CLEAR		
7	8	9
4	5	6
1	2	3
0	00	000

c) *Item discount / add-on charge*

If any of the three percentages available is programmed to be used as 'item percentage', then pressing the required % button will automatically discount from / add-on to the item registered prior to % button depression.

Receipt Sample

PLU 1	1.00
PLU 2	2.00
% 1	
%5.00	-0.10
<hr/>	
SUBTOTAL	2.90
MEDIA 08	2.90

Program Options

[SF-03 - Rounding Method]

H - ITEM % AFFECTS PLU

YES = Item % affects PLU sales. It affects the taxable sales figures provided that the relevant taxable subtotals have been set up to be affected in [SF-28, 29 and 30]. Item % does not work if PLUs have condiments or cooking instructions.

D - % ROUNDING

C - % ROUNDING

[SF-21 - Groups/GT/Clerks]

B - PERCENT AFFECTS GRAND TOTAL

[SF-28~30 - Percentage 1~3]

H - NEGATIVE

G - ONLY ALLOWED ONCE

F - MANUAL ENTRY

E - ITEM PERCENT

YES = %1 rate is applied to an individual item. Item % doesn't work if PLUs have condiments.

NO = %1 rate is applied to a whole transaction. For item % to affect PLU memory see [SF-03.H].

D - AFFECTS TAX SUBTOTAL 4

C - AFFECTS TAX SUBTOTAL 3

B - AFFECTS TAX SUBTOTAL 2

A - AFFECTS TAX SUBTOTAL 1

4-11. *Repeat transaction*

REPEAT TRANSACTION registers all the PLUs entered in the last transaction. It does not repeat the items not regarding PLUs. When a clerk stores the transaction, this function can **not** be used. "BILL IN USE (Warning Message #2)" message will be displayed.

1. Check ENTER CLERK.

Clerk does not need to sign on before pressing **REPEAT TRANSACTION**.

2. Press **REPEAT TRANSACTION**.

Items in the last transaction finalized by MEDIA are registered.

However, following items are not repeated:

VOID, REFUND, CORRECTION, %, ADJUSTMENT, DISCOUNT, TIP, etc.

3. Register additional items or close the transaction.

4-12. Media (Total) to finalize transaction

A media is a method of payment for example cash or cheque. Up to 20 media buttons are available.

TTL 1 - 7	}	These 20 media keys can be allocated on the screen or picked up by SPECIAL MEDIA key.
TTL 8/CASH		
TTL 9/EURO [SF-84.H], [MF-01.D (TTL 9)]		
TTL 10 - 19		
TTL 20/COUPON [SF-71.H]		

Media buttons may also be programmed as 'pre-payment' media. This enables vouchers to be tendered at the start of or during a sale and automatically be deducted from payment due. See d) Pre-payment media page 75.

A transaction can be closed by either pressing a **MEDIA** (TTL1~20) button directly or pressing **SPECIAL MEDIA** to select one of TTL1~20.

More than one media can be used if the customer is paying with mixed media. For example if the customer has some vouchers and some cash.

a) Tendering (Closing methods)

Tendering is the term used to describe the money handed over by a customer to complete a transaction. There are three different types of tendering:

- Short Tendering** - Not enough amount is received
- Just Tendering** - The exact amount is received
- Over Tendering** - Too much amount is received therefore change is required

When the exact amount is received, the transaction can be closed by pressing **MEDIA** button.

In the case of short or over tendering the amount received,

1. Sign on a clerk.
2. Register the items.
3. Enter the amount.
4. Press a **MEDIA** button.

Also, you can use **PRESET TENDER** button or **SPECIAL MEDIA** button to close the transaction. See b) Preset tender and c) Special media.

b) Preset tender

ECR can have up to 5 **PRESET TENDER** buttons with preset amounts. These amounts are programmable. These are used to tender an amount into CASH by using just one button depression. The amounts and counts are memorized in MEDIA 08 (CASH) memory.

1. Sign on a clerk.
2. Register the items.
3. Press one of **PRESET TENDER** buttons.

PLU 30	PLU 40	PLU 50	PRICE SHIFT 1	}	PRESET TENDER buttons
% 1	% 2	DISCOUNT	5.00 CASH		
ADJUST 1	ADJUST 2	10.00 CASH	20.00 CASH		
PRICE	NO SALE	SPECIAL MEDIA	CASH		

Receipt Sample

PLU 5	5.00
SUBTOTAL	5.00
MEDIA 08	5.00

PRESET TENDER 1 button: 5.00 programmed

c) Special media

SPECIAL MEDIA shows 20 media list to select one of the media buttons or the tendering amount list for **MEDIA 08 (CASH)** closing for a speed closing.

For example, when the subtotal amount is 12.70 at closing of a transaction, tendering amounts "13.00, 15.00, 20.00, 50.00 or 100.00" may be considerable. **SPECIAL MEDIA** depression shows the tendering amount list as follows:

MEDIA 01	MEDIA 02	MEDIA 03	MEDIA 04	MEDIA 05	MEDIA 06	
MEDIA 07	MEDIA 08	MEDIA 09	MEDIA 10	MEDIA 11	MEDIA 12	
MEDIA 13	MEDIA 14	MEDIA 15	MEDIA 16	MEDIA 17	MEDIA 18	
MEDIA 19	MEDIA 20					
						Tendering Amount List
						100.00
						maximum amount programmed by SP-150 PRESET TENDER
CLEAR						50.00
7	8	9				20.00
4	5	6				15.00
1	2	3				13.00
						closest amount to subtotal
0	00	000				MEDIA 08

Notes

- The maximum amount displayed on the list is the maximum amount programmed by SP-150 PRESET TENDER.
- When the subtotal amount is over the maximum amount programmed by SP-150, the closest amount to subtotal is displayed on the 1st line and considerable tendering amounts are displayed up to 8th line on the list.

d) Media multiplication

Pint Heineken
 Half Heineken
 [SPECIAL MEDIA]
 3 [X] 100 [MEDIA 08]
 or
 3 [QTY] 100 [MEDIA 08]
 (if TEN-KEY pad programmed on the main screen)

Pint Heineken	1.53
Half Heineken	0.77

SUBTOTAL	2.30
MEDIA 08	3.00 [£]
CHANGE	0.70
	CLERK 001
	#101-001-0001-0001 28/08/2003 21:20-R

e) Pre-payment (partial payment) media for track operation

This transaction can be stored by using the pre-payment (partial payment) media while it can not be stored if a normal media is used. For example, a person leaves a group of diners early but wants to pay their share of the track.

1. Pick up the temporarily closed track.
2. Enter a pre-payment amount and press a media button which programmed as "prepayment media" by [MF-03.H].

Note: - Over-tendering amount is not acceptable.
- Just-tendering is done, the track is finally closed. So you can not pick up the track anymore.

Subtotal Bill Sample

BILL	1
PLU 2	2.00
PLU 3	3.00
PLU 4	4.00
PLU 5	5.00
MEDIA 01	-5.00
SUBTOTAL	9.00

MEDIA 01 was programmed to "pre-payment media".

Checkout Bill Sample

BILL	1
PLU 2	2.00
PLU 3	3.00
PLU 4	4.00
PLU 5	5.00
MEDIA 01	-5.00
MEDIA 08	9.00

Program Options

[MF-03.H] - PRE PAYMENT MEDIA

f) Card payment

Card payment is available with or without an EFT terminal. When you press a **MEDIA** button which is programmed for a card, "Swipe Card (Warning Message #24)" is displayed. In order to read a card, optional card reader is required.

According to the security reason, "MASK CARD NUMBER" [MF-04.H] can be used to print only the last 4 digits of the card number. Although the complete card number is always displayed on the screen.

Receipt Sample

Mask card number [MF-04.H=YES]

```
-----  
PLU 10                                     12.70  
-----  
CARD                                     12.70  
xxxxxxxxxxxx9000  
EXP DATE : 01/01
```

Complete card number printed [MF-04.H=NO]

```
-----  
PLU 10                                     12.70  
-----  
CARD                                     12.70  
5250228297149000  
EXP DATE : 01/01
```

Program Options

[MF-03.F] - CARD SWIPE USED

[MF-04.H] - MASK CARD NUMBER

Card number to be printed on the second EFT copy for customer is masked by [SF-69.A=YES].

SP-113 SYSTEM FUNCTION FLAGS	Contents
[SF-69 - SMART CONTROLS]	A MASK CARD NUMBER ON 2ND EFT COPY

1st Receipt : Store EFT Copy

```

TERMINAL ID          21000002
AUTH CODE            63008
                    01-KEYED-9999-0000
                    27/01/2003 11:06
                    CLERK 001
                    SALE
VISA          4444333322221111
EXP DATE : 12/03

AMOUNT                      163.00

        PLEASE DEBIT MY ACCOUNT AS SHOWN

SIGNED :
.....
    
```

Card number not masked on the 1st Store Copy.

Comment [Uniwell2]: Receipt sampleは、実際のレシートを見ていないため那須さんが作ったそのまま。

Comment [Uniwell3]:

2nd Receipt : Customer EFT Copy

```

TERMINAL ID          21000002
AUTH CODE            63008
                    01-KEYED-9999-0000
                    27/01/2003 11:06
                    CLERK 001
                    SALE
VISA          xxxxxxxxxxxxxxx1111
EXP DATE : 12/03

AMOUNT                      163.00

        KEEP THIS COPY FOR YOUR RECORDS
    
```

Card number masked and printed by [SF-69.A=YES]

3rd Receipt : Customer Receipt

```

PLU 81                      81.00
PLU 82                      82.00
-----
EFT                          163.00

VISA
xxxxxxxxxxxxxxxxx1111
EXP DATE : 12/03
TERMINAL ID          21000002
AUTH CODE            63008
                    KEYED-01-9999
                    CLERK 001
#888-005-0008-0001 27/01/2003 14:30-R
    
```

Card number masked and printed on the normal receipt by Media Flag [MF-4.H=YES]

g) National (Local) currency symbol print

"Printing or Not Printing" and "printing position" of currency symbol can be selected when using Scale function with the setting of [SF-110.E,D]. Printing of currency symbol is available even without use of scale function by [SF-104.F].

SP-113 SYSTEM FUNCTION FLAGS	Contents
[SF-104 - PRINT]	F LOCAL CURRENCY SYMBOL PRINTED

Local currency symbol is printed before the amount of the followings:

- Subtotal
- Media
- Change
- Taxable
- Tax

Local currency symbol, 1st digit of User Text #113, is printed right in front of the amount portion of items above by [SF-104.F=YES].

Print Sample

User Text #113 "\$MANUALLY "
 ("£"= Local currency symbol. "\$MANUALLY" is programmed by Default SP-9999.)

[SF-104.F=YES] Local currency symbol printed

```

*****
*   Your   *
* Receipt *
* Thank You *
*****
PLU 1                1.00
PLU 2                2.00
PLU 3                3.00
-----
SUBTOTAL            £6.00
CASH                £10.00£
CHANGE              £4.00

TAX SALES1          £5.71
TAX 1                £0.29

CLERK 001
#888-001-0008-0001 27/01/2003 14:30-R

THANK YOU FOR YOUR
VALUED CUSTOM
PLEASE CALL AGAIN
    
```

4-13. Euro currency

Euro currency system automatically converts local currency to Euro currency and accepts payments in either.

1. Sign on a clerk and sell PLUs.
2. If there is **EURO (TTL 9)** button on the screen, press this, otherwise press **SPECIAL MEDIA** button [SF-105.C=NO] and select **EURO (TTL 9)** button.
3. The subtotals are displayed in both local and EURO currency.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑		Location	
↓			
PLU 1			1.00
PLU 2			2.00
SUBTOTAL			3.00
MEDIA 09			1.53

..... local currency
 Euro currency

4. Enter tendered amount and press **EURO (TTL 9)** button. Change will be given in the Euro media. Or press **EURO (TTL 9)** button or **SPECIAL MEDIA** button again for direct closing by Euro currency.

Receipt Sample

PLU 1		1.00	
PLU 2		2.00	
SUBTOTAL		3.00	subtotal amount in local currency
SUBTOTAL EU		1.53	subtotal amount in Euro currency
MEDIA 09		2.00€	tendered amount in Euro currency
CHANGE	MEDIA 09	0.47	change in Euro currency
		(= 0.92)	change in local currency is always printed.

When the change is paid by the local currency:

PLU 1		1.00	
PLU 2		2.00	
SUBTOTAL		3.00	subtotal amount in local currency
MEDIA 09		5.00€	tendered amount in local currency
CHANGE	MEDIA 09	2.00	change in local currency
		(= EU 1.02)	change in Euro currency is always printed.

Program Options

[SF-84 - Euro Currency]

- H - EURO CURRENCY SYSTEM
- G - ALWAYS PRINT EURO SBTL
- F - ALWAYS PRINT EURO TAX
- B - LOCAL/EURO CHANGE DISPLAY
- A - EURO SYMBOL PRINTED

[MF-01 - Media Flag 1]

- D - FOREIGN CURRENCY

SUBTOTAL		3.00
SUBTOTAL		€1.53
MEDIA 09		€2.00€
CHANGE	MEDIA 09	€0.47
		(= 0.92)

Example of Euro Currency System [SF-84.H=YES] with Local Symbol Printing

1. In case that "Euro symbol not printed [SF- 84.A=NO]" is selected.

Local currency symbol programmed by 1st digit of User Text #113 is not printed but 5th, 6th digits of User Text #78 is printed.

User Text #78 "EURO LC " ("LC" = Local currency symbol. It is blank by Default SP-9999.)

[SF-104.F=NO] Local currency symbol not printed

PLU 1	1.00	
PLU 2	2.00	
PLU 3	3.00	

SUBTOTAL	6.00	
SUBTOTAL EU	9.04	
CASH	10.00	¢
CHANGE	4.00	
	(= EU 6.03)	
TAX SALES1	5.71	
TAX 1		0.29
TAX SALES1 EU	8.61	
TAX 1 EU		0.44
CLERK 001		
#888-001-0008-0001 27/01/2003 14:30-R		

[SF-104.F=YES] Local currency symbol printed

PLU 1	1.00	
PLU 2	2.00	
PLU 3	3.00	

➔ SUBTOTAL LC	6.00	
➔ SUBTOTAL EU	9.04	
➔ CASH LC	10.00	¢
➔ CHANGE LC	4.00	
	(= EU 6.03)	
➔ TAX SALES1 LC	5.71	
➔ TAX 1 LC		0.29
TAX SALES1 EU	8.61	
TAX 1 EU		0.44
CLERK 001		
#888-001-0008-0001 27/01/2003 14:30-R		

2. In case that "Euro symbol printed [SF- 84.A=YES]" is selected.

Fixed Euro symbol € is printed. 1st digit of User Text #113 is printed for the local currency symbol. User Text #78 is not used.

User Text #113 "£MANUALLY "

("£"= Local currency symbol. "\$MANUALLY" is programmed by Default SP-9999.)

[SF-104.F=NO] Local currency symbol not printed

PLU 1	1.00	
PLU 2	2.00	
PLU 3	3.00	

SUBTOTAL	6.00	
SUBTOTAL	€9.04	
CASH	10.00	¢
CHANGE	4.00	
	(= €6.03)	
TAX SALES1	5.71	
TAX 1		0.29
TAX SALES1	€8.61	
TAX 1		€0.44
CLERK 001		
#888-001-0008-0001 27/01/2003 14:30-R		

[SF-104.F=YES] Local currency symbol printed

PLU 1	1.00	
PLU 2	2.00	
PLU 3	3.00	

➔ SUBTOTAL	£6.00	
➔ SUBTOTAL	€9.04	
➔ CASH	£10.00	¢
➔ CHANGE	£4.00	
	(= €6.03)	
➔ TAX SALES1	£5.71	
➔ TAX 1		£0.29
TAX SALES1	€8.61	
TAX 1		€0.44
CLERK 001		
#888-001-0008-0001 27/01/2003 14:30-R		

4-14. Foreign currency

Foreign currency system can be set up which automatically converts local currency to foreign currency and accepts payments in either.

1. Sign on a clerk and sell PLUs.
2. If there is **MEDIA** button programmed for foreign currency on the screen, press this, otherwise press **SPECIAL MEDIA** button [SF-105.C=NO] and select the foreign currency media button.
3. The subtotals are displayed in both local and foreign currency.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
SUBTOTAL			3.00
MEDIA 02			2.80

..... local currency
 foreign currency

4. Enter tendered amount and press the foreign currency media button. Change will be given in local or foreign currency depending on programming [MF-01.C]. Or press **MEDIA** button for foreign currency or **SPECIAL MEDIA** button again for direct closing by foreign currency.

Receipt Sample

PLU 1	1.00	
PLU 2	2.00	

SUBTOTAL	3.00	subtotal amount in local currency
SUBTOTAL	2.80	subtotal amount in foreign currency
MEDIA 02	5.00	tendered amount in foreign currency
CHANGE	2.35	change in local currency

The foreign currency amount is now printed on subtotal bill by [SF-104.A] so that a customer can know the foreign currency amount to pay.

Note: Foreign currency amount is **not** printed on an instant subtotal bill.

Receipt Sample [SF-104.A=YES]

BILL	1

PLU 1	1.00
PLU 2	2.00

SUBTOTAL	3.00

FC MEDIA 02	1.50
FC MEDIA 05	30.00

Program Options

[MF-01 - Media Flag 1]

D - FOREIGN CURRENCY

C - CHANGE FROM SELECTED MEDIA

[MF-02 - Media Flag 2]

E-C - FOREIGN CURRENCY ROUNDING METHOD

[MF-03 - Media Flag 3]

G - EXCHANGE RATE IS INVERSE

YES = Used in conjunction with foreign currency for countries such as Italy and Mexico.

[SF-22 - Subtotal]

F - CASH IN DRAWER UPDATED BY FOREIGN CURRENCY TENDER

[SF-104 - Print]

A - SUBT BILL HAS F.C. MEDIA

4-15. Paid out

This button is used to enter an amount of money that has been taken out of ECR, for example, to pay a bill or to collect money from the cash drawer. 8 kinds of paid out name can be programmable, for example, Milkman, Butcher, Grocer, etc. This function can be restricted to work in the X or Z1/P key positions instead of R by programming.

1. Sign on a clerk.
2. Press **PAID OUT** button. 8 paid out options are displayed. Select one of 8 **PAID OUT** buttons.

PAID OUT 1	PAID OUT 2	PAID OUT 3	PAID OUT 4	PAID OUT 5	PAID OUT 6
PAID OUT 7	PAID OUT 8				

3. Enter the amount to be paid out and press a MEDIA button.

ENTER CLERK			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PAID OUT	PAID OUT	1	
MEDIA 08		-10.00	

Receipt Sample

PAID OUT	
PAID OUT 1	
MEDIA 08	-10.00

Program Options

[SF-13 - Functions in X or Z <4>]

B - PAID OUT - Z ONLY

A - PAID OUT - Z OR X

4-16. Deposit

This feature uses two buttons:

DEPOSIT to enter a deposit made and print a receipt.

DEPOSIT USED to use a previous deposit as part of the final payment.

Deposit corresponds to "Received Account" of traditional Uniwell ECRs, and is entered independently from transaction. So it is recommended to put text together with amount in order to indicate whose deposit or what kind of received account. The deposit amount can be used to finalize a transaction by **DEPOSIT USED** button.

This function is convenient when a customer pays deposit when he/she makes reservation or something.

This function can be restricted to work in the X or Z1/P key positions instead of R by programming. It can also be made compulsory to enter text with a deposit this is usually used to enter a customer's name or account number manually without using **ACCOUNT #** button.

a) Deposit in

When a customer is paying a deposit,

1. Sign on a clerk.
2. Press **DEPOSIT** button (cannot be used during transaction).
3. Enter text (16 digits) if programmed by [SF-08.B].
4. Enter the amount of the deposit and press a **MEDIA** button.
A receipt is printed for the customer to keep as proof of payment.

ENTER CLERK			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
MR. ABC#			
DEPOSIT			
MEDIA 08		50.00	

Receipt Sample

```
*****
*   Your   *
*  Receipt *
* Thank You *
*****
          MR. ABC      #
        DEPOSIT
MEDIA 08          50.00
```

Program Options

[SF-08 - Compulsions <2>]

B - COMPULSORY NON-ADD DEPOSIT RECEIVED

YES = When DEPOSIT button is pressed, a non-add (message) must be entered.

This can be used to force the clerk to enter the customers name and address when they pay a deposit.

[SF-134 - Functions in X or Z <7>]

B - DEPOSIT - Z ONLY

A - DEPOSIT - Z OR X

b) Deposit out

When the customer wishes to pay by deposit,

1. Sign on a clerk.
2. Press **DEPOSIT USED** (can be entered during a transaction).
3. Enter the deposit amount.
4. Press **ENTER** button.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
-DEPOSIT			-50.00

5. Register items and cash off.
The deposit amount is subtracted from the total value of the registered items.

Receipt Sample

* Your *	
* Receipt *	
* Thank You *	

-DEPOSIT	-50.00
PLU 10	10.00
PLU 20	20.00

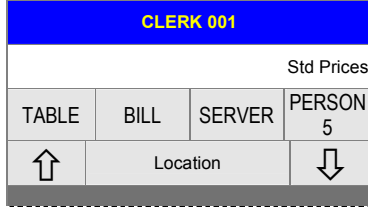
MEDIA 08	-20.00

4-17. Persons

The number of persons can be entered using **PERSON** button which is located on the fixed left side screen.

At any time during a transaction,

1. Press **PERSON**.
2. Enter the number of persons and press **ENTER**.
3. To add more people repeat this process, entering the number of additional people [SF-120.E=NO] or the new total number of people [SF-120.E=YES].



Program Options

SF-120	BIT	YES	NO
	E	OVERWRITE PERSONS Entered number of persons is overwritten. Operation: # of person 1 [PERSON]-(1)-[ENTER] 2 persons added [PERSON]-(3)-[ENTER] 1 person reduced [PERSON]-(2)-[ENTER] or [VOID]-[PERSON]-(1)-[ENTER]-[VOID]	ADD PERSONS added to the previous number [PERSON]-(1)-[ENTER] [PERSON]-(2)-[ENTER] [VOID]-[PERSON]-(1)-[ENTER]-[VOID]

Receipt Sample

PERSON	2
PLU 10	10.00
PLU 20	20.00

Voiding Persons

1. Press **VOID**.
2. Press **PERSON**.
3. Enter the number of persons to be removed.
4. Press **ENTER**.
5. Press **VOID** to continue the registration.

Selectable Person Type [SF-09.D,E]

When entering number of persons, a type can be selected. For example, adult, child, student, etc. Eight different types are available although the individual person types are **not** printed but the last person type is printed on the receipt. However they are printed on the report.

At any time during a transaction,

1. Press **PERSON**.
2. Enter the number of persons and press **ENTER**.
3. Press one of a person type button.

Adult	Child	Couple	Senior	Person type is programmed by SP-129.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	Adult 2

Person type is displayed by [SF-9.D=YES].
If NO is selected, PERSON is displayed.

4. Repeat this process to add more people.
Note that if different person types are entered, only the last type selected is displayed by [SF-09.D]. Also the total number of persons is displayed. For example, 3 children are added.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	Child 5

2 adults + 3 children

Receipt Sample

Child	5
PLU 10	10.00
PLU 20	20.00

Report Sample

Adult	2
Child	3
PERSON	5

Program Options

[SF-07 - Compulsions <1>]

- F - COMPULSORY PERSONS IF KP ITEM
- B - COMPULSORY PERSONS ENTRY

[SF-08 - Compulsions <2>]

- F - COMPULSIONS AT START
- E - ONLY CLOSE AFTER PICKUP
- A - COMPULSORY BILL/TABLE/PERSONS/ SERVER ENTRY IF NO KP

[SF-09 - Operations]

- E - SELECTABLE PERSONS
- D - DISPLAY PERSON TYPES

[SF-12 - Functions in X or Z <3>]

- H - CHANGE PERSON - Z ONLY
- G - CHANGE PERSON - Z OR X

[SF-35 - Buffer Print <1>]

- B - PRINTS PERSON TYPE
However only the last person type selected is printed.
- A - NO PRINT PERSON

[SF-48 - Add-on Tax Exemption]

- H - TAX 4 EXEMPT AUTOMATICALLY BY PERSON
- G - TAX 3 EXEMPT AUTOMATICALLY BY PERSON
- F - TAX 2 EXEMPT AUTOMATICALLY BY PERSON
- E - TAX 1 EXEMPT AUTOMATICALLY BY PERSON

4-18. Track systems (Billing systems)

Track system allows items to be sold, stored, retrieved, added to and cashed off. There are two ways of storing transactions however the operation sequences are completely the same.

Bill number system [SF-37.H=NO]

Bill tracks are managed by 6-digits bill number or assigned table number.

Table number system [SF-37.H=YES]

Table tracks are managed by 3-digits table number or assigned bill number.

A track can be stored by **N.B./STORAGE (STORE)** button and can be picked up by designating the Bill/Table number or selecting a track from **CLERK TRACK LIST**.

Indication of Track Memory Full

The red LED on the Uniwell logo gives an indication of how full the track memory is as follows:

On	Free Lines 50%
Flashing (2 sec on 1 sec off)	Free Lines 25% - 50%
Occulting (0.5 sec on 1 sec off)	Free Lines 25%

a) Characteristics

	Bill Number System	Table Number System
Bill/Table Number Assignment	Bill tracks are assigned by either an automatic or a manually entered bill number (up to 6 digits). A table number can also be assigned (not compulsory).	Table tracks are assigned by a manually entered table number (up to 3 digits). An automatic or manually entered bill number can also be assigned (not compulsory).
Pick Up Method	Tracks are accessed using bill or table number.	Tracks are accessed using bill or table number.
Multiple Track	Multiple bill tracks may be assigned per table (max. 8) by [SF-37.A]. Table number entry lists up the multiple bill tracks assigned.	Up to 8 table tracks can have the same table number by [SF-37.A]. Table number entry lists up the multiple table tracks assigned.
Print Method	Enlarged bill number is printed on bill header.	Enlarged table number is printed on bill header.

Manual Bill Number [SF-37.G=NO]	User must enter a bill number (up to 6 digits) when storing a track.
Automatic Bill Number [SF-37.G=YES]	This function automatically assigns a sequential bill number (1 ~ 999999) to a track when storing. Automatic Bill Number Unique [SF-37.F=YES] This function automatically assigns a bill number whose leftmost digit represents the ECR's ID number. For example, ECR 1's bills will be 10001 ~ 19999 and ECR 2's 20001 ~ 29999. This makes the bill number unique and the same bill number can not be created on any other ECRs in a network, although it can still be picked up by these ECRs using the floating track system.

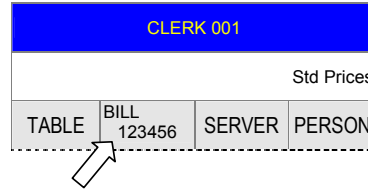
b) Operation Sequence --- same for both bill and table number systems

1. Assigning a bill number to a track

Up to 6 digits of bill number can be assigned to a bill or table track. Then the track is retrieved by entering bill number.

Manual Bill Number

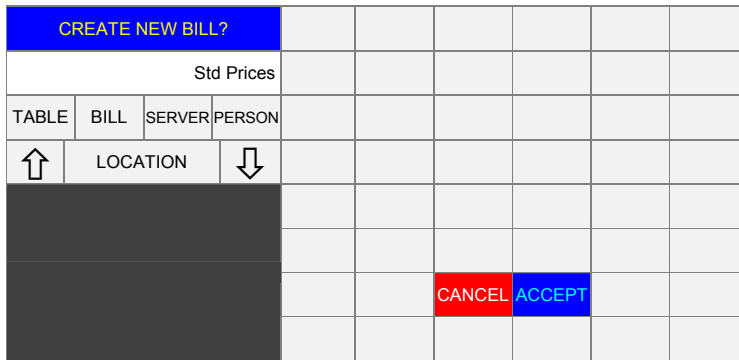
- At any time during the transaction,
- Press **BILL #** button on the left side screen.
- Enter a bill number (up to 6 digits).
- Press **CREATE**.



For Bill Number System:
 When you press **N.B. /STORAGE (STORE)** button without assigning bill number, then "ENTER BILL" is displayed on the screen. Enter a bill number and press **ENTER**.

When the numeric pad is assigned on the main screen, you can assign bill number by the sequences below:

- Enter new bill number (up to 6 digits) by using the numeric pad.
- "CREATE NEW BILL?" is displayed with **CANCEL** and **ACCEPT** buttons.



- Press **ACCEPT**.

Automatic Bill Number [SF-37.G=YES]

A bill number is automatically assigned when the transaction is closed by **N.B. /STORAGE (STORE)**.

This flag is used to skip the confirmation/warning message "CREATE NEW BILL? ARE YOU SURE?" when creating a new track.

[SF-105 - OPERATIONS <2>]
B - SKIP C-MSG IF TRK CREATE
 YES = Skip confirm display if new track create under [SF-37.B=YES]. Also set "AUTO ASSIGN BILL NUMBER" [SF-37.G=NO] for bill number system.
 NO = not skip

Note: Confirmation display is always skipped for Automatic Bill Number [SF-37.G,H=NO,NO].

2. Assigning a table number to track(s)

Up to 3 digits of table number can be assigned to a bill or table track. Then the track is retrieved by entering table number.

At any time during the transaction,

- Press **TABLE #** button.
- Enter a table number (up to 3 digits).
- Press **CREATE**.

CLERK 001			
Std Prices			
TABLE 123	BILL	SERVER	PERSON

For Table Number System:

When you press **N.B./STORAGE (STORE)** without assigning table number, then "ENTER TABLE" is displayed on the screen. Enter a table number and press **CREATE**.

Multiple Tracks per Table [SF-37.A]

It is possible to have up to 8 tracks assigned to each table. This function is useful, for example, if there are two groups of people at one table, each group wishing to pay separately.

Table Change

- After retrieving the track, press **TABLE** on the left side screen.
- Enter new table number and press **CHANGE**.

ENTER TABLE												
Std Prices												
TABLE 5	BILL	SERVER	PERSON									
↑	LOCATION		↓									
PLU 1			1.00									
PLU 2			2.00									
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="background-color: #0000FF; color: white; padding: 5px;">TRANSFER</div> <div style="background-color: #0000FF; color: white; padding: 5px;">CHANGE</div> </div> <div style="background-color: #FF0000; color: white; padding: 5px; margin-top: 5px;">CLEAR</div>				7	8	9						
				4	5	6						
				1	2	3						
				3.00			0	00	000			

Table Transfer

Refer to d) Track Transfer on [page 101](#).

3. Clerk open track list [SF-105.H]

For easy track pick up, the clerk will see his/her open track list immediately after the sign-on operation or by pressing **CLERK TRACK LIST** button. Select the required track by touching the track line on the screen and press **ENTER** to pick up.

The subtotal bill can be printed for the selected track on the clerk open track list by pressing **SHORT/BUFFER PRINT** or **SHORT/SLIP PRINT** button. By pressing **SHORT/BUFFER PRINT S-OFF** (Buffer Print Clerk Sign-Off) or **SHORT/SLIP PRINT S-OFF** (Slip Print Clerk Sign-Off) button, the clerk is automatically signed off after the subtotal bill issue on the clerk open track list.

Clerk Track List

SELECT OPTION										
Page Up			Page Down			SHORT PR N S-OFF	SHORT S- PR S-OFF			
↑			↓			BUF PRN S-OFF	SLIP PRN S-OFF	BUFFER/SLIP PRINT & CLERK SIGN-OFF		
1	5		3.00							
5	2		7.00							
3	1		6.00			SHORT BU FFER PRN	SHORT SL IP PRINT			
						BUFFER PRINT	SLIP PRINT			
					ENTER					
					CLEAR	BILL # CREATE	TABLE # CREATE			
BILL # TABLE # SUBTOTAL										

Program Options

[SF-105 - Operations <2>]

H CLERK SIGN-ON TRACK LIST
 YES = Clerk track list is always displayed immediately after the clerk sign-on. If the list is not necessary, press CLEAR button to continue.
 NO = BY CLERK TRACK LIST BUTTON

This button can be pressed immediately after the clerk sign-on. If any button is registered during transaction, it can not be pressed.

Note for Floating Track

When "FLOATING TRACKS" [SF-45.E] is selected, all ECRs in the IRC network must select "BROADCAST CLERK TRACK TRANSFER" [SF-89.G] to see the updated clerk track list.

4. Retrieving a track by bill number

- Press **BILL** on the left side screen.
- Enter the bill number.
- Press **ENTER**.

The track is retrieved and the transaction contents or subtotal only (where for very fast track pick-up is required) is displayed by [SF-37.E].

Further operations can be performed and the bill or table track can be stored and retrieved as many times as necessary until it is finalized by pressing a media button.

5. Retrieving a track by table number

- Press **TABLE**.
- Enter a table number and press **ENTER**.
- When the table is assigned to one track, then the track is immediately retrieved.
- When the table is assigned to multiple tracks, then all the tracks for that table are displayed with:

CLERK 001				6	4	-- bill number (if assigned)	
				9.00	15.00	-- subtotal	
TABLE	BILL	SERVER	PERSON				
↑	Location		↓				
0.00							CLEAR

- Press the required track to open.

The track is retrieved and the transaction contents or subtotal only (where for very fast track pick-up is required) is displayed by [SF-37.E].

Further operations can be performed and the bill or table track can be stored and retrieved as many times as necessary until it is finalized by pressing a media button.

6. Issuing a subtotal bill / instant subtotal bill

Stored track contents are printed on a bill called Subtotal Bill. There are normal subtotal bill and instant subtotal bill.

Normal Subtotal Bill

It is printed after the track is stored and used for presentation prior to payment.

Using Bill Number [SF-37.H=NO]

1. Clerk sign on.
2. Press **BUFFER PRINT** button for receipt or **SLIP PRINT** button for slip.
3. Enter the bill number and press **ENTER**.

Using Table Number [SF-37.H=YES]

1. Clerk sign on.
2. Press **BUFFER PRINT** button for receipt or **SLIP PRINT** button for slip.
3. Enter the table number and press **ENTER**.

Only the print format is different for bill and table number systems.

Bill Number System	Table Number System
<pre> ----- BILL 1 TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- SUBTOTAL 30.00 CLERK 001 #888-001-0000-0001 06/11/2000 14:15-R </pre>	<pre> ----- BILL 1 TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- SUBTOTAL 30.00 CLERK 001 #888-001-0000-0001 06/11/2000 14:15-R </pre>

Instant Subtotal Bill [SF-64.H=NO]

It is printed while the clerk is opening a track and used to check the ordered contents. Instant subtotal bill does not have the last line information such as clerk name, receipt number, date and time.

1. Retrieve the track.
2. Press **BUFFER PRINT** button for receipt or **SLIP PRINT** button for slip.

Bill Number System	Table Number System
<pre> ----- BILL 1 TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- SUBTOTAL 30.00 </pre>	<pre> ----- BILL 1 TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- SUBTOTAL 30.00 </pre>

Program Options

[SF-104 - Print]

B - SUBTOTAL BILL HAS VAT

7. Issuing a final checkout bill

Finally closed track contents are printed on a bill called Checkout Bill. It is printed by **BUFFER PRINT** or **SLIP PRINT** button immediately after a track is closed by media.

- Press **BUFFER PRINT** button and "CLERK TO PRINT?" message is displayed.
- Press either **HARD CLERK** button or **Last Clerk** button or enter a clerk number and press **ENTER**.

CLERK TO PRINT ?				CLERK00 1	CLERK00 2	CLERK00 3	CLERK00 4	CLERK00 5	CLERK00 6
				CLERK00 7	CLERK00 8	CLERK00 9	CLERK01 0	CLERK01 1	CLERK01 2
TABLE	BILL 2	SERVER	PERSON	CLERK01 3	CLERK01 4	CLERK01 5	CLERK01 6		
↑	Location		↓						
PLU 1									1.00
PLU 2									2.00
MEDIA 08									3.00
3.00				CLEAR		ENTER			
				7	8	9			
				4	5	6			
				1	2	3			Short Receipt
				0	00	000			Last Clerk

In order to print it on the slip printer,

- Press **SLIP PRINT** button and "CLERK TO PRINT?" message is displayed.
- Press **HARD CLERK** button or enter a clerk number and press **ENTER**.

Only the print format is different for bill and table number systems.

Bill Number System	Table Number System
<pre> → BILL 1 TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- MEDIA 08 30.00 ----- CLERK 001 #888-001-0000-0001 06/11/2000 14:15-R </pre>	<pre> BILL 1 → TABLE 5 ----- PLU 10 10.00 PLU 20 20.00 ----- SUBTOTAL 30.00 ----- MEDIA 08 30.00 ----- CLERK 001 #888-001-0000-0001 06/11/2000 14:15-R </pre>

Program Options

[SF-35 - Buffer Print <1>]
 E - PROMPT FOR SLIP IF TRACK

[SF-64 - Buffer Print Sorting]
 G - SLIP PRINTS HEADERS ON EACH PAGE
 YES = Page number is also printed on the first line.

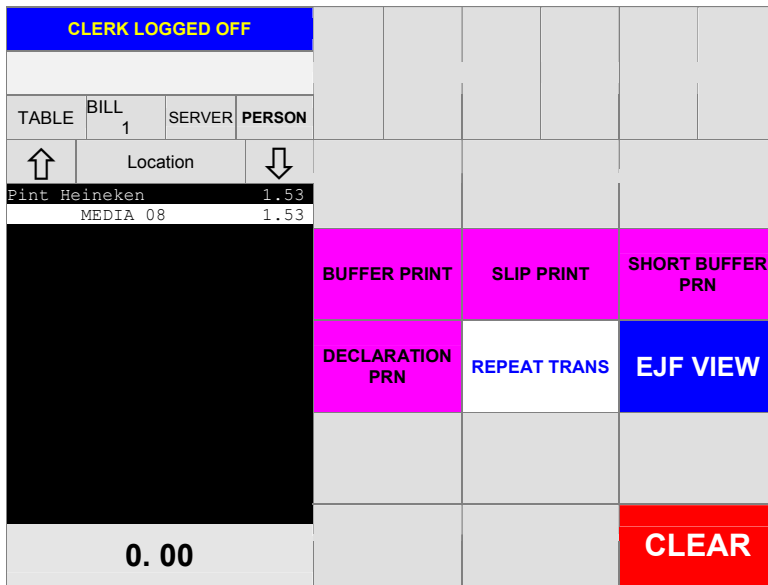


[SF-105 - Operations <2>]

A - CHECKOUT BILL COMPULSORY

YES = "CLERK TO PRINT?" message (WM-#19) is displayed immediately after a track is closed by media to prompt **BUFFER PRINT/SHORT BUFFER PRINT*/SLIP PRINT** button depression for checkout bill issue. This functions regardless of the slip printer fitted or not.

* see 9-7. "Buffer Print System" for **SHORT BUFFER PRINT** (page 164).



BUFFER PRINT	Check-out bill on the receipt.
SLIP PRINT	Check-out bill on the slip.
SHORT BUFFER PRINT	Only the categories are printed on the receipt.
DECLARATION PRINT	German invoice on the receipt. [SF-88.H]
REPEAT TRANSACTION	Exactly the same PLUs sold in the last transaction is registered.
EJF VIEW	Contents of Electronic Journal File are shown on the screen. [SF-57.H]

Note: Except the depression of **REPEAT TRANSACTION** button, the above screen remains until **CLEAR** button is pressed.

Note for Flag Combination of [SF-105.A] and [SF-35.E]

Immediately after a track is closed by media, following screen is displayed according to the flag selections:

- [SF-35.E] PROMPT FOR SLIP IF TRACK
- [SF-46.H] SLIP PRINTER FITTED
- [SF-105.A] CHECKOUT BILL COMPULSORY

[SF-105.A=YES], [SF-35.E=YES]	
[SF-46.H=YES]	[SF-46.H=NO]
<p>Prompt for Slip Print</p> <p style="text-align: center;">↓</p> <p>Checkout Bill Compulsory Screen</p>	<p>Prompt for Buffer Print</p> <p style="text-align: center;">↓</p> <p>Checkout Bill Compulsory Screen</p>

[SF-105.A=YES], [SF-35.E=NO]	
[SF-46.H=YES]	[SF-46.H=NO]
<p>Checkout Bill Compulsory Screen</p>	

[SF-105.A=NO] [SF-35.E=YES] [SF-46.H=YES]
<p>Prompt for Slip Print</p>

c) Split Bill - Item Transfer [SF-37.E=NO]

Where a customer requests to split a bill, any item can be transferred from the current track to a new track using a simple scroll and select function.

Stored items on a bill are split to four persons for one time. In order to split items to more than four persons, repeat split operation procedures.

Following data included in the original track is also transferred (copied) with items to new track when a track is split into another track. However the **bill number** is **never** copied.

Table number	copied only when "MULTIPLE TRACKS PER TABLE" [SF-37.A=YES] is selected
Server number	copied
Number of Persons	One person is decreased from the original track and transferred to new track.
Location	copied

1. Retrieve the track you wish to split.
2. Press **SPLIT BILL** button. Operation mode of split bill appears on the screen.

The screenshot displays the POS system's split bill interface. On the left, the 'original bill contents' section lists 10 items (PLU 1-10) with prices ranging from 1.00 to 10.00, totaling 55.00. The right side shows a split bill interface with two columns, A and B, each with a total of 0.00. Below these, there are two more columns, C and D, also with a total of 0.00. The screen features a blue header 'SEL ITEMS TO XFR' and a red 'End' button. A callout box points to columns C and D, stating 'A, B, C and D are fixed messages.' Another callout box at the bottom right states 'Items in a bill can be split to four bills in this stage.'

- Touch an item on the original bill first, and then touch one of A, B, C, D buttons (between scroll up and down arrows) located at the top in one of bills where the item is transferred.

For example, PLU 5 is transferred to A and PLU 10 is transferred to B.

SEL ITEMS TO XFR			↑	A	↓	↑	B	↓
			PLU 5	5.00	PLU 10	10.00		
TABLE	BILL	Trans.	End					
	1	Whole						
↑	Location		↓					↓
PLU 1	1.00							
PLU 2	2.00							
PLU 3	3.00							
PLU 4	4.00							
PLU 5	TRANSFERED		5.00		10.00			
PLU 6	6.00							
PLU 7	7.00		↑	C	↓	↑	D	↓
PLU 8	8.00							
PLU 9	9.00							
PLU 10	TRANSFERED							
40.00			0.00		0.00			

- Press **End** button to quit from the operation mode of split bill.
- The original bill is automatically closed by N.B./STORAGE and transferred items are displayed with "CUSTOMER A" message on the top of line.
- Press one of media button to close or enter bill number and press N.B./STORAGE to store.
- Then next transferred items are displayed with next CUSTOMER message.

CUSTOMER A			
Drink Menu		Std Prices	
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 5	5.00		

programmable message by SP-131 Warning Message #97 ~ 99

- In order to split items furthermore, repeat split bill operation from step 1.

Split Bill for Multiplied Items

By selecting either **Transfer Whole** or **Transfer One Item** toggle button, registered as a set of multiplied item or one by one item can be transferred to another bill. This selection is kept until **Transfer** toggle button is pressed.

1. Retrieve the track you wish to split.
2. Press **SPLIT BILL** button. Operation mode of split bill appears on the screen.

The screenshot shows a POS interface for splitting a bill. At the top, there are buttons for 'SEL ITEMS' and 'XFR'. Below this is a table with columns for 'TABLE', 'BILL', 'Trans.', and 'End'. The 'Trans.' column has a green 'Trans. Whole' button and a red 'End' button. A yellow arrow points from a 'Trans. One' button above to the 'Trans. Whole' button. The table lists items: 5.00 PLU 1 (5.00) and 3.00 PLU 2 (6.00). Below the table is a section labeled 'original bill contents' with a total of 11.00. To the right, there are two columns labeled 'A' and 'B', each with a total of 0.00. Below these are buttons 'C' and 'D'. A callout box points to these buttons with the text 'A, B, C and D are fixed messages.'

TABLE	BILL	Trans.	End
↑	1	Trans. Whole	End
↑	Location	↓	
5.00	PLU 1	5.00	
3.00	PLU 2	6.00	
original bill contents			
11.00		0.00	0.00

3. **A set of multiplied item transfer:**

Under **Transfer Whole** condition, a set of multiplied item is transferred to another bill by touching one of A, B, C, D buttons (between scroll up and down arrows) located at the top in one of bills where the item is transferred.

SEL ITEMS TO XFR			↑	A	↓	↑	B	↓
			5.00	PLU 1	5.00			
TABLE	BILL	Trans.	End					
	1	Whole						
↑	Location		↓					
5.00	PLU 1	TRANSFERD						
3.00	PLU 2	6.00						
original bill contents			5.00			0.00		
			↑	C	↓	↑	D	↓
6.00			0.00			0.00		

Note: Select **Trans. Whole** button to transfer less than quantity "0.99" item.
Trans. One button can not be used for these items with decimal quantity.

4. **One by one item transfer for multiplied item:**

Under **Transfer one item** condition, one of multiplied item is transferred to another bill by touching one of A, B, C, D buttons. This operation can be repeated by touching one of A, B, C, D buttons.

For example, two of three PLU 2 items are transferred to B customer.

SEL ITEMS TO XFR			↑	A	↓	↑	B	↓
			5.00	PLU 1	5.00	PLU 2	2.00	
						PLU 2	2.00	
TABLE	BILL	Trans.						
	1	One						
		End						
↑	Location							
		↓						
5.00	PLU 1	TRANSFERD						
1.00	PLU 2	2.00						
original bill contents			5.00		0.00			
			↑	C	↓	↑	D	↓
2.00			0.00		0.00			

5. Press **End** button to quit from the operation mode of split bill.
6. The original bill is automatically closed by **N.B./STORAGE** and transferred items are displayed with "CUSTOMER A" message on the top of line.
7. Press one of media button to close or enter bill number and press **N.B./STORAGE** to store.

e) Clerk Track Transfer

Clerk Track Transfer is used for a clerk to take over the pending tracks (closed by New Balance) used by another clerk who has finished his job.

Clerk Track Transfer prints and shows a clerk track list first, so you can select the tracks to be transferred. After the transfer is completed, the list of track transferred and X-15/8815 Individual Clerk report with Transfer In / Out amounts are printed automatically.

In addition to the automatic clerk track lists above, you will have the newly added X-17/18 Clerk Track report (read only) and X-8817/8818 for IRC report.

e)-1. Clerk Track Transfer Operation

Clerk Track Transfer can be done in the R and X control key positions.

A. Clerk Transfer in R position:

Only the clerks who have their **HARD CLERK** button, clerk card, iButton or their clerk codes can enter the Clerk Track Transfer mode.

B. Clerk Transfer in X position:

Manager or any clerk who knows their sequential clerk numbers can enter the Clerk Track Transfer mode. There is no need to know their clerk codes.

Before using this function, allocate **CLERK TRACK TRANSFER** button by SP-850.

Also the number of clerks must be the same on the IRC network by SP-112 - Maximums.

A. Clerk Track Transfer Operation in R Position

1. Turn the control key to R position. Sign on the clerk.
2. Press **CLERK TRACK TRANSFER** button. (If items are registered before pressing **CLERK TRACK TRANSFER** button, you can not enter into Clerk Track Transfer mode.)
Pending track list for the operating clerk is shown on the display and its contents are printed automatically.

SELECT OPTION		
Std Prices		
PAGE UP		PAGE DOWN
↑	CLERK 001	↓
1		3.00
5		7.00
3		6.00
} pending tracks		
BILL #	TABLE #	SUBTOTAL
User Text #27		

**Report Sample
pending track list for the signed on clerk**

* Your *		
* Receipt *		
* Thank You *		

CLERK 001		
BILL		1
		3.00
BILL		5
		7.00
BILL		3
		6.00

CLERK 001		16.00
3		
X:0004		

No report header is printed

X report count is printed.

← When the table number system is used, the order will be TABLE, BILL, SUBTOTAL.

- Select tracks to be transferred with **Select**, **All Select** and **SCROLL** buttons.
Then select mark "*" is put on the left corner.
Select: used to select individual track (toggles the selection)
All Select: used to select all tracks, used to reverse the selection (toggles the selection)

SELECT OPTION								
Std Prices								
PAGE UP		PAGE DOWN						
↑	CLERK 001	↓						
*	1	3.00						
*	5	7.00						
	3	6.00						
			Select	All Select				
			CLEAR					
			7	8	9			
			4	5	6			
			1	2	3			
BILL #	TABLE #	SUBTOTAL	0	00	000			TRANSFER

- Press **TRANSFER** to fix the selection. You can press **CLEAR** to leave the Clerk Track Transfer mode.
- Enter the clerk sequential number to be transferred to and press **ENTER**. It prints the pending track list for the specified clerk.

Report Sample - pending track list for the specified clerk

CLERK 002		
BILL	1	No report header is printed
	3.00	} transferred tracks from Clerk 001
BILL	5	
	7.00	
BILL	8	
	15.00	

CLERK 002	3	
	25.00	X report count is printed.
X:0005		

- Remaining tracks stay in the list. You can continue the track transfer by enter the clerk sequential number to be transferred to if required.

SELECT OPTION		
PAGE UP		PAGE DOWN
↑	CLERK 001	↓
3		6.00

7. After Clerk Track Transfer is completed, X-15/8815 Individual Clerk Report with Transfer In / Out amounts is printed automatically for the confirmation. (Only if the clerk is permitted to get the report by Report Security program SP-181.)

Also you can see the result of track transfer on newly added X-17 Clerk Track report. See below for the sample.

X-15	
-----IND CLERK REPORT-----	
CLERK 001	
:	
NET CHARGE	6.00
TRANS. OUT	10.00
TOTAL	16.00
X-REPORTS	4

SALES TYPE 1	16.00

TOTAL	16.00
ADD-ON TAX	0.00
TRANS. IN	0.00
TOTAL	16.00

VAT TAX	0.00
NET SALES	16.00

Refer to chapter "Clerk Sales Memory for Track Transfer" for the explanation of Transfer In / Out memory on page 106.

Report Sample - X-17 Clerk Track Report

Before Clerk Track Transfer	After Clerk Track Transfer
X-17	
-----CLERK TRACK REPORT-----	
CLERK 001	
BILL	1
	3.00
BILL	5
	7.00
BILL	3
	6.00

CLERK 001	16.00
3	

CLERK 002	8
BILL	15.00

CLERK 002	15.00
1	

ALL TRACKS	31.00
4	

X-17	
-----CLERK TRACK REPORT-----	
CLERK 001	
BILL	3
	6.00

CLERK 001	6.00
1	

CLERK 002	
BILL	1
	3.00
BILL	5
	7.00
BILL	8
	15.00

CLERK 002	25.00
3	

ALL TRACKS	31.00
4	

B. Clerk Track Transfer Operation in X Position

Manager or any clerk who knows clerk sequential numbers can transfer the tracks of other clerks. There is no need to know their clerk codes.

1. Turn the control key to X position.
2. Sign on the clerk.
3. Select "CLERK TRACK TRANSFER" among the menu of X position.
4. Enter the clerk sequential number to be transferred **from** and press **ENTER**. It prints and shows the pending track list for the clerk.
5. Select tracks to be transferred by using **Select**, **All Select** and **SCROLL** buttons.

SELECT OPTION								
PAGE UP		PAGE DOWN						
↑	CLERK 001	↓						
*	1	3.00						
*	5	7.00						
	3	6.00						
			Select		All Select			
			CLEAR					
			7	8	9			
			4	5	6			
			1	2	3			
BILL #	TABLE #	SUBTOTAL						
	0	00	000					TRANSFER

6. Press **TRANSFER** to fix the selection. You can press **CLEAR** to leave the Clerk Track Transfer mode.
7. Enter the clerk sequential number to be transferred **to** and press **ENTER**. It prints the pending track list for the specified clerk.
8. Remaining tracks stay in the list. You can continue the track transfer by enter the clerk sequential number to be transferred to if required.
9. After Clerk Track Transfer is completed, X-15/8815 Individual Clerk Report with Transfer In / Out amounts is printed automatically for the confirmation and ECR shows the menu for the X position.

e)-2. Clerk Sales Memory for Track Transfer

Two memories are used for the Clerk Track Transfer which are called **Transfer In** (User Text #102) and **Transfer Out** (User Text #103).

For example, two tracks (total charge 10.00) have been transferred from Clerk #1 to Clerk #2 as shown in the previous explanation.

The transferred charge amount is printed in **Transfer Out** line and the received charge amount is printed in **Transfer In** line on the clerk report. Then the transferred and received charge amounts affect the net charge amount for each clerk as follows:

Report Sample - X-11 Clerk Report

Before Clerk Track Transfer	After Clerk Track Transfer
<p>×-11 -----FULL CLERK REPORT-----</p>	
CLERK 001	
NET CHARGE	NET CHARGE (1) → 6.00
TRANS. OUT	TRANS. OUT → 10.00
TOTAL	TOTAL 16.00
X-REPORTS	X-REPORTS 4

SALES TYPE 1	SALES TYPE 1 16.00

TOTAL	TOTAL 16.00
ADD-ON TAX	ADD-ON TAX 0.00
TRANS. IN	TRANS. IN 0.00
TOTAL	TOTAL 16.00

VAT TAX	VAT TAX 0.00
NET SALES	NET SALES 16.00

CLERK 002	
NET CHARGE	NET CHARGE (2) → 25.00
TRANS. OUT	TRANS. OUT 0.00
TOTAL	TOTAL 25.00

SALES TYPE 1	SALES TYPE 1 15.00

TOTAL	TOTAL 15.00
ADD-ON TAX	ADD-ON TAX 0.00
TRANS. IN	TRANS. IN → 10.00
TOTAL	TOTAL 25.00

VAT TAX	VAT TAX 0.00
NET SALES	NET SALES 15.00

- (1) NET CHARGE for clerk #1 (6.00) = NET CHARGE before transfer (16.00) - TRANS. OUT (10.00)
- (2) NET CHARGE for clerk #2 (25.00) = NET CHARGE before transfer (15.00) + TRANS. IN (10.00)

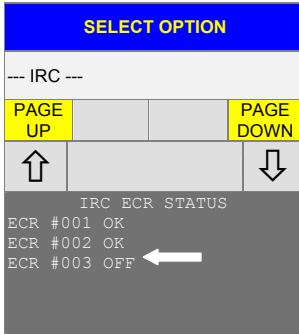
e)-3. Broadcast Clerk Track Transfer

When you enter into Clerk Track Transfer mode, the ECR being operated will search for all the tracks existing on the ECRs of the same IRC line and show them in Pending Track List.

When Clerk Track Transfer is finished, the information of the transferred tracks are updated on all the ECRs. In other words, the property of tracks existing on the other ECRs are automatically changed to a new clerk's. For this, [SF-89.G] "BROADCAST CLERK TRACK TRANSFER" should be set to Yes.

Keep the ECRs in power on in case of Clerk Track Transfer, otherwise, you will neither get the full Pending Track List (tracks existing in power-off ECRs will be missing), nor overwrite the track information with property change.

If there exist powered-off ECRs in the IRC, you will know it by warning message shown right after you enter into Clerk Track Transfer mode.



When you would like to transfer the tracks existing in such powered-off ECR(s), please perform:

ON-LINE operation

1. Power on the ECR(s).
2. Turn the control key to X position.
3. Sign on the "on-line operation permitted [CF-1.G=YES]" clerk.
4. Select "ONLINE OPERATION" menu.

After the above, try again Clerk Track Transfer.

f) Floating Track

When a track is stored in an ECR and later picked-up on other ECRs within the same LOCATION, the stored track data floats and are transferred to ECR where the track is being picked up.

Note for Off-Line ECR

When an ECR that has been off-line returns to the on-line condition, the ON-LINE operation needs be performed as follows:

ON-LINE operation

1. Turn the control key to X position.
2. Sign on the "on-line operation permitted [CF-1.G=YES]" clerk.
3. Select "ONLINE OPERATION" menu.

g) Program Options for Track Systems

Keywords	System Function Contents
Security	[SF-06 - LCD Control <2> A - NON SERVER PICKUP ONLY IN X
Compulsory	[SF-07 - Compulsions <1> D - COMPULSORY BILL # ENTRY C - COMPULSORY TABLE # ENTRY [SF-08 - Compulsions <2> F - COMPULSIONS AT START E - ONLY CLOSE AFTER PICKUP C - COMPULSORY LOCATION ENTRY IF TRACK A - COMPULSORY BILL/TABLE/PERSONS/SERVER ENTRY IF NO KP
Subtotal Bill Security	[SF-13 - Functions in X or Z <4> F - SUBTOTAL BILL - Z ONLY E - SUBTOTAL BILL - Z OR X D - CORRECTION IN PREVIOUS SESSION - Z ONLY C - CORRECTION IN PREVIOUS SESSION - Z OR X
Split Bill Checkout Bill	[SF-14 - Functions in X or Z <5> H - SPLIT BILLS - Z ONLY G - SPLIT BILLS - Z OR X F - CHECKOUT BILLS - Z ONLY E - CHECKOUT BILLS - Z OR X
Track Transfer	[SF-15 - Functions in X or Z <6> D - TRANSFER TRACK - Z ONLY C - TRANSFER TRACK - Z OR X
Print Format Instant Subtotal Bill Subtotal Bill Security	[SF-35 - Buffer Print <1> H - CONSOLIDATE BUFFER PRINT G - INSTANT SUBTOTAL BILL IF NO TRACK F - SUBTOTAL BILL BY TABLE E - PROMPT FOR SLIP IF TRACK D - NEW BALANCE SUBTOTAL PRINTS SIGNATURE LINE C - NO PRINT ZERO PLU B - PRINTS PERSON TYPE A - NO PRINT PERSON
Track System Security	[SF-37 - Tracks (Bills) H - TABLE NUMBER SYSTEM G - AUTO ASSIGN BILL NUMBER F - AUTO BILL NUMBER UNIQUE E - TRACK CONTENTS NOT DISPLAYED D - SERVER PICKUP ONLY C - AUTO SERVER IF COMPULSORY SERVER B - ALLOW CREATION OF TRACK IF NOT EXISTING A - MULTIPLE TRACKS PER TABLE

<p>Instant Subtotal Bill Print Format</p>	<p>[SF-64 - Buffer Print Sorting] H - INSTANT SUBTOTAL BILL PROHIBITED G - SLIP PRINTS HEADERS ON EACH PAGE F - DO NOT PRINT SET MENU ITEMS ON BILL OR BUFFER E - ALL TRANSACTIONS D - SLIP SORTED BY MAJOR GROUP NO = Slip sorted by category. C - SLIP SORTED B - BUFFER PRINT SORTED BY MAJOR GROUP NO = Buffer print sorted by category. A - BUFFER PRINT SORTED</p>																																																
<p>Print Format</p>	<p>[SF-75 - Invoice/Receipt] G - COMPLIMENTARY TOTAL IS SHOWN ON BUFFER PRINT E - INSTANT SUBTOTAL BILL HAS MERCHANT D - PROG LINE PRINTS ON BUFFER PRINT C - PROG LINE ONLY PRINTS IF TRACK B - SUBTOTAL BILL HAS TIP</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">BILL</td> <td style="width: 10%;"></td> <td style="width: 10%; text-align: right;">1</td> <td style="width: 10%;"></td> </tr> <tr> <td>TABLE</td> <td></td> <td style="text-align: right;">5</td> <td></td> </tr> <tr> <td colspan="4" style="border-top: 1px dashed black;"></td> </tr> <tr> <td>PLU 10</td> <td></td> <td style="text-align: right;">10.00</td> <td></td> </tr> <tr> <td>PLU 20</td> <td></td> <td style="text-align: right;">20.00</td> <td></td> </tr> <tr> <td></td> <td></td> <td style="text-align: right;">-----</td> <td></td> </tr> <tr> <td>SUBTOTAL</td> <td></td> <td style="text-align: right;">30.00</td> <td></td> </tr> <tr> <td></td> <td></td> <td style="text-align: right;">-----</td> <td></td> </tr> <tr> <td>SUBTOTAL</td> <td></td> <td style="text-align: right;">30.00</td> <td></td> </tr> <tr> <td>TIP</td> <td></td> <td style="text-align: right;">-----</td> <td></td> </tr> <tr> <td></td> <td></td> <td style="text-align: right;">-----</td> <td></td> </tr> <tr> <td>SUBTOTAL</td> <td></td> <td style="text-align: right;">-----</td> <td></td> </tr> </table> <div style="margin-left: 400px;"> <p>CLERK 001 #888-001-0000-0001 06/11/2000 14:15-R</p> </div> </div> <div style="margin-left: 400px; margin-top: 10px;"> <p>} blank tip line and subtotal line</p> </div>	BILL		1		TABLE		5						PLU 10		10.00		PLU 20		20.00				-----		SUBTOTAL		30.00				-----		SUBTOTAL		30.00		TIP		-----				-----		SUBTOTAL		-----	
BILL		1																																															
TABLE		5																																															
PLU 10		10.00																																															
PLU 20		20.00																																															

SUBTOTAL		30.00																																															

SUBTOTAL		30.00																																															
TIP		-----																																															

SUBTOTAL		-----																																															
<p>Tax</p>	<p>[SF-78 - Add-on Tax] D - EXEMPTION AT STORAGE C - TRACK REPORT INCLUDES TAX B - BUFFER PRINT WILL NOT PRINT TAX A - SUBTOTAL INCLUDES TAX AT PICKUP</p>																																																
<p>Clerk Track Transfer</p>	<p>[SF-89 - Clerk <3>] G - BROADCAST CLERK TRACK TRANSFER</p>																																																
<p>Subtotal Bill</p>	<p>[SF-104 - Print] A - SUBT BILL HAS F.C.MEDIA</p>																																																
<p>Clerk Track List Track Creation Checkout Bill Compulsory</p>	<p>[SF-105 - Operation <2>] H - CLERK S-ON TRACK LIST B - SKIP C-MSG IF TRK CREATE A - CHECK-OUT BILL COMP</p>																																																

4-19. Seat number assignment

Each person's order is controlled by entering up to 99 seat numbers the customers are seated at. Subtotal bills and kitchen printer receipts can be set to print in seat order. The final receipt is printed in the order of Category, Major Group or Seat.

Setting

1. Assign **SEAT NUMBER** button using SP-850.
2. Set "Seat number system" [SF-79.H] - SP-113.
3. Set User Text #71 "SEAT NUMBER" - SP-130.
4. Set Warning Message #79 "ASSIGN NEW SEAT" - SP-131.
5. Set the following flags if required:
 - [SF-79.G] Category/Major group subtotals are not printed
 - [SF-79.F] Finalized transactions print in seat order
 - [SF-77.G] KP prints seat number

a) Seat assignment - assigning seat numbers to each person

After clerk sign on, "SEAT #1" is automatically assigned.

To select a new seat,

- Enter the seat number.
- Press **SEAT NUMBER**.

New seat number is displayed next to the previous seat number.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
SEAT #1			
SEAT #5			
PLU 1			1.00
PLU 2			2.00
SEAT #6			
PLU 1			1.00
PLU 2			2.00

Seat #1 is automatically assigned.
Seat #5 is newly assigned.

Seat #6 is assigned.

Receipt Sample [SF-79.F]

Finalized transaction printed in seat order [F,G=YES]

SEAT# 5		
PLU 1		1.00
PLU 2		2.00
SUBTOTAL		3.00

SEAT# 6		
PLU 1		1.00
PLU 2		2.00
SUBTOTAL		3.00

MEDIA 08		6.00

printed in normal [F=NO]

PLU 1		1.00
PLU 2		2.00
PLU 1		1.00
PLU 2		2.00
SUBTOTAL		6.00

MEDIA 08		6.00

b) Seat change - changing seat numbers on registered items

Changing seat numbers can be performed only by selecting each item. By selecting the main PLU item or Set Menu PLU, linked items automatically follow the main PLU. Linked items can not be selected.

1. Scroll the cursor to the item which needs moving to another seat.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
SEAT #1			
PLU 1			1.00
PLU 2			2.00
PLU 3			3.00
SEAT #1			

-- can **not** select seat # itself to change

2. Press **SEAT NUMBER**. "ASSIGN NEW SEAT" of Warning Message #79 is displayed.

ASSIGN NEW SEAT			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
SEAT #1			
PLU 1			1.00
PLU 2			2.00
PLU 3			3.00
SEAT #1			

3. Enter the seat number and press **CHANGE**. The item will be assigned to the seat.
Note that the display will not alter at this point.

4. To view the change, sign off and on the clerk although the seat numbers are not consolidated on the display.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
SEAT #1			
PLU 1			1.00
SEAT #7			
PLU 2			2.00
SEAT #1			
PLU 3			3.00
SEAT #1			

PLU 2 is assigned to Seat #7.

c) Seat transfer - splitting seats to another transaction

All the items assigned to a seat may be transferred to another transaction. This function is operational for a transaction assigned to a track and it must be New Balance closed more than once.

c)-1. In case the transferred seat number specified

Splitting seats to another bill is available. All items registered to the seat number is transferred.

1. Create bill and register several PLUs, then close by **N.B./STORAGE (STORE)**.
2. Pick up the bill created.
3. Press **SPLIT BILL**. Operation mode of split bill appears on the screen.

SEL ITEMS TO XFR		↑	A	↓	↑	B	↓
TABLE	BILL 1	Trans. Whole		End			
↑	Location	↓					
SEAT #	1						
PLU 1	1.00						
PLU 2	2.00						
PLU 3	3.00						
SEAT #	5	0.00			0.00		
PLU 4	4.00						
PLU 5	5.00						
SEAT #	1	↑	C	↓	↑	D	↓
original bill contents							
15.00		0.00		0.00			

4. Touch a seat number on the original bill first, and then touch one of A, B, C, D buttons (between scroll up and down arrows) located at the top in one of bills where the item is transferred.

Note: Items are not transferred when the seat number of the last line is selected.

For example, SEAT #5 items are transferred to A.

SEL ITEMS TO XFR				↑	A	↓	↑	B	↓
				PLU 4 4.00					
				PLU 5 5.00					
TABLE	BILL	Trans.	End	Seat # is not displayed here.					
	1	Whole							
↑	Location		↓						
SEAT #	1								
PLU 1			1.00						
PLU 2			2.00						
PLU 3			3.00						
SEAT #	5			9.00		0.00			
PLU 4	TRANSFERED								
PLU 5	TRANSFERED								
SEAT #	1								
				↑	C	↓	↑	D	↓
6.00				0.00		0.00			

5. Press **End** button to quit from the operation mode of split bill.
6. The original bill is automatically closed by **N.B./STORAGE** and transferred items are displayed with "CUSTOMER A" message on the top of line.
7. Press one of media button to close or enter bill number and press **N.B./STORAGE** to store. Then next transferred items are displayed with next CUSTOMER message.

CUSTOMER A			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
SEAT #	5		
PLU 4			4.00
PLU 5			5.00
SEAT #	5		

programmable message by SP-131 Warning Message #101 ~ 104

c)-2. In case the individual items are to be transferred

1. Open the temporarily closed track.
2. Press **SPLIT BILL**. "SEL ITEMS TO XFR" of Warning Message #12 is displayed.
3. Touch an item to be transferred on the original bill first, and then touch one of A, B, C, D buttons (between scroll up and down arrows) located at the top in one of bills where the item is transferred.
4. If another item is to be transferred to the same transaction, repeat step 3.
5. To finalize the transfer, press **End**. Then the original track is closed by New Balance automatically and the transferred items with seat numbers remain as another transaction on the display. Continue operation as required.

Note: By selecting the main PLU item or Set Menu PLU, linked items automatically follow the main PLU. Linked items can not be selected.

d) Notes

Seat number pick up method

Operation	Active Seat Number is:
Signing on a clerk at the beginning of a transaction	Seat #1
Picking up a stored clerk transaction	The last seat number used before storage.
Picking up a stored track	The lowest seat number in the track.

Before entering Set Menu PLU

Where Set Menus are in use, the seat number assignment is recommended prior to pressing Set Menu PLU as only options for that menu is displayed, although you can change the seat number after Set Menu PLU is registered.

Print outs

Print outs in seat system are always sorted into Major Group. The subtotals for them would be programmed normally to appear on the receipt by [SF-79.G=NO].

Subtotal bill issue

Subtotal bill is always printed in seat order.
Item consolidation is done within the seat order if [SF-35.H=YES].

Normal subtotal bill issue

1. Sign on the clerk.
2. Enter bill number and press **BUFFER PRINT**.

Instant subtotal bill issue

1. Open the track.
2. Press **BUFFER PRINT**.

Final checkout bill issue

Final checkout bill is **NOT** printed in seat order unless programmed by [SF-79.F=YES] or the following operation is performed;

Checkout bill issue with seat number

1. Press **BUFFER PRINT**. "CLERK TO PRINT?" is prompted.
2. Press **SEAT #**.
3. Press **CLERK** button or enter clerk ID and press **ENTER** to print.

4-20. Tax system

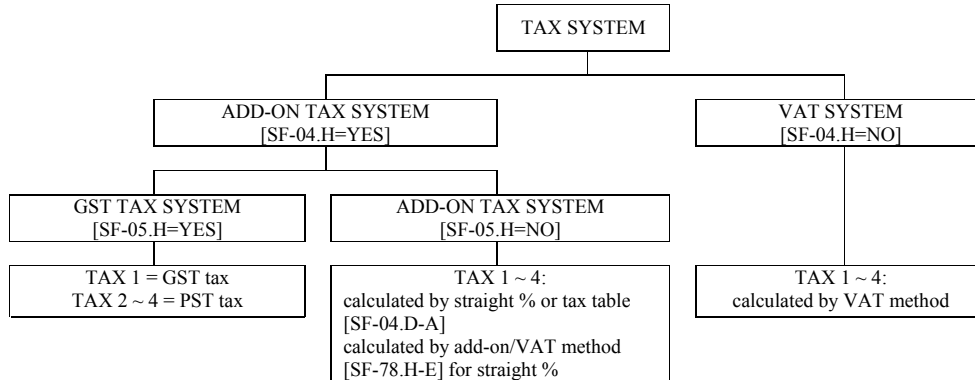
a) Tax System Outline

Add-on tax, VAT, USA tax tables, and Canadian/Singapore GST tax systems are available.

ECR may be programmed to use either the VAT system where the included VAT content of the sale is calculated and shown at the end of the sale, or the Add-on Tax system where the tax is calculated and added on to the total at the end of the sale.

When Add-on Tax system is programmed, 4 taxes are calculated either "add-on tax" or "VAT" method depending on the programming.

For the VAT system, the tax amounts are always calculated by VAT method.



	Add-On Tax System		VAT System
Number of tax rates	Up to 4 tax rates or tax tables.		Up to 4 tax rates.
Tax calculation method	Tax is calculated by "add-on tax method" or "VAT method" by programming. Add-on tax method: Tax amount is charged separately from the price. VAT method: Tax amount is included in the price.		Tax amount is included in the price.
	Operations	Add-on tax method	VAT method
Automatic tax exemption	Yes	No	No
Manual tax exemption	Yes	No	No
Tax shift	Yes	Yes	No

a)-1. VAT System

When using VAT system, the included VAT content of the sale is calculated and then shown at the end of the sale.

For example if the VAT is 17.5% and a sale for 1.00 is registered, ECR will show a cash total for 1.00; a taxable sales total of 0.85 with a VAT amount of 0.15.

Receipt Sample

* Your *		
* Receipt *		
* Thank You *		

PLU 1		1.00

MEDIA 08		1.00
TAX SALES1	0.85	
TAX 1		0.15

a)-2. Add-on Tax System

When using this system, 4 taxes are calculated by straight % or tax table. Straight % is also calculated by either "add-on tax" or "VAT" method depending on the programming.

For example, under the following settings, the due amount will be:

Receipt Sample

*****			TAX 1 = 5%, add-on tax method
* Your *			TAX 4 = 20%, VAT method
* Receipt *			
* Thank You *			

PLU 1		1.00	taxable 1 item
PLU 4		4.00	taxable 4 item

SUBTOTAL		5.00	
TAX SALES1	1.00		
TAX 1		0.05	tax amounts calculated by add-on tax method

SUBTOTAL		5.05	
MEDIA 08		5.05	
TAX SALES4	3.33		
TAX 4		0.67	tax amounts calculated by VAT method

b) Automatic Tax Exemption --- only for add-on tax items calculated by add-on tax method

The tax amount is automatically exempted when the taxable subtotal amount is under the programmed tax exemption limit amount.

Tax is exempted either per transaction or per number of persons according to the programming [SF-48.H-E].

Receipt Sample --- exempted per transaction [SF-48.H-E=NO]

*****			tax exemption limit amount of tax 1 = 1.00
* Your *			
* Receipt *			
* Thank You *			

PLU 1		1.00	PLU 1 = taxable 1 item
TAX SALES 1	1.00		
TAX 1		0.00	←

SUBTOTAL		1.00	
MEDIA 08		1.00	

Receipt Sample --- exempted per number of persons [SF-48.H-E=YES]

*****			tax exemption limit amount of tax 1 = 1.00
* Your *			
* Receipt *			
* Thank You *			

PERSON		2	

PLU 1		1.00	
PLU 1		1.00	
TAX SALES 1	2.00		
TAX 1		0.00	←

SUBTOTAL		2.00	
MEDIA 08		2.00	

Although the tax exemption limit is exceeded in this sample, however 2 persons are entered and tax exemption is calculated per number of persons.

c) Manual Tax Exemption --- only for add-on tax items calculated by add-on tax method

TAX EXEMPTION button may be used at the end of a transaction to exempt the whole transaction from a particular tax rate, e.g. the whole sale could be exempted from tax 1.

1. At the end of a transaction, press **TAX EXEMPTION** button.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	TAX EXEMPT		↓
PLU 1			1.00

2. Press **TAX SHIFT** button that corresponds to the tax you want to exempt.

↑	TAX EXEMPT T1	↓
---	------------------	---

3. Press **TAX EXEMPTION** button.

↑	EXEMPTED T1	↓
---	----------------	---

4. Press one of **MEDIA** buttons to finalize the transaction.

Note if further items are registered, manual tax exemption will be disregarded.

Receipt Sample

PLU 1		1.00
TAX SALES 1	1.00	
EXEMPTED		
SUBTOTAL		1.00
MEDIA 08		1.00

Tax exemption can be prohibited for any individual tax level by [SF-48.D-A]. Also, the receipt including bill and buffer print does not show manual tax exemption by [SF-78.B].

Note for Manual Tax Exemption at Storage [SF-78.D]

Either "Tax exemption at storage will be lost" or "will not be lost" can be programmed. When "will be lost" is selected, the operation of manual tax exemption is disregarded and tax is calculated as usual.

Receipt Sample --- Manual tax exemption at storage will not be lost [SF-78.D=YES]

Subtotal Bill

BILL		1

PLU 1		1.00
TAX SALES 1	1.00	
EXEMPTED		
SUBTOTAL		1.00

Checkout Bill

BILL		1

PLU 1		1.00
PLU 1		1.00
SUBTOTAL		2.00
TAX SALES1	1.00	
TAX 1		0.05
SUBTOTAL		2.05
MEDIA 08		2.05

tax is calculated on the last registered item only

d) Tax Shift --- for add-on tax system and VAT system

d)-1. Tax Shift of Add-on Tax System

Tax status is changed by **TAX SHIFT 1 ~ 4** buttons.

The add-on tax shifts alter the status of a sale by toggling the tax on or off for the PLUs.

For example, PLU 2 is taxable 2 item and you do not wish to charge tax for this PLU, then **immediately before registering the PLU**,

1. Press **TAX SHIFT 2** button.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	T2		↓

2. Press PLU 2.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 2			2.00

3. Close the transaction or continue the registration.

Receipt Sample

PLU 2	2.00	taxable 2 item becomes non-taxable item
SUBTOTAL	2.00	
MEDIA 08	2.00	

TAX SHIFT button is effective for one item so it must be pressed before each item is registered.

d)-2. Tax Shift of VAT System

When "VAT shift enabled" [SF-05.B] is set, the tax levels 1 to 4 are limited to 1 and 2.

Press **TAX EXEMPTION** button before closing a transaction for VAT shift operation.

When **TAX EXEMPTION** button is pressed, VAT 1 item is shifted to VAT 3 and VAT 2 item is shifted to VAT 4.

Pressing **TAX EXEMPTION** button toggles between 'normal' and 'shifted' conditions. User text #68 (VAT SHIFT) is displayed when **TAX EXEMPTION** button is pressed to show the shifted condition.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	VAT SHIFT		↓
PLU 1			1.00
PLU 2			2.00

Receipt Sample

PLU 1		1.00
PLU 2		2.00

MEDIA 08		3.00
TAX SALES3	0.87	
TAX 3		0.13
TAX SALES4	1.67	
TAX 4		0.33

VAT 1 item is shifted to VAT 3
VAT 2 item is shifted to VAT 4

According to the programming [SF-05.G=YES], when VAT shift operation is done, only VAT 1 item is shifted to VAT 3.

Receipt Sample

PLU 1		1.00
PLU 2		2.00

MEDIA 08		3.00
TAX SALES2	1.67	
TAX 2		0.33
TAX SALES3	0.87	
TAX 3		0.13

VAT 1 item is shifted to VAT 3
VAT 2 item

e) Program Options

<p>[SF-04 - Taxation] H - ADD-ON TAX SYSTEM NO = VAT system G - TAX VALUES PRINTED F - TAX TOTAL ONLY E - DON'T PRINT TAX SALES D - TAX 4 BY TAX TABLE C - TAX 3 BY TAX TABLE B - TAX 2 BY TAX TABLE A - TAX 1 BY TAX TABLE</p> <p>[SF-05 - GST Taxation] H - GST TAX SYSTEM G - TAX ON TAX (GST)/ ONLY TAX 1 SHIFTED TO TAX 3 (VAT) F - GST EXEMPT IN X E - SINGAPORE GST D - PRINT MERCHANT ID C - VAT GST PRINTED B - VAT SHIFT ENABLED A - TAX ADDS TO HOURLY REPORT</p> <p>[SF-20 - PLU] G - PRINT TAX SYMBOLS</p> <p>[SF-21 - Groups/GT/Clerks] E - ADD-ON TAX AFFECTS GT</p> <p>[SF-28-30 - Percentage 1 - 3] D - AFFECTS TAX SUBTOTAL 4 C - AFFECTS TAX SUBTOTAL 3 B - AFFECTS TAX SUBTOTAL 2 A - AFFECTS TAX SUBTOTAL 1</p> <p>[SF-48 - Add-on Tax Exemption] H - TAX 4 EXEMPT AUTOMATICALLY BY PERSON G - TAX 3 EXEMPT AUTOMATICALLY BY PERSON F - TAX 2 EXEMPT AUTOMATICALLY BY PERSON E - TAX 1 EXEMPT AUTOMATICALLY BY PERSON D - MANUAL TAX 4 EXEMPT PROHIBITED C - MANUAL TAX 3 EXEMPT PROHIBITED B - MANUAL TAX 2 EXEMPT PROHIBITED A - MANUAL TAX 1 EXEMPT PROHIBITED</p> <p>[SF-49 - Add-on Tax Shift] H - TAX 4 SHIFT IN X G - TAX 3 SHIFT IN X F - TAX 2 SHIFT IN X E - TAX 1 SHIFT IN X</p>	<p>[SF-61,62 - Adjustment 1, 2] D - AFFECTS TAX SUBTOTAL 4 C - AFFECTS TAX SUBTOTAL 3 B - AFFECTS TAX SUBTOTAL 2 A - AFFECTS TAX SUBTOTAL 1</p> <p>[SF-63 - Monitoring] A - MONITORING INCLUDES TAX</p> <p>[SF-78 - Add-on Tax] H - TAX4: ADD-ON TAX METHOD G - TAX3: ADD-ON TAX METHOD F - TAX2: ADD-ON TAX METHOD E - TAX1: ADD-ON TAX METHOD D - EXEMPTION AT STORAGE C - TRACK REPORT INCLUDES TAX B - BUFFER PRINT WILL NOT PRINT TAX A - SUBTOTAL INCLUDES TAX AT PICKUP</p> <p>[SF-83 - Reports <4>] E - PLU/GROUP AMOUNT IS NET</p> <p>[SF-84 - Euro Currency] F - ALWAYS PRINT EURO TAX</p> <p>[GF-02 - Group Flag 2] D - AFFECTS TAX 4 [SF-83.E=YES] C - AFFECTS TAX 3 [SF-83.E=YES] B - AFFECTS TAX 2 [SF-83.E=YES] A - AFFECTS TAX 1 [SF-83.E=YES] When [SF-83.E] is set to YES, PLU's tax status program by [PF-01.D-A] are disregarded. Tax status per group must be set here.</p> <p>[PF-01 - PLU Flag 1] E - CANADIAN TAX - GST VAT D - AFFECTS TAX 4 C - AFFECTS TAX 3 B - AFFECTS TAX 2 A - AFFECTS TAX 1</p>
--	--

This function is valid regardless of Add-on tax or VAT system.

SP-113 SYSTEM FUNCTION FLAGS	Contents
[SF-117 -TAXATION <2>]	H TAX 4 AFFECTS GRAND TOTAL G TAX 3 AFFECTS GRAND TOTAL F TAX 2 AFFECTS GRAND TOTAL E TAX 1 AFFECTS GRAND TOTAL In case of Add-on tax method [SF-78.H-E]: These flags are available when "ADD ON TAX AFFECTS GRAND TOTAL" [SF-21.E] is set to NO.

Attention: The following flag setting is necessary when updating from any of the previous versions.

<When VAT System [SF-4.H=NO] is used>

On the previous versions, when VAT system was being used, it affected Grand Total unconditionally. From this version, if all the above Flags are set to "NO" (not affect), those taxes literally **do not affect** Grand Total. If VAT amount is needed to affect Grand Total, set above flags to "YES".

<When Add-on tax system [SF-4.H=YES] is used>

1. In case of VAT method [SF-78.H-E=NO]

On the previous versions, when VAT method was being used, it affected Grand Total unconditionally. From this version, if all the above flags are set to "NO" (not affect), those taxes literally **do not affect** Grand Total.

2. In case of Add-on tax method [SF-78.H-E=YES]

If Add-on tax affects GT [SF-21.E =YES], all the add-on taxes affect Grand Total regardless of the setting of above flags. If Add-on tax NOT affect GT [SF-21.E=NO], the above flags prevails.

Related Flags

SP-113 SYSTEM FUNCTION FLAGS	Contents
[SF-4 -TAXATION]	H ADD ON TAX
[SF-21 -GROUP/GT/CLERKS]	E ADD ON TAX AFFECTS GT

4-21. Ticket system

Up to four tickets can be issued with normal receipt.

Setting

- Set "Tickets enable" [SF-70.H] - SP-113.
- Set "Ticket item" [PF-03.C] per item - SP-122.
- Assign the group to the ticket item - SP-122.
- Set number of tickets to be issued [GF-01.E,D] per group - SP-121.

Receipt Sample

TICKET ITEM A	1 normal ticket + no extra ticket
TICKET ITEM B	1 normal ticket + 1 extra ticket
TICKET ITEM B	
TICKET ITEM C	1 normal ticket + 2 extra tickets
TICKET ITEM C	
TICKET ITEM C	
TICKET ITEM D	1 normal ticket + 3 extra tickets
TICKET ITEM D	
TICKET ITEM D	
TICKET ITEM D	
<p>Note for Paper Cutting Method This is fixed to a full cut between tickets of different kinds of items, and a partial cut between ticket items which are in the same category.</p>	
<p>Note for Linked PLU Condiment, link and topping PLUs are printed with the main PLU on the ticket. For Set Menu PLU, only the main PLU is printed but selected course items are not printed on the ticket.</p>	
<pre> ***** * Your * * Receipt * * Thank You * ***** TICKET ITEM A 1.00 TICKET ITEM B 2.00 TICKET ITEM C 3.00 TICKET ITEM D 4.00 ----- MEDIA 08 10.00 </pre>	

Program Options

[PF-03 - PLU Flag 3]
C - TICKET ITEM

[SF-70 - Tickets]
H - TICKETS ENABLED

[GF-01 - Group Flag 1]
E - TWO EXTRA TICKETS
D - ONE EXTRA TICKET

[SF-27 - Reports <3>]
B - Z-01 RESETS TICKET NUMBER

Ticket Print Options

[SF-20 - PLU]
C - TICKET PLU CENTERED

```
TICKET ITEM A
```

[SF-70 - Tickets]
F - TICKET HAS LOGO
E - TICKET HAS LAST LINE
D - TICKET HAS PRICE
C - TICKET HAS NUMBER
B - SINGLE LINE TOP LOGO
A - SINGLE LINE BOTTOM LOGO

```
*****
*      Your      *
*  Receipt  *
* Thank You *
*****
TICKET ITEM A          1.00
          0001
          CLERK 001
#888-001-0010-0001 04/12/2000 14:17-R
```

ticket has logo [F]

ticket has price [D]
ticket has number (1 normal ticket) [C]

ticket has last line [E]

```
TICKET ITEM B
          0002-1
-----
TICKET ITEM B
          0002-2
```

ticket has number (1 normal ticket + extra ticket) [C]

1st ticket number

2nd ticket number

4-22. Customer file

Max. 9999 Customer Files make records of telephone number or VAT number, name and address of customers, which can be printed on receipt for delivery service market, etc.

Preparation

- Set number of customer files by SP-112 Maximums.
- Add customer data by SP-192 Customer File.
Customer data can be added during registration. Refer to "a) Customer File Addition during Registration."

Customer File Data Structure

Data Structure	Format	Remarks
PHONE # or VAT #	max. 15 characters	
CUSTOMER NAME	max. 24 characters	
ADDRESS 1	max. 24 characters	It is shown on the customer file reports by [SF-87.E=YES]
ADDRESS 2	max. 24 characters	
ADDRESS 3	max. 24 characters	
ADDRESS 4	max. 24 characters	
GROUP	0 ~ 99	Customer sales count and amount are shown on the grouped customer file report for each group.
LAST ACCESS DATE	yyyymmdd	It is shown on the customer file reports by [SF-87.D=YES]

Customer File Assignment to a Transaction

Customer file can be assigned to a transaction by picking up a customer from the customer file. When the transaction is closed by one of media buttons, the sales amount and the transaction count are memorized in the customer file. They are shown on the customer file report and accumulated until it is cleared by Z report.

Refer to "c) Customer File Pick-up Methods during Registration" for the key sequence.

Customer File Assignment to a Track

Customer file can also be assigned to a track. The track is always opened with the assigned customer data until the track is finally closed. When the track is temporarily closed, the sales amount and the transaction count are **NOT** memorized in the customer file. They are added only when the track is finally closed.

Broadcast Customer File Information

When the customer files are used under the IRC network, it is essential that **all ECRs have the same maximum numbers (SP-112)**. Furthermore, each ECR must contain the same Customer File data by setting "Broadcast Customer File" [SF-87.A=YES]. Refer to "b) Broadcast Customer File" for details.

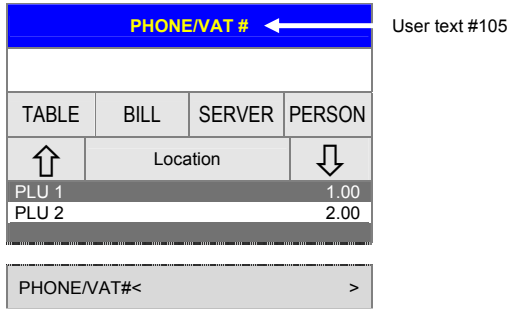
Contents of This Section

- Customer File Addition during Registration
- Broadcast Customer File
- Customer File Pick-up Methods during Registration
 - Pick-up by entering Phone/VAT Number
 - Pick-up from Customer List
- Picked Up Customer File Cancellation during Registration
- Picked Up Customer File Checking during Registration
- Limitations for Customer File Function
- Customer Name Printed in Header
- Customer File Search by Customer Name

a) Customer file addition during registration [SF-109.G=NO]

The customer file creation is permitted in REG mode when CREATE NEW FILE PROHIBITED [SF-109.G=NO] is selected.

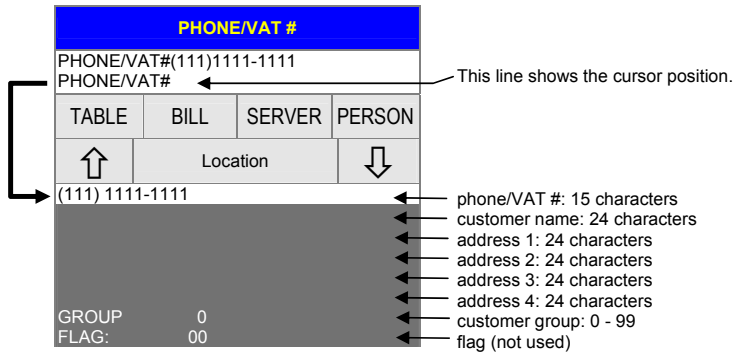
1. Turn the control key to R position.
2. Sign on a clerk.
3. Register items. For example, PLU 1 and 2.
4. Press **CUSTOMER FILE** button.



5. Enter the phone number or VAT number (max. 15 characters) by using alphabet buttons.
6. Then press **ENTER**.



7. Press **ENTER** to create a new customer file.
8. Press **ENTER** again.



9. Select the customer name by touching the second line or using **SCROLL** button. Then press **ENTER** to enter customer name.

PHONE/VAT #			
PHONE/VAT#(111)1111-1111			
NAME: ← This line shows the cursor position.			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
(111) 1111-1111			
← phone/VAT #: 15 characters			
← customer name: 24 characters			
← address 1: 24 characters			
← address 2: 24 characters			
← address 3: 24 characters			
← address 4: 24 characters			
← customer group: 0 - 99			
← flag (not used)			
GROUP	0		
FLAG:	00		

10. Select other required line and press **ENTER** to enter customer data.
 11. Press **CLEAR** to end the customer file addition and the added customer file is selected.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
(111)1111-1111 Customer 001			

12. Continue the transaction.

b) Broadcast customer file [SF-87.A=YES]

This is a function to update Customer File data of all ECRs in the IRC network in real time. The Customer File is automatically updated when "BROADCAST CUSTOMER FILE" [SF-87.A=YES] is programmed.

For example, when a new customer file is made on an ECR by SP-192 or during registration, the newly added customer file is automatically transferred to all ECRs in the IRC network. Then the new customer file can be used on all ECRs immediately.

Limitations for Broadcast Customer File

- When the same customer data is programmed on different ECRs at the same time

The customer file is updated by the data from the ECR which finishes the programming lastly.

- When an ECR in the IRC network is in power off while customer file broadcasting

For example, when the customer file is updated on ECR #1, if ECR #2 is in power off, "ECR #2 OFF" is displayed and IRC status check is printed on ECR #1. If ECR #2 is not turned on at that time, the customer file data is not transferred to ECR #2. In this case, please perform following steps;

1. Turn the control key to X position on ECR #2.
2. Sign on the "on-line operation permitted" clerk [CF-1.G=YES].
3. Select "ONLINE OPERATION" menu.
4. Turn the control key to SP or Z1 position.
5. Perform IRC program downloading SP/Z1-8292 "Changed Customer Files" in order to update ECR #2 with the latest Customer File.

- When a new ECR is allocated to the IRC network

You can download the latest customer file data to a new ECR by IRC program downloading SP/Z1-8192 Full Customer Files.

c) Customer file pick-up methods during registration

c)-1. Pick-up by entering Phone/VAT Number

1. Turn the control key to R position.
2. Sign on a clerk.
3. Register items. For example, PLU 1 and 2.
4. Press **CUSTOMER FILE** button.
5. Enter the phone number or VAT number (max. 15 characters) by using alphabet buttons.

PHONE/VAT #			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
PHONE/VAT#<			>

6. Then press **ENTER** to pick up the customer file. In order to cancel the pick-up, press **CLEAR**.

CUSTOMER FILE			
PHONE/VAT#0663537021			
NAME:			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
Uniwell Corporation			
5-25 3-chome Tenma Kita-ku Osaka JAPAN			

You can omit letters except alphanumeric.
For example the programmed numbers are "(06)-6353-7021" or "PH-2376.9.98", you can enter "0663537021" or "PH2376998".

Note: If it is programmed by using non-alphabet characters, such as "#\$%&", all characters must be entered otherwise new file will be created.

7. Press **ENTER** to assign the picked up customer file to this transaction and continue the transaction.

CLERK 001			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
(06) 6353-7021 Uniwell Corporation			

Receipt Samples

Customer confirmation printed with receipt.

[SF-87.H=NO]

```

*****
*       Your       *
*   Receipt       *
* Thank You      *
*****
PLU 1             1.00
PLU 2             2.00
-----
SUBTOTAL          3.00
CASH              3.00

-----
Uniwell Corporation
5-25 3-chome Tenma
Kita-ku Osaka
JAPAN
uniwell@uniwell.com
(06) 6353-7021

-----
CLERK 0001
#001-001-0077-0001
12/10/2000 14:29-R

THANK YOU FOR YOUR
VALUED CUSTOM
PLEASE CALL AGAIN
    
```

customer confirmation

customer confirmation

Total amount is not printed for this print format.

Customer confirmation printed separately from receipt.

[SF-87.H=YES]

```

*****
*       Your       *
*   Receipt       *
* Thank You      *
*****
PLU 1             1.00
PLU 2             2.00
-----
SUBTOTAL          3.00
CASH              3.00

CLERK 0001
#001-001-0077-0001
12/10/2000 14:29-R

THANK YOU FOR YOUR
VALUED CUSTOM
PLEASE CALL AGAIN

AMONT             3.00

Uniwell Corporation
5-25 3-chome Tenma
Kita-ku Osaka
JAPAN
uniwell@uniwell.com
(06) 6353-7021

CLERK 0001
#001-001-0077-0001
12/10/2000 14:29-R
    
```

automatic partial cut

Total amount printed if [SF-87.G=YES] is set.

c)-2. Pick-up from Customer List

1. Turn the control key to R position.
2. Sign on a clerk.
3. Register items. For example, PLU 1 and 2.
4. Press **CUSTOMER FILE** and **ENTER**.
5. Then the customer file list with phone/VAT # and customer name is displayed.

PHONE/VAT #			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
(06) 6353-7021	Uniwell Corporation		
(111) 1111-1111	Customer 001		
(222) 2222-2222	Customer 002		
(333) 3333-3333	Customer 003		
(444) 4444-4444	Customer 004		

- Select the customer by touching the screen or using **SCROLL** buttons and press **ENTER** to pick up a customer file. In order to cancel the pick-up, press **CLEAR** button.

CUSTOMER FILE			
PHONE/VAT#0663537021			
NAME:			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
Uniwell Corporation			
5-25 3-chome Tenma Kita-ku Osaka JAPAN			

- Press **ENTER** to assign the picked up customer file to this transaction.

CLERK 001			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
(06) 6353-7021 Uniwell Corporation			

- Continue the transaction.

d) Picked up customer file cancellation during registration

Move cursor to the customer line by touching the screen or using **SCROLL** buttons and press **CR** to cancel.

CLERK 001			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
(06) 6353-7021 Uniwell CoCORRECTED			

e) Picked up customer file checking during registration

When the Customer File line gets out of sight after entering a number of items and you would like to check the assigned customer, press **CUSTOMER FILE** button. Then the customer information is displayed as follows:

CUSTOMER FILE			
PHONE/VAT#0663537021			
NAME:			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
Uniwell Corporation			
5-25 3-chome Tenma Kita-ku Osaka JAPAN			

Press **CUSTOMER FILE** button again to return the transaction.

f) Limitations for customer file function

- Only one customer file can be assigned to one transaction.
- When a track transfer is done, the customer file assigned to the transferred track is used.
For example, Track #1 with Customer #1 is transferred to Track #2, Track #2 will have Customer #1.
Operation: Sing on a clerk. Open Track #2, enter press **BILL** and enter track #1 and press **ACCEPT**.

g) Customer name printed in header

Customer name is printed in header when the customer file is picked up for the transaction. This is printed on all printed matters such as receipt, journal, slip and kitchen printer receipt. Set "CUSTOMER NAME IN HEADER" by [SF-77.C].

Receipt Sample

```

-----
Uniwell Corporation
-----
PLU 1          1.00
PLU 2          2.00
-----
SUBTOTAL      3.00
CASH          3.00
-----
Uniwell Corporation
5-25 3-chome Tenma
Kita-ku Osaka
JAPAN
uniwell@uniwell.com
(06) 6353-7021
-----
    
```

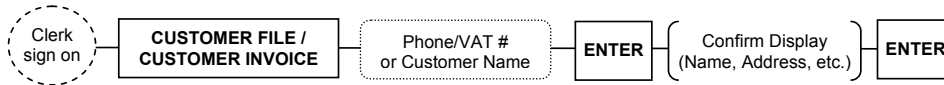
customer name

Customer name is always printed in vertically elongated character.
On the kitchen printer which has 46-digit width, it may be printed in four-fold character.
For example, up to 23 characters of customer name is printed in four-fold.

} customer confirmation

g) Customer file search by customer name

Customer name can be used to pick up the customer file from this version. If [SF-116.F] "DEFAULT SEARCH BY NAME" is selected, Customer Name is first appeared when CUSTOMER FILE or CUSTOMER INVOICE button is pressed. The display toggles between "Phone/VAT #" and "Customer Name" by pressing "ENTER NAME" or "PHONE/VAT #" button.



Customer Name first appeared by [SF-116.F=YES].
The display toggles between "Phone/VAT #" and "Customer Name" by pressing "ENTER NAME" or "PHONE/VAT#" button.

4-23. Server number

The server number can be entered using **SERVER** button. This function is useful in setups where the clerk number may be different from the server number.

1. At any time during a transaction, press **SERVER**.
2. Then enter the server number and press **ENTER**.

ECR will then display the server number every time that particular transaction is recalled. To change the server number repeat the above steps entering the correct server number.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
	5	2	
↑	Location		↓
PLU 1			1.00
PLU 2			2.00
PLU 3			3.00

Program Options

[SF-06 - LCD Control <2>]

- A - NON SERVER PICKUP ONLY IN X
YES = Other server may pick up a track in X position with Server Pickup Only [SF-37.D=YES].
NO = Only the creating server may pick up a track. [SF-37.D=YES]

[SF-07 - Compulsions <1>]

- E - COMPULSORY SERVER IF KP ITEM
YES = If a KP item is sold, these items are prompted to enter on storage or finalization.
If set to YES but no Kitchen Printer exists then [SF-08.A] must also be set.
- A - COMPULSORY SERVER ENTRY

[SF-08 - Compulsions <2>]

- A - COMPULSORY BILL/TABLE/PERSONS/SERVER ENTRY IF NO KP

[SF-15 - Functions in X or Z <6>]

- F - CHANGE SERVER - Z ONLY
- E - CHANGE SERVER - Z OR X

[SF-37 - Tracks (Bills)]

- D - SERVER PICKUP ONLY
YES = Only a clerk who has the same sequential number as the assigned server or System Clerk is allowed to pickup a track.
- C - AUTO SERVER IF COMPULSORY SERVER
YES = Automatically assign the clerk number as the server number if server compulsory [SF-07.A=YES].

4-24. Room system

In addition to the 20 media button, a transaction may be finalized to a "room number" if the required PC software is used.

To finalize a transaction to a room number, press **ROOM** button and enter the room number. Then ECR will start communications with the PC software and store the details.

4-25. Loyalty system

Using the optional loyalty system the customer gains points on cash purchases; the customer is identified by a magnetic card which is swiped at the terminal during sales. Points are recorded on a PC running the loyalty software. The points may be used to pay for goods during a later purchase, so rewarding customers for their loyalty.

4-26. Cash declaration

At the end of the day, confirm the cash amount in drawer(s) by using 'cash declaration'. X/Z-01/03 transaction reports show any discrepancies between the amount of cash supposed to be in the drawer and the actual amount in the drawer is issued.

1. Turn the control key to X position.
2. Sign on a clerk.
3. Press **DECLARE CASH** on the screen.
4. Select media by touching the screen and press **ENTER**. Only the media assigned to CID 1 by [MF-2.G] is shown.

CASH DECLARATION DRAWER 1			
SELECT MEDIA			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
MEDIA 06			0.00
MEDIA 07			0.00
MEDIA 08			43.20
MEDIA 09			0.00
MEDIA 10			0.00

5. Enter amount and press **ENTER** or press **DEDUCT** to reduce the amount.
6. Repeat steps 4 and 5 for another media.
7. Press **CLEAR** to quit the sequence for Cash In Drawer 1.
8. CASH DECLARATION DRAWER 2 with media assigned to CID 2 by [MF-2.G] is displayed.

CASH DECLARATION DRAWER 2			
SELECT MEDIA			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
MEDIA 01			0.00
MEDIA 02			0.00
MEDIA 03			0.00
MEDIA 04			0.00
MEDIA 05			0.00

9. Press **CLEAR** to quit

Cash Declaration Sample

```

-----CASH DECLARATION-----
DRAWER 1
MEDIA 08                                43.20
DRAWER 1                                43.20
  
```

Report Sample (X/Z-01, 03)

CID 1	43.25
@ DECLARATION	43.25
DECLARED	43.20
DISCREPANCY	-.05

4-27. 2nd page on main screen (REG mode)

Screen Page button is added to use additional 78 buttons on 2nd page of main screen (REG mode).

In order to use the 2nd page, allocate **Screen Page** button on **1st page** by SP-850 Touch Screen Layout. In the programming of SP-850, press **Screen Page** button which is located on left side to allocate Function/Hard PLU/Look Up PLU/Cooking buttons on **2nd page**. This button toggles between 1st and 2nd pages.

Operation

1. Sign on clerk.
2. Enter items. To enter items on 2nd page, press **Screen Page** button on 1st page.
3. Close the transaction. To use a media button on 1st page, press **Screen Page** button on 2nd page. When it is closed by a media button allocated on 2nd page, the screen is returned to 1st page automatically.

Program Options

[SF-106 - PLU <2>]

H - PLU MENU SHIFT ON PAGE2

G - LOOK UP PLU MENU SHIFT ON PAGE 2

PLU menu and Look Up PLU buttons are shifted by Menu Shift function either on 1st and 2nd pages.

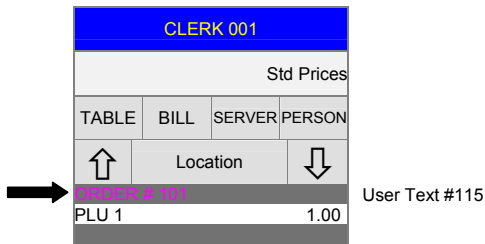
4-28. Automatic Order Number

Automatic increment order number is just to be printed out.

- You can **not** pick up a track by the order number after New Balance closing.
- You can set up the maximum number of order number at SP-166.
- When Order Number reaches the maximum, the next one goes back to 1.
- Order Number is reset when the Z-01 report (Auto full transaction - 1st level) is taken.

SP-166 MAX ORDER NUMBER	Order Number is a maximum of 5 digits. The upper 2 digits is IRC ID and the bottom 3 digits is sequential number with automatic increment. (e.g.)		
0: Disable order number 1 ~ 255	IRC ID (SP-200)	MAX ORDER NUMBER (SP-166)	Order Number
	1	9	11 ~ 19
	1	99	101 ~ 199
	32	255	32001 ~ 32255

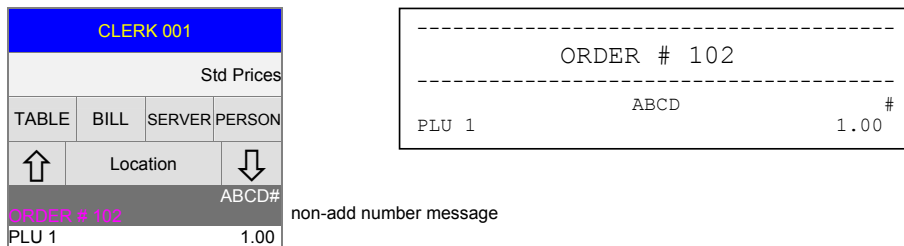
Screen: Order Number appears in the sales area at each transaction when the first PLU is entered.



Print: Receipt and Kitchen Printer print Order Number at header when the transaction is closed.

ORDER # 101		1 = IRC ID 01 = order number
PLU 1	1.00	

Note: Order Number appears in the sales area when the first PLU is entered. Therefore, if you do an operation such as NONADD#, etc before you enter the first PLU, Order Number appears beneath the line of NONADD#. But, Receipt and KP always print Order Number at header. Also, in case of SEAT NUMBER SYSTEM [SF-79.H], Order Number appears beneath Seat Number.



4-29. Labor Cost

Clerk's attendance information is memorized by clerk log-on and log-off operations. The clerks' labor hours per four job codes are calculated by the clerk's log-off operation and printed on **Clerk Time & Attendance report (#19)**. The labor cost is calculated by the labor hour per four job codes and pay rates (SP-184) of each clerk. So that the owner can see each clerk's labor cost on **Labor Cost report (#20)**.

Following settings for each clerk are available:

Job code per clerk	4 of 20 job codes per clerk	
Grace periods per clerk	4 of 40 grace periods	to define allowable time period for clerk log-on and log-off
Pay rates per clerk	4 of 50 pay rates per job code	to calculate labor cost for each job
Overtime per clerk	4 overtime hours and pay rates	to calculate labor cost for overtime job

a) Programming Contents

SP-183 Job Code Names (#1 ~ 20)	
NAME:	16 characters
Programmed names are displayed at Clerk Log-On screen by "COMPULSE LOGIN JOB CODE" [SF-76.A]. Four of 20 codes are assigned to each clerk by SP-123 and only the assigned job codes are displayed by "VERIFY JOB CODE" [SF-76.B].	
Note: You can not change the color and button of Job Code screen.	

For example, "WAITER, BARTENDER" are programmed to JOB CODE 1, 2 and they are assigned to JOB 1, 2 of CLERK 1 by SP-123 Clerks.

SP-183 Job Code Names

SP-183 JOB CODE NAMES			
Page Up			Page Down
↑	CLERK 001		↓
01 - WAITER } 02 - BARTENDER } 03 - JOB CODE 3 } 04 - JOB CODE 4 }			

SP-123 Clerks

SELECT OPTION			
CLERKS -01			
Page Up			Page Down
↑	CLERK 001		↓
NAME: CLERK 001			
CODE: 1			
COMMISSION: 0.00			
FLAG1: 00			
REP SECURE: 1			
PRG SECURE: 1			
FLAG2: 01			
JOB 1 WAITER } JOB 2 BARTENDER } JOB 3 0 } JOB 4 0 }			

Then, only the assigned job codes by name are displayed when CLERK 1 logs on under "VERIFY JOB CODE" [SF-76.B] is selected.

SELECT JOB CODE				WAITER	BARTENDER				
TABLE	BILL	SERVER	PERSON						
↑	Location		↓						

SP-185 Grace Period (#1 ~ 40)	
NAME:	16 characters
IN START TIME:	00:00 to 24:00 start time for clerk log on
IN END TIME:	00:00 to 24:00 end time for clerk log on
OUT START TIME:	00:00 to 24:00 start time for clerk log off
OUT END TIME:	00:00 to 24:00 end time for clerk log off
Grace period is defined as the allowable time period in which a clerk can log on and off. Four of 40 periods are assigned to each clerk by SP-123.	
Note: You can not change the color and button of Grace Period screen.	

For example,

```

PRESET for GRACE PERIOD (SP-185)
  GRACE PERIOD 1 = IN START/END TIMES    08:30 ~ 09:00
                   OUT START/END TIMES   11:50 ~ 12:10
  GRACE PERIOD 2 = IN START/END TIMES    12:50 ~ 13:10
                   OUT START/END TIMES   17:00 ~ 17:10

```

```

PRESET for CLERK 1 (SP-123)
  GRACE P. 1 = 1
  GRACE P. 2 = 2
  GRACE P. 3 = 0
  GRACE P. 4 = 0

```

In the above case, CLERK 1 can log on between 8:30 ~ 9:00, but can not log on at 8:29 or 9:01 and display shows "MANAGER KEY REQD".

In order for him/her to log on,

In case the numeric pad is placed:

- enter clerk code at R position,
- turn the control key to Z1/P position,
- press LOG ON button, then press one of job code buttons.

In case the numeric pad is not placed:

- press LOG ON button at R position,
- press the numeric pad,
- turn the control key to Z1/P position,
- press ENTER button, then press one of job code buttons.

For LOG OFF, you follow the same procedure.

Above preset allows him/her to:

LOG ON during 08:30 ~ 09:00, 12:50 ~ 13:10, and

LOG OFF during 11:50 ~ 12:10, 17:00 ~ 17:10, which means that he/she can LOG ON at 8:45 and LOG OFF at 17:05 provided that he/she has not logged off until 17:10.

SP-184 Pay Rates (#1 ~ 50)	
NAME:	16 characters
PAY RATE:	0 ~ 99.99 (e.g. hourly wage 5.00: input 500)
Four of 50 pay rates per job are assigned to each clerk by SP-123. These rates should be assigned to clerk to calculate the labor cost for each job.	
Note: You can not change the color and button of Pay Rate screen.	

For example, following pay rates (hourly wages) are programmed.

PAY RATES - #	01	02
NAME:	WAITER	BARTENDER
PAY RATE (hourly wage)	6.00	8.50

In case CLERK 1 logs on as WAITER at 8:55 and logs off at 12:00, then the labor hour and cost are printed on X/Z-20 Labor Cost report as follows:

X/Z-19 Clerk Attendance

```

X-19
-----ATTENDANCE REPORT-----
                CLERK 001
              JOB                HRS
28/04/2002 08:55 01  ..... 12:00 03:05
JOB CODE 01                3.08
  
```

3 hours 5 minutes
3.08 (5 min = 5 / 60 min = 0.083333....)

X/Z-20 Labor Cost (Daily)

```

X-20
-----LABOR COST REPORT-----
DAILY                28/04/2002
-----
001 0001  $0.00          CLERK 001
08:55 12:00  WAITER
WAITER
      Reg. Hours  3.08H          $18.48
-----
      Reg. Hours  3.08H          $18.48
-----
      TOTAL      3.08H          $18.48
  
```

Note for "\$" symbol:
1st digit of User Text #113 is printed before labor cost.

Daily report

clerk sequential #, clerk code, tip amount, clerk name
clerk log-on time, log-off time, job name
job name
regular labor hour, cost (3.08H x 6.00 hourly wage) per job
total regular labor hour, cost
total labor hour, cost

SP-186 Overtime (#1 ~ 4)	
NAME:	10 characters
FLAG:	B - WEEKLY A - DAILY
OVERTIME HOUR:	HH:MM (max. 99:59 = 99 hours 59 minutes)
OVERTIME RATE:	%0 to 999 e.g. 1.5 times = 150%: input 150 Then 1.5 times to hourly wage is multiplied if the clerk's labor hour is exceeded the programmed overtime hour.
Four overtime rates can be used when [SF-112.D-A] is set by SP-113.	

For example, following overtimes programmed.

OVERTIME - #	01	02	03	04
NAME:	DAILY 4HR	DAILY 6HR	WEEK 20HR	WEEK 40HR
FLAG:	DAILY	DAILY	WEEKLY	WEEKLY
OVERTIME HOUR	04:00 (4 hours)	06:00 (6 hours)	20:00 (20 hours)	40:00 (40 hours)
OVERTIME RATE	%150 (1.5 times)	%200 (2 times)	%220 (2.2 times)	%250 (2.5 times)

In case CLERK 1 logs on as WAITER at 11:30 and logs off at 16:10, then the total labor hours are 4 hours 40 minutes. 40 minutes of the exceeded overtime labor costs. Then it is calculated separately from the regular labor cost. They are printed on X/Z-20 Labor Cost report.

X/Z-19 Clerk Attendance

```

X-19
-----ATTENDANCE REPORT-----
                CLERK 001
              JOB              HRS
28/04/2002 11:30 01  ..... 16:10 04:40
JOB CODE 01                      4.67
-----

```

4 hours 40 minutes = 4.67 (40 min = 40/60 min = 0.6666...)

X/Z-20 Labor Cost (Daily)

```

X-20
-----LABOR COST REPORT-----
DAILY                      28/04/2002
-----
001 0001 $0.00          CLERK 001
    11:30 16:10  WAITER
    WAITER
          Reg. Hours  4.00H          $24.00
          DAILY 4HR   0.67H          $6.03
-----
          Reg. Hours  4.00H          $24.00
          DAILY 4HR   0.67H          $6.03
-----
          TOTAL      4.67H          $30.03
-----

```

Note for "\$" symbol:
1st digit of User Text #113 is printed before labor cost.

Clerk sequential #, clerk code, tip amount, clerk name
clerk log-on time, log-off time, job name
job name
regular labor hour, labor cost (4.00H x 6.00 hourly wage)
overtime labor hour, labor cost (0.67H x 6.00 hourly wage x
overtime rate 150%)

System Function Flags (SP-113)

<p>[SF-112 - Labor Cost] H - W/O COST PER JOB REPORT YES = without labor cost per job on X/Z-20 Labor Cost report excluding Daily report Daily report always has the labor hour and cost per job. NO = with labor cost per job on X/Z-20 Labor Cost report D - OVERTIME TABLE RATE 4 C - OVERTIME TABLE RATE 3 B - OVERTIME TABLE RATE 2 A - OVERTIME TABLE RATE 1 YES = Overtime rate programmed by SP-186 used NO = Overtime rate not used</p>
--

Clerk Program (SP-123 Clerks)

<p>NAME CODE COMMISSION FLAG1 REP SECURE PRG SECURE FLAG2 JOB 1 = 0 to 20 -- assign one of job codes programmed by SP-183 Job Code Names JOB 2 = 0 to 20 JOB 3 = 0 to 20 JOB 4 = 0 to 20 PAY RATE JB1 = 0 to 50 -- assign one of pay rate programmed by SP-184 Pay Rate PAY RATE JB2 = 0 to 50 PAY RATE JB3 = 0 to 50 PAY RATE JB4 = 0 to 50 GRACE P.1 = 0 to 40 -- assign one of grace period programmed by SP-185 Grace Period GRACE P.2 = 0 to 40 GRACE P.3 = 0 to 40 GRACE P.4 = 0 to 40</p>
--

User Text (SP-130)

116 - Reg. Hours	shows regular labor hours on X/Z-20 Labor Cost report
117 - EMPLOYEE #	prompts when X/Z-20 Labor Cost report is taken

Warning Messages (SP-131)

[WM-128] SELECT JOB CODE	prompts when Clerk Log-On under "COMPULSE LOGIN JOB CODE" [SF-76.A] is selected or Job Code is selected in SP-123 Clerks
[WM-129] SELECT PAY RATE	prompts when Pay Rate is selected in SP-123 Clerks
[WM-130] SEL GRACE PERIOD	prompts when Grace Period is selected in SP-123 Clerks
[WM-131] IN START TIME	shown by SP-185 Grace Period
[WM-132] IN END TIME	shown by SP-185 Grace Period
[WM-133] OUT START TIME	shown by SP-185 Grace Period
[WM-134] OUT END TIME	shown by SP-185 Grace Period
[WM-135] PERIOD	displayed on the menu for X/Z-20 Labor Cost report

b) Setup

In order to calculate the labor cost, set the following:

Maximums (SP-112)

ATTENDANCE Set number of clerk attendance records.

System Function Flags (SP-113)

[SF-89.B=YES] LOGON COMPULSORY [CF-2.A]

[SF-76.A=YES] COMPULSE LOGIN JOB CODE
Necessary to enter job code in clerk log-on sequence.

[SF-76.B=YES] VERIFY JOB CODE
Necessary to display only the programmed job codes by SP-123 Clerks.

Clerk Program (SP-123)

- Apply following to each clerk.
- 4 job codes (SP-183)
- 4 pay rates per job (SP-184)
- 4 grace periods (SP-185)
- 4 overtime tables [SF-112.D-A=YES] (SP-186)
- Clerk Security Function Flag -2
[CF-2.A=YES] LOGON COMPULSORY [SF-89.B]

Touch Screen Layout (SP-850)

LOG ON button

LOG OFF button

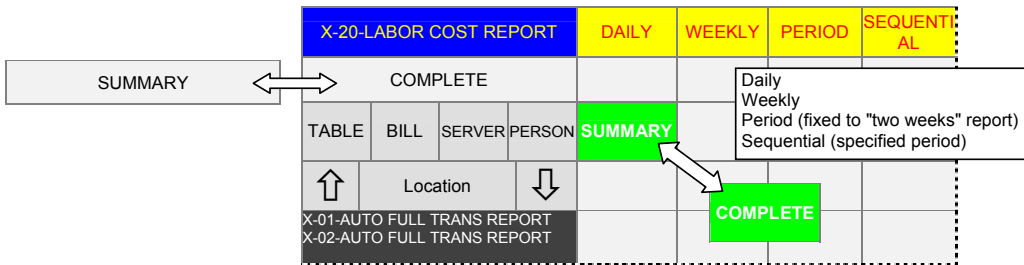
or

Set "CLERK SIGN ON SCREEN" by [SF-89.A].

c) X/Z-20 Labor Cost Report

How to Take "Summary" or "Complete" Labor Cost Report

1. Select X/Z-20 LABOR COST report.
2. "EMPLOYEE #< >" (User Text #117) is prompted. Enter the sequential clerk number. Press [ENTER]. If [ENTER] without the sequential clerk number, full clerk.
3. **Select "SUMMARY" or "COMPLETE"**.
"COMPLETE" is set for the standard.
4. "COMPLETE" is set for the standard.



5. Select Report Type and take a report. There are four types of report: Daily, Weekly, Period for two weeks and Sequential for specified period. See next page for Complete and Summary report samples.
6. Follow the report sequences below:

Report Type	Report Sequence
DAILY	Report of the selected date: (YYYYMMDD) - [ENTER] - [TO LCD]/[PRINT] Note: When the date entry is skipped, the report will be TODAY's report.
WEEKLY	Report from the selected day of the week to the day of the operation: skip date entry - [ENTER] - [one of day of the week] - [TO LCD]/[PRINT] Note: If the same day of week as the day of your operation is selected, it turns out to be DAILY report.
	Report of one whole week as from the selected date: (YYYYMMDD) - [ENTER] - [TO LCD]/[PRINT]
PERIOD "TWO WEEKS"	Report from the selected day of the week to the day of your operation + one whole previous week: skip date entry - [ENTER] - [TO LCD]/[PRINT]
	Report of two whole weeks as from the selected date: (YYYYMMDD) - [ENTER] - [TO LCD]/[PRINT]
SEQUENTIAL	Report from the selected date to the date of your operation: - (YYYYMMDD: starting date) - [ENTER] - skip date entry - [ENTER] - [TO LCD]/[PRINT]
	Report of specified period: - (YYYYMMDD: starting date)- [ENTER] - (YYYYMMDD: end date)- [ENTER] - [TO LCD]/[PRINT]

Notes:

1. X/Z-20 LABOR COST report can be calculated 10 times for each clerk's "LOG-ON and OFF" per day. In other words, each clerk can "LOG-ON and OFF no more than 10 times a day for the calculation of X/Z-20 LABOR COST report. ("LOG-ON LOG-OFF" is counted as 1.)
2. Z-20 LABOR COST report can only eliminate printed contents of the report.
3. When the DAILY Z-20 LABOR COST report is taken, data of the selected day is erased and therefore calculation of WEEKLY LABOR COST report goes wrong.
And also, when the WEEKLY Z-20 LABOR COST report is taken, printed data is eliminated, and therefore DAILY report of the selected dates in the WEEKLY report can not be printed as the matter of course.

d) Labor Cost Report Sample

Clerk 1's time and attendance

	Job Code: Name	Log-on/off time
Sunday	Job 1: WAITER	08:58 to 17:20
21/04/2002	Job 2: BARTENDER	18:51 to 22:10
Monday	Job 1: WAITER	
22/04/2002	Job 2: BARTENDER	
Tuesday	Job 1: WAITER	09:00 to 17:15
23/04/2002	Job 2: BARTENDER	18:42 to 22:15
Wednesday	Job 1: WAITER	09:02 to 17:30
24/04/2002	Job 2: BARTENDER	18:41 to 22:00
Thursday	Job 1: WAITER	09:05 to 17:13
25/04/2002	Job 2: BARTENDER	18:57 to 23:09
Friday	Job 1: WAITER	13:02 to 17:18
26/04/2002	Job 2: BARTENDER	
Saturday	Job 1: WAITER	09:00 to 17:13
27/04/2002	Job 2: BARTENDER	18:10 to 22:09

Clerk Attendance Report

-----ATTENDANCE REPORT-----				Accumulated Labor Hour	
CLERK 001				Job 1	Job 2
JOB			HRS		
21/04/2002	08:58 01	17:20 08:22		
21/04/2002	18:51 02	22:10 03:19	3:19	
23/04/2002	09:00 01	17:15 08:15	16:37	6:52
23/04/2002	18:42 02	22:15 03:33	25:05	10:11
24/04/2002	09:02 01	17:30 08:28	33:13	14:23
24/04/2002	18:41 02	22:00 03:19	37:29	
25/04/2002	09:05 01	17:13 08:08	45:42	18:22
25/04/2002	18:57 02	23:09 04:12		
26/04/2002	13:02 01	17:18 04:16		
27/04/2002	09:00 01	17:13 08:13		
27/04/2002	18:10 02	22:09 03:59		
JOB CODE 01			45.70	←	
JOB CODE 02			18.37	←	

Labor hours are printed by the decimal system.

Settings

SP-185 Pay Rates	PAY RATE-01	PAY RATE-02
NAME:	WAITER	BARTENDER
PAY RATE	6.00	8.50

SP-186 Overtime	OVERTIME-01	OVERTIME-02	OVERTIME-03	OVERTIME-04
NAME:	DAILY 8HR	DAILY 12HR	WEEK 40HR	WEEK 60HR
FLAG:	DAILY	DAILY	WEEKLY	WEEKLY
OVERTIME HOUR	08:00 (8 hours)	12:00 (12 hours)	40:00 (40 hours)	60:00 (60 hours)
OVERTIME RATE	%150 (1.5 times)	%200 (2 times)	%220 (2.2 times)	%250 (2.5 times)

Labor Cost Report: DAILY - Thursday 25/04/2002

X-20
-----LABOR COST REPORT-----
DAILY 25/04/2002

001 0001 \$0.00	CLERK 001		
09:05 17:13	WAITER		
18:57 23:09	BARTENDER		
WAITER			
Reg. Hours	8.00H	\$48.00	
DAILY 8HR	0.13H	\$1.17	
BARTENDER			
Reg. Hours	0.00H	\$0.00	
DAILY 8HR	3.87H	\$49.34	
DAILY 12HR	0.33H	\$5.61	

Reg. Hours	8.00H	\$48.00	
DAILY 8HR	4.00H	\$50.51	
DAILY 12HR	0.33H	\$5.61	
TOTAL	12.33H	\$104.12	

WAITER			
Reg. Hours	8.00H	\$48.00	
DAILY 8HR	0.13H	\$1.17	
BARTENDER			
Reg. Hours	0.00H	\$0.00	
DAILY 8HR	3.87H	\$49.34	
DAILY 12HR	0.33H	\$5.61	

TOTAL			
Reg. Hours	8.00H	\$48.00	
DAILY 8HR	4.00H	\$50.51	
DAILY 12HR	0.33H	\$5.61	
TOTAL	12.33H	\$104.12	

Note for "\$" symbol:
1st digit of User Text #113 is printed before labor cost.

Labor cost =
Labor hour (H) x Hourly Wage (W) x Overtime rate (%)

clerk sequential #, clerk code, tip amount, clerk name
1st clerk log-on time, log-off time, job name
2nd clerk log-on time, log-off time, job name
Job 1 = 8 hours 8 min. (8.13H)
regular labor hour 8 hours (8H), cost (8Hx6.00W)
overtime labor hour 8 min (0.13H), cost (0.13Hx6.00Wx150%)
Job 2 = 4 hours 12 min. (4.2H)
no regular labor hour
overtime labor hour, cost (3.87H (12-8.13H)x8.50Wx150%)
overtime labor hour, cost (0.33H (4.2-3.87H)x 8.50W x 200%)

total regular labor hour, cost for clerk 1
total overtime labor hour, cost for clerk 1
total overtime labor hour, cost for clerk 1
total labor hour, cost for clerk 1
Total labor hours 12:20 (12.33H)
exceeds Overtime-01: 8 hours
and Overtime-02: 12 hours.

all clerk's labor hour, cost for job 1

all clerk's labor hour, cost for job 2

total regular labor hour, cost for all clerks
total overtime labor hour, cost for all clerks
total overtime labor hour, cost for all clerks

total labor hour, cost for all clerks

Labor hours are printed by the decimal system.

LABOR COST CALCULATE (DAILY - 25/04/2002)

Total labor hours 12:20 (12.33H)			
09:05	17:13	18:57	23:09
WAITER 08:08 (8.13H)		BARTENDER 04:12 (4.20H)	
Overtime 00:08 (0.13H)		Overtime 3:52 (3.87H)	00:20 (0.33H)
Regular labor hours 08:00 (8.00H)		Overtime-01: DAILY 8HR = 150%	Overtime-02: DAILY 12HR = 200%
12 hours			

Labor Cost Report: WEEKLY

"W/O COST PER JOB REPORT" [SF-112.H] is not selected.

Note for "\$" symbol:

1st digit of User Text #113 is printed before labor cost.

X-20
-----LABOR COST REPORT-----
WEEKLY 21/04/2002-> 27/04/2002
□ □y^l □y^l □y^l □y^l \$ * □□□r □-----

001	0001	\$0.00		CLERK 001

21/04/2002				
WAITER				
	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	0.37H	\$3.33	
BARTENDER				
	Reg. Hours	0.00H	\$0.00	
	DAILY 8HR	3.32H	\$42.33	

	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	3.69H	\$45.66	

	TOTAL	11.69H	\$93.66	

23/04/2002				
WAITER				
	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	0.25H	\$2.25	
BARTENDER				
	Reg. Hours	0.00H	\$0.00	
	DAILY 8HR	3.55H	\$45.26	

	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	3.80H	\$47.51	

	TOTAL	11.80H	\$95.51	

24/04/2002				
WAITER				
	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	0.47H	\$4.23	
BARTENDER				
	Reg. Hours	0.00H	\$0.00	
	DAILY 8HR	3.32H	\$42.33	

	Reg. Hours	8.00H	\$48.00	
	DAILY 8HR	3.79H	\$46.56	

	TOTAL	11.79H	\$94.56	

25/04/2002				
WAITER				
	Reg. Hours	4.73H	\$28.38	
	WEEK 40HR	3.40H	\$44.88	
BARTENDER				
	Reg. Hours	0.00H	\$0.00	
	WEEK 40HR	4.20H	\$78.54	

	Reg. Hours	4.73H	\$28.38	
	WEEK 40HR	7.60H	\$123.42	

	TOTAL	12.33H	\$151.80	

Labor cost =
Labor hour (H) x Hourly Wage (W) x Overtime rate (%)

clerk sequential #, clerk code, tip amount, clerk name

Job 1 actual labor hour 8:22 = 8.37H ← exceeds Overtime-01: Daily 8 hours
regular labor hour, cost (8H x 6.00W)
overtime labor hours, cost (0.37H x 6.00W x 150%)
Job 2 actual labor hour 3:19 = 3.32H
no regular labor hour (exceeds Overtime-01: Daily 8 hours)
overtime labor hour, cost (3.32H x 8.50W x 150%)

total regular labor hour, cost
total overtime labor hour, cost

total labor hour, cost

Actual accumulated labor hour = 11:41

Job 1 actual labor hour 8:15 = 8.25H
regular labor hour, cost (8H x 6.00W)
overtime labor hour, cost (0.25H x 6.00W x 150%)
Job 2 actual labor hour 3:33 = 3.55H
no regular labor hour (it exceeds Overtime-01: Daily 8 hours)
overtime labor hour, cost (3.55H x 8.50W x 150%)

Actual accumulated labor hour = 23:29

Job 1 actual labor hour 8:28 = 8.47H
regular labor hour, cost (8H x 6.00W)
overtime labor hour, cost (0.47H x 6.00W x 150%)
Job 2 actual labor hour 3:19 = 3.32H
no regular labor hour (it exceeds Overtime-01: Daily 8 hours)
overtime labor hour, cost (3.32H x 8.50W x 150%)

Actual accumulated labor hour = 35:16

Job 1 actual labor hour 8:08 = 8.13H ↓ exceeds Overtime-03: Week 40 hours
regular labor hour, cost (4.73H (4:44) x 6.00W)
overtime labor hour, cost (3.40H (3:24) x 6.00W x 220%) * **Note**
Job 2 actual labor hour 4:12 = 4.2H
no regular labor hour (it exceeds Overtime-02: Week 40 hours)
overtime labor hour, cost (4.2H x 8.50W x 220%)

Actual accumulated labor hour = 47:36H

*** Note for Priority of Cost Calculation:**

In the above example, the labor hour for job 1 exceeds both overtime settings: Overtime-01: Daily 8 hours (rate 150%) and Overtime-03: Week 40 hours (rate 220%). Then the higher overtime rate is used for the cost calculation in this case 220%.

26/04/2002			
WAITER			
Reg. Hours	0.00H		\$0.00
WEEK 40HR	4.27H		\$56.36

Reg. Hours	0.00H		\$0.00
WEEK 40HR	4.27H		\$56.36

TOTAL	4.27H		\$56.36

Job 1 actual labor hour 4.16 = 4.27H
no regular labor hour
overtime labor hour, cost (4.27H x 6.00W x 220%)

27/04/2002			
WAITER			
Reg. Hours	0.00H		\$0.00
WEEK 40HR	8.13H		\$107.32
WEEK 60HR	0.08H		\$1.20

Reg. Hours	0.00H		\$0.00
WEEK 40HR	8.13H		\$107.32
WEEK 60HR	4.06H		\$85.78

TOTAL	12.19H		\$193.10

Job 1 actual labor hour 8:13 = 8.21H
no regular labor hour
overtime labor hour, cost (8.13H (8:08) x 6.00W x 220%)
overtime labor hour, cost (0.08H (5 min) x 6.00W x 250%)
Job 2 actual labor hour 3:59 = 3.98H
no regular labor hour (exceeds Overtime-04: Week 60 hours)
overtime labor hour, cost (3.98H x 8.50W x 250%)

Actual accumulated labor hour = 51.52H

exceeds Overtime-04:
Week 60 hours

Actual accumulated labor hour = 64.04H

WAITER			
Reg. Hours	28.73H		\$172.38
DAILY 8HR	1.09H		\$9.81
WEEK 40HR	15.80H		\$208.56
WEEK 60HR	0.08H		\$1.20

BARTENDER			
Reg. Hours	0.00H		\$0.00
DAILY 8HR	10.19H		\$129.92
WEEK 40HR	4.20H		\$78.54
WEEK 60HR	3.98H		\$84.58

TOTAL			
Reg. Hours	28.73H		\$172.38
DAILY 8HR	11.28H		\$139.73
WEEK 40HR	20.00H		\$287.10
WEEK 60HR	4.06H		\$85.78

TOTAL	64.07H		\$684.99

all clerk's labor hour, cost for job 1

all clerk's labor hour, cost for job 2

total regular labor hour, cost for all clerks
total overtime labor hour, cost for all clerks
total overtime labor hour, cost for all clerks
total overtime labor hour, cost for all clerks

total labor hour, cost for all clerks

Labor hours are printed by the decimal system.

LABOR COST CALCULATE (WEEKLY 21~27/04/2002)

Regular labor hours 08:00 (8.00H)	Overtime-01: DAILY 8HR = 150%	Overtime-02: DAILY 12HR = 200%
12 hours		
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;"> Overtime-03: WEEK 40HR = 220% Overtime-04: WEEK 60HR = 250% </div>		
21/04/2002 Today's total labor hours 11:41		
08:58	17:20 18:51	22:10
WAITER 08:22 (8.37H)	BARTENDER 03:19 (3.32H)	
Overtime-01 00:22 (0.37H)	Overtime-01	
23/04/2002 Today 11:48 (Total 23:29)		
09:00	17:15 18:42	22:15
WAITER 08:15 (8.25H)	BARTENDER 03:33 (3.55H)	
Overtime-01 00:15 (0.25H)	Overtime-01	
24/04/2002 Today 11:47 (Total 35:16) *a		
09:02	17:30 18:41	22:00
WAITER 08:28 (8.47H)	BARTENDER 03:19 (3.32H)	
Overtime-01 00:28 (0.47H)	Overtime-01	
25/04/2002 Today 12:20 (Total 47:36)		
09:05	17:13 18:57	23:09
WAITER 08:08 (8.13H)	BARTENDER 04:12 (4.20H)	
Regular 40:00-35:16 (*a) = 4:44 (4.73H)	Overtime-03: WEEK 40HR 8:08-4:44=3:24 (3.40H)	Overtime-03
	Note	Note
26/04/2002 Today 4:16 (Total 51:52) *b		
13:02	17:18	
WAITER 04:16 (4.27H)		
Overtime-03		
27/04/2002 Today 12:12 (Total 64:04)		
09:00	17:13 18:10	22:09
WAITER 08:13 (8.22H)	BARTENDER 03:59 (3.98H)	
Overtime-03 60:00-51:52 (*b) = 08:08 (8.13H)	Overtime-04	
Overtime-04: WEEK 60HR 08:13-08:08 = 00:05 (0.08)		

*** Note for Priority of Cost Calculation:**

In the above example, the labor hour for job 1 exceeds both overtime settings: Overtime-01: Daily 8 hours (rate 150%) and Overtime-03: Week 40 hours (rate 220%). Then the higher overtime rate is used for the cost calculation in this case 220%. The labor hour for job 2 also exceeds both overtime settings: Overtime-02 and Overtime-03, then the higher overtime rate 220% is used.

4-30. Scale function

a) Programming Contents

System Function Flags (SP-113)

[SF-91 - CHANNEL C DEVICE] [SF-92 - CHANNEL D DEVICE] [SF-93 - CHANNEL E DEVICE] - option [SF-94 - CHANNEL F DEVICE] - option
G,F,E - Scale protocol [DCBA=YNNN] / Baud rate for journal data transfer [DCBA=NNYY] Communication condition of scale is decided by this selection. [N,N,N] Scale W protocol: Fixed to 9600 bps, 10-bit data (1 start, 7 bits, 1 parity, 1 stop), even parity, timer=200ms [N,N,Y] Scale ICL protocol Fixed to 2400 bps, 12-bit data (1 start, 8 bits, 1 parity, 2 stop), odd parity, timer=700ms
D,C,B,A - Serial port used for: [Y,N,N,N] Scale

[SF-110 - SCALE] H - WEIGHT UNIT : Kg / lb YES = kg (99.99kg) NO = lb (99.99lb)
G - USA PLU NAME LACK [EDCBA=NNNNY] YES = Short PLU name is printed for scale approval. [SF-60,G,F,E -REMOTE PRINTER WIDTH] G,F,E = [N,N,Y] 24 character width --- PLU name length = 13 [N,Y,N] 30 character width --- PLU name length = 19 [N,Y,Y] 36 character width --- PLU name length = 25 [Y,N,N] 40 character width --- PLU name length = 29 [N,N,N]/[Y,Y,Y] 46 character width --- PLU name length = 32 [Y,N,Y] 48 character width --- PLU name length = 32 NO = PLU name (32 characters) is printed.
F - W PROTOCOL WITHOUT DECIMAL (.) YES = W protocol (for example, CAS PD-1) NO = Normal W protocol When you use CAS PD-1 scale, set the following: CAPA#2 (30 x 0.01 lb), UNIT#1 (Pounds <lb>), TYPE#2 (TOLEDO 8213 RS-232) Note: UNIT#0 (Kilograms <kg>) and TYPE#4 (NCI ECR RS-232) can not be used.
E,D,C,B,A - Scale for: ⇔ Flag details: [N,N,N,N,N] Standard E,D= Currency symbol (1st digit of User Text #113) printed [N,N,N,N,Y] USA [N,Y] Currency symbol printed <u>before</u> PLU unit price <Canada, Australia, EC> [N,Y,N,N,Y] Canada [Y,N] Currency symbol printed <u>behind</u> PLU unit price <Quebec, France> [Y,N,N,N,Y] Quebec [N,N / Y, Y] Currency symbol not printed <USA> [N,Y,N,Y,N] EC C,B,A= Scale type [N,Y,N,Y,Y] Australia [N,N,Y] USA, Canada, Quebec [Y,N,Y,N,N] France [N,Y,N] EC [N,Y,Y] Australia [Y,N,N] France [N,N,N] Standard

PLU Program (SP-122)

FLAG6 [PF-6 - PLU FLAG 6]
H - SCALABLE ITEM [PF-2.D=YES] YES = Scalable PLU NO = Normal PLU
G - COMPULSORY TARE ENTRY
F - ENABLE MANUAL TARE
E - MULTIPLE POUND PRICE D~A - NOT USED
MULT POUND WEIGHT Weight of multiple pound price function for USA/Australia scale type only (Refer to page 155.) 0 ~ 9 (1 digit)

User Text (SP-130)

113 - \$MANUALLY	1st digit: Currency symbol is printed by [SF-110.E,D] 2 ~ 10 digits: printed when the manual weight entry is done displayed and printed when the manual tare weight entry is done
114 - NET	Shows the net weight of item excluding tare weight. Displayed on the front display only.

Button (SP-850 Touch Screen Layout)

SCALE/WEIGHT	- Used to show the weight of item. - Used to enter the weight manually. It is available only when the numeric pad is allocated on the main screen.
TARE	- Used to show the tare table. - Used to enter the tare weight manually. It is available only when the numeric pad is allocated on the main screen.

Tare Table Program (SP-145)

Tare function adjusts the total weight in order not to add the tare weight on the item weight. It is done by either using 77 kinds of programmable tare table or by entering a tare weight manually.

Tare table #1 ~ 77	NAME: 16 characters WEIGHT: 0 ~ 99.99 lb/kg [SF-110.H]
Notes: 1. "Weight = 0, Name = TARE COMP CANCEL" is convenient for use of Tare Compulsory Cancel button when PLU flag "COMPULSORY TARE ENTRY" [PF-6.G=YES]. 2. "Weight = 0, Name = ALL SPACE" creates unused button for clear distinction. This makes TARE TABLE button to be seen easily.	

Warning Messages (SP-131)

[WM-121] INVALID SCALE [WM-122] REMOVE ON SCALE [WM-123] SCALE COM. ERROR [WM-124] SELECT TARE: Displayed when TARE button is pressed. [WM-125] TARE WEIGHT OVER [WM-126] TARE COMPULSORY: Displayed by [PF-6.G] = YES. [WM-127] MANUAL TARE PROH: Set [PF-6.F] to YES.

b) Registration of Scalable Items

ECR allows faster sales by weight when a scalable item is sold. Weight unit "kg" or "lb" is selectable by programming [SF-110.H].

ECR handles scale types such as "standard", "USA/Canada/Quebec/Australia", "EC" and "France". The print and display formats are different depending on the scale type. Refer to <Print / Display Format > on [page 158](#).

< Using Scale >

PLUs programmed as scalable PLUs are registered via scale. Place the item on the scale, then enter the scalable PLU. The amount is calculated automatically by weight and unit price, and then displayed and printed on the receipt.

It is possible to display the weight also if necessary, by pressing **SCALE/WEIGHT** button after the item is placed on the scale.

• Automatic registration of scalable item

1. Place an item on the scale.
2. Register Scalable PLU. The weight of item is automatically registered.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
1.50 lb PLU 1		1.50	

• Weight confirmation on screen before registration

1. Place an item on the scale.
2. Press **SCALE/WEIGHT** to confirm the weight displayed in the Location area. (To cancel the weight display, press this button again.)

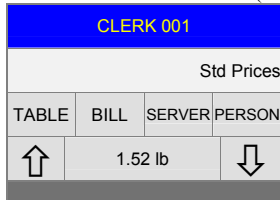
CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	1.50 lb	↓	

3. Register the Scalable PLU.

< Manual Weight Entry> The numeric pad must be allocated on the main screen.

Weight can be entered manually by **numeric pad** and **SCALE/WEIGHT** button. It is available only when the numeric pad is allocated on the main screen. The price is calculated by entered weight and unit price of scalable PLU. Manual weight entry is **prohibited** for USA, Canada and Quebec scale types except for **REFUND** operation.

1. Enter weight manually by the numeric pad.
2. Press **SCALE/WEIGHT**. (To cancel the entered weight, press this button again.)



3. Register Scalable PLU.

< Multiple Pound Price for USA/Australia Scale Only>

When the item is placed on the scale and the PLU for Multiple Pound Price is entered, the PLU will have an actual price calculated by the weight.

Settings

- [SF-110.E-A] Scale for USA/Australia
- [PF-2.D] DECIMAL QUANTITY PERMITTED
- [PF-6.H] SCALABLE ITEM
- [PF-6.E] MULTIPLE POUND PRICE
- SP-122 PLUs - MULT POUND WEIGHT

For example, PLU unit price = 2.00 and MULT POUND WEIGHT "1" are programmed.

KEY ENTRY	REAR DISPLAY	RECEIPT
place item on scale		0.40 lb
SCALE (if necessary) -- a		@ 1 lb/2.00
PLU	PLU 0.40 lb \$0.80	PLU \$0.80
CASH		MEDIA 08 \$0.80

a: Weight indicated by **SCALE/WEIGHT** button is displayed on the front display only (see below). It does not show up on the rear display.



c) Registration of Scalable Items with Tare Weight Entry

This function adjusts the total weight to avoid the tare weight being added on the item weight. It is done either by using programmable 77 tare tables or by entering a tare weight manually if "ENABLE MANUAL TARE [PF-6.F]" is programmed.

Tare weight should be entered before entering scalable item. Also, when the tare weight is larger than item's weight, warning message #125 will be displayed.

< Programmable 77 Tare Tables >

Setting

SP-145 - TARE For example, tare weight 0.01 lb is set to tare table #1.
The tare weight is automatically subtracted from the total weight.

Operation

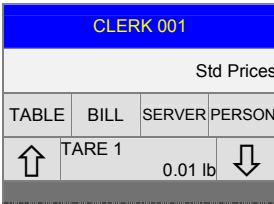
1. Place an item on the scale.
2. Press **TARE** button.



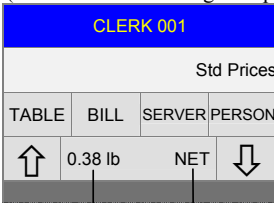
Tare table screen

Only the tare name is programmable by SP-145 Tare program. Colors of button and font are fixed for these TARE buttons.

3. Select one of 77 tare tables. For example, TARE 1.



4. To display the net weight, press **SCALE/WEIGHT** button here. (To cancel the net weight display, press this button again.)



weight excluding tare weight — User Text #114

5. Register Scalable PLU. The weight of item excluding tare weight is automatically registered.

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	Location		↓
0.38 lb PLU 1		0.38	

< Manual Tare Weight Entry > [PF-6.F=YES]

Tare weight can be entered manually by **numeric pad** and **TARE** buttons if [PF-6.F=YES]. The numeric pad must be allocated on the main screen. The price is calculated by excluding the entered tare weight.

1. Place an item on the scale.
2. Enter tare weight manually by the numeric pad.
3. Press **TARE**. (To cancel the entered tare weight, press this button again.)

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	MANUALLY TARE 0.02 lb		↓

User Text #113

4. Press **SCALE/WEIGHT** to display the net weight excluding the entered tare weight. (To cancel the entered tare weight, press this button again.)

CLERK 001			
Std Prices			
TABLE	BILL	SERVER	PERSON
↑	0.37 lb	NET	↓

User Text #114

weight excluding tare weight

5. Register Scalable PLU.

d) Print/Display of Scalable Item Registration

The print and display formats are different depending on the scale types, such as "standard", "USA", "Canada/Australia" (difference is the currency symbol), "Quebec", "EC" and "France".

Following example shows a case when HAM 0.58 lb is registered and amount 0.10 is discounted. Numeric pad is also allocated on the main screen.

Standard Scale	REAR DISPLAY	RECEIPT
place item on scale HAM	HAM 0.58 lb 0.58	0.58 lb 1.00/lb HAM 0.58 DISCOUNT -0.10 ----- CASH 0.48
10 DISCOUNT CASH	DISCOUNT -0.10 CASH 0.48	
		No currency symbol is printed and displayed.

USA Scale	REAR DISPLAY	RECEIPT
	HAM 0.58 lb *0.58 DISCOUNT *-0.10 CASH *0.48	0.58 lb @ 1.00/lb HAM *0.58 DISCOUNT *-0.10 ----- CASH *0.48
		- Currency symbol (*) programmed by 1st digit of User Text #113 is printed and displayed before the amount. - Short PLU name is printed by [SF-110.G].

Basically, the scale specifications for Canada/Australia and Quebec are the same as USA scale. Only a print format of unit price is different. Currency symbol programmed by 1st digit of User Text #113 (See * in the samples below) is also printed and before/behind the unit price.

Canada/Australia Scale	Quebec Scale
0.58 lb @ *1.00/lb ← HAM *0.58 DISCOUNT *-0.10 ----- CASH *0.48	0.58 lb @ 1.00*/lb ←
	EC Scale
	0.58 lb *1.00/lb ←

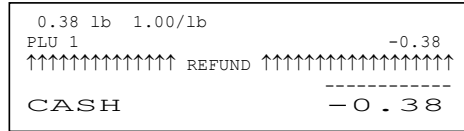
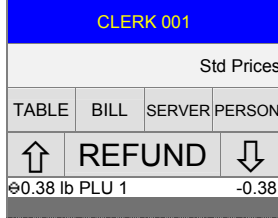
France Scale	REAR DISPLAY	RECEIPT
	HAM 0.58 lb *0.58 DISCOUNT -*0.10 CASH *0.48	0.58 lb x 1.00*/lb HAM *0.58 DISCOUNT -*0.10 ----- CASH *0.48
		Discount mark is printed before the currency symbol.

e) Refund of Scalable Item Registration

< Standard Scale >

When a scalable item is to be refunded, only standard scale type can refund the item by using scale.

1. Place an item on the scale.
2. Press **REFUND**. (To cancel the refund mode, press this button again.)
3. If required, enter tare weight. (Refer to [page 156](#) for the sequence.)
4. Register Scalable PLU.

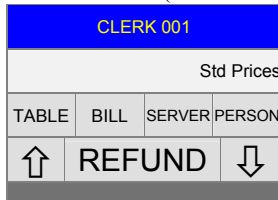


When a manual weight entry is required, refer to the sequence for other scale types below;

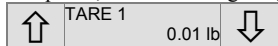
< Other Scale Types >

Except for standard scale type, weight must be entered manually. Scale can **not** be used for refund operation. Also item placed on the scale can **not** be refunded except EC scale.

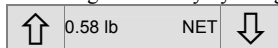
1. Press **REFUND**. (To cancel the refund mode, press this button again.)



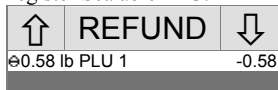
2. If required, enter tare weight. (Refer to [page 156](#) for the sequence.)



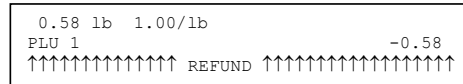
3. Enter weight manually by using the numeric pad and **SCALE/WEIGHT** button.



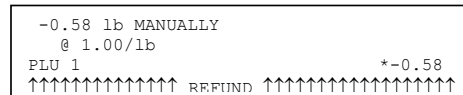
4. Register Scalable PLU.



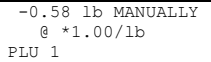
Standard



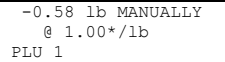
USA



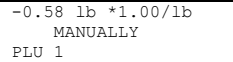
Canada/Australia



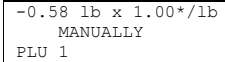
Quebec



EC



France



Currency symbol (*) programmed by 1st digit of User Text #113 is printed and displayed before the amount.

f) Other Notes for Scalable Item Registration

1. Scalable PLU with Condiment PLUs
 Scale Weight is effective only in main PLU and quantity of Condiment PLU is always 1.00.
 * Make sure not to set Condiment PLU as Scalable PLU. (Even "MULTIPLE PLU WITH INDIVIDUAL CONDIMENT" [SF-16.A] = NO, quantity of all the Condiment PLUs of Scalable PLU is always 1.00.)
2. Scalable PLU with Link PLU
 Scale Weight is effective only in main PLU and quantity of Link PLU is always 1.00.
 * Make sure not to set Link PLU as Scalable PLU. (Even [SF-16.A] = NO, quantity of all the Link PLUs of Scalable PLU is always 1.00.)
3. Scalable PLU of Set Menu
 Scale Weight is effective only in Set Menu PLU (main PLU: [PF-5.H]) and quantity of PLUs in Menu 1 ~ 5 are always 1.00.
 * Make sure not to set the PLU which is registered in Menu as Scalable PLU.
4. Scalable PLU with Topping PLU
 Scale Weight is effective only in main PLU and quantity of Topping PLU is always 1.00.
 * Make sure not to set Topping PLU as Scalable PLU.
5. Scalable PLU can not affect Coupon PLU.
6. When the screen shows Look Up PLU menu with the condition of "until clear", **TARE** and **SCALE/WEIGHT** buttons are automatically displayed on the same screen. However, the number of Look Up PLU decreases (63 to 61) and both 62 and 63 can not be used then.

CLERK 001				1								
Std Prices												
TABLE	BILL	SERVER	PERSON									
↑	Location		↓									
<div style="background-color: #cccccc; padding: 5px;"> → </div>				Look Up PLU								
									42			
				SCALE / WEIGHT	TARE	43						
				CLEAR	PRICE	QTY	47					
				7	8	9						
				4	5	6						
				1	2	3						
				0.00			0	00	•			61

- 4-31. Customer Invoice***
- 4-32. Track Name***
- 4-33. Proforma Invoice Function***
- 4-34. Table Plan***
- 4-35. Piece Count System***
- 4-36. Add Value to Smart Card Function***
- 4-37. Broadcast in location***
- 4-38. Person Average Sales***
- 4-39. FTP Comms***
- 4-40. Split Bill by Quantity***
- 4-41. Label Print on KP***
- 4-42. KP, RCT Server***
- 4-43. Media count on report***
- 4-44. UDP Streaming***
- 4-45. Trintech Operations***

These documents are attached as Appendices...

5. PRINT FUNCTION

5-1. Types of printer

There are three print types for three purposes:

- Receipt printing for printing a customer receipt
- Order (kitchen) printing for printing customer's orders at a bar or in a kitchen
- Slip printing for printing receipts on a slip

5-2. Flexible receipt printing

Receipt printing format options include consolidation of items, printing or non-printing of cooking messages, locations and person types. The format that the receipt is printed in is set in programming. Please contact your Uniwell reseller to discuss these options.

5-3. Graphic logo

The receipt printers are capable of printing graphic logos and a Uniwell PC program is available which will download a computer scanned and enhanced logo.



5-4. Receipt on/off

Receipt ON or OFF condition can be preset to remain as the default. Pressing the key during a transaction only affects the current transaction. The receipt ON/OFF condition will revert at the end of the transaction if programmed. Receipt-off function is effective in REG and X modes by [SF-104.G].

Notes:

1. Except REG and X modes, it is always receipt-on condition. (Receipt-off function is not effective.)
2. Flags for Receipt-off function [SF-06.E,D] are only for REG mode.

Program Options

[SF-06 - LCD Control <2>]

- E - RECEIPT RESETS
YES = RECEIPT OFF key condition is reset to [D] condition.
NO = RECEIPT OFF key condition stays.

D - RECEIPT NORMALLY ON

[SF-104 - Print]

- G - RECEIPT OFF FUNC IN R/X
YES = Receipt off functions in REG and X modes
NO = Receipt off functions in REG mode only

5-5. Direct sales print

The direct sales print function allows sales contents to be printed before closing transaction by **BUFFER PRINT** button by programming.

PLU 10	10.00
PLU 20	20.00

SUBTOTAL	30.00

Program Options

[SF-35 - Buffer Print <1>]

- G - INSTANT SUBTOTAL BILL IF NO TRACK
YES = Within a transaction, if no bill/table number has been assigned, it is possible to press BUFFER PRINT and get an instant buffer print. [SF-64.H=NO]

5-6. Direct sales print

The current transaction charge is printed on the receipt.

Receipt Sample [SF-104.D=YES]

Create Bill#1 Pint Heineken Half Heineken Pint Stella N.B./STORAGE	BILL		1	
	Pint Heineken		1.53	
	Half Heineken		0.77	
	Pint Stella		1.74	
	Cur Charge	4.04		User Text #134, Current charge
	SUBTOTAL		4.04	
	CLERK 001 #101-001-0001-0001 28/08/2003 21:20-R			

Pickup Bill#1 Half Stella Pint Guinness Half Guinness N.B./STORAGE	BILL		1	
	Prev Bal:		4.04	User Text #54, Previous balance
	Half Stella		0.87	
	Pint Guinness		1.77	
	Half Guinness		0.89	
	Cur Charge	3.53		User Text #134, Current charge
	SUBTOTAL		7.57	
CLERK 001 #101-001-0002-0001 28/08/2003 21:20-R				

[SF-104 - PRINT]	Condition
D - PRINT CURRENT CHARGE	[SF-36.E=YES] AUTO BUFFER PRINT AT STORE IF RECEIPT ON [SF-36.G=YES] AUTO BUFFER PRINT AT STORE IF KP

SP-130 USER TEXT
#134 - Cur Charge (current transaction charge)

5-7. Media prints the signature line

Any media can be set in programming to print a signature line at the bottom of a receipt.

PLU 10	10.00	
PLU 20	20.00	
MEDIA 08		30.00
SIGNED :		
.....		

Program Options

- [MF-03 - Media Flag 3]
- C - HAS SIGNATURE LINE
- [SF-35 - Buffer Print <1>]
- D - NEW BALANCE SUBTOTAL PRINTS SIGNATURE LINE
YES = printed on subtotal bill

5-8. Buffer print system

The buffer print function allows you to print a receipt for the last transaction.

There are two buffer print buttons you can assign:

- BUFFER PRINT This gives full details of individual PLUs sold.
- SHORT BUFFER PRINT This gives details of categories e.g. food, drink.

Automatic last clerk buffer print

Under the following conditions, the automatic buffer print of last clerk can be done by pressing BUFFER PRINT when [SF-104.H] is set to YES.

Conditions:

- "non-clerk interrupt system" [SF-17.H=YES] and "clerk stays on" [SF-17.E=A=NO]
- or, when using clerk iButton [SF-76.G,C=YES]

Note: Do not remove iButton for the automatic buffer print by pressing BUFFER PRINT.

Program Options

[SF-35 - Buffer Print <1>]
[SF-36 - Buffer Print <2>]
[SF-64 - Buffer Print Sorting]
[SF-81 - Buffer Print <3>]
[SF-104 - Print]
H - AUTO LAST BUFFER PRINT

5-9. Subtotal bills

A subtotal bill is printed before a transaction is cashed off.

If "INSTANT SUBTOTAL BILL IF NO TRACK" [SF-35.G=YES] is programmed, you can print an instant subtotal bill anytime during a transaction by pressing **BUFFER PRINT** button. If it is not permitted, you must have a bill / table which has previously been stored to print a subtotal bill. An instant subtotal bill is available but will not have the last line information and bottom logo.

Refer to 4-17. Track Systems, b) Operation Sequence, 6. Issuing a subtotal bill / instant subtotal bill on [page 92](#).

Subtotal bill with a blank tip line

If programmed, all subtotal bills will have a blank tip line and blank subtotal line after the normal subtotal line on the bill. Adding a tip after the subtotal bill has been issued will cause a full bill to be printed after payment has been entered. Refer to [page 108](#) for the print format.

5-10. Final checkout bills

To print a checkout bill you must have a bill / table which has previously been stored. Checkout bill issue can be made compulsory in programming. Refer to [page 93](#) for the print format.

5-11. KP server / Receipt server

Refer to the separate document.

5-12. Order (kitchen) printer

ECR can have up to 8 order printers attached via IRC line.

PLUs can be individually programmed to print on any or all of the order printers.

ECR can also use the receipt printer as an order printer; this is selectable by programming.

The order printer prints the location; PLU code and various formats are available by programming.

SEND button

SEND transmits all the PLUs to the order printers immediately during a transaction without closing or storage.

KP REDIRECT button

Each printer can have a back up printer set. **KP REDIRECT** allows a manual redirection of an order printer's data to its backup order printer.

1. Press **KP REDIRECT**.
2. Enter a printer to **redirect from (select original KP not backup KP)**.
3. The order is redirected to the back up printer.

PLU Price Printed

The flag "PLU price printed on KP" [SF-65.B] is used with "manual PLU price printed on KP" [SF-65.D]. The combination of these flags are:

SF-65		Preset Price	Manual Price
B=YES	D=NO	printed in black	printed in black
B=YES	D=YES	printed in red	printed in black
B=NO	D=YES	printed in red	not printed
B=NO	D=NO	not printed	not printed

Note:

Even "manual PLU price not printed on KP" [SF-65.D=NO] is selected, if [SF-65.B=YES], the manual PLU price is printed on KP in black.

Program Options

<p>[PF-05] B - PLU PRINTED IN RED ON KP</p> <p>[SF-07] COMPULSIONS <1> H - COMPULSORY BILL # IF KP ITEM G - COMPULSORY TABLE # IF KP ITEM F - COMPULSORY PERSONS IF KP ITEM E - COMPULSORY SERVER IF KP ITEM</p> <p>[SF-08] COMPULSIONS <2> H - COMPULSORY LOCATION IF KP ITEM G - KP COMPULSIONS OVERRIDE IN X A - COMPULSORY BILL/TABLE/PERSONS/ SERVER ENTRY IF NO KP</p> <p>[SF-16] CONDIMENTS D - PLU FOLLOWS CONDIMENT TO KP C - CONDIMENT USES OWN KP</p> <p>[SF-20] PLU B - KP PRINTS PLU NUMBER</p> <p>[SF-40] KITCHEN PRINTERS H-A - KP 8-1 EXISTS</p> <p>[SF-42] KP CONTROL H - KPs DON'T PRINT CATEGORY G - VOIDS GO TO KP F - REFUNDS GO TO KP E - COOKING INSTRUCTIONS PRINT IN RED D - CONDIMENTS PRINT IN RED C - PLUs PRINT ONLY ON EXTERNAL KP B - PLU INFO PRINTS TALL ON INTERNAL KP A - VOIDS / REFUNDS PRINT IN RED</p>	<p>[SF-43] KP BACKUP <1> [SF-44] KP BACKUP <2></p> <p>[SF-65] KP AND CHANNEL E H - 4 EXTRA LINE FEEDS ON KP G - 2 EXTRA LINE FEEDS ON KP F - 1 EXTRA LINE FEED ON KP E - LOCAL KITCHEN PRINTER HAS PRICE D - EXT KP W/MANUAL PRICE B - EXT KP W/PRICE: PLU price printed on KP</p> <p>[SF-77] KP CONTROL <2> H - SEND REQUIRES BILL/TABLE G - KITCHEN PRINTER PRINTS SEAT NUMBER F - ALL KP ITEMS GO TO THE FIRST EXISTING KP E - KITCHEN PRINTERS PRINT TICKETS D - NON ADD INFO IN HEADER A - PLU SEPARATE BAR PRINT</p> <p>[SF-103] H - CONSOLIDATE KP Please note that the following PLUs can not be consolidated: - PLU with condiments - PLU with different cooking instructions - PLU under the following conditions with different prices Local KP: [SF-65.E=YES] LOCAL KP HAS PRICE External KP: [SF-65.B=YES] EXT KP WITH PRICE or [SF-65.D=YES] EXT KP WITH MANUAL PRICE The same PLU with different Seat numbers under the condition of: [SF-77.G=YES] EXT KP PRNIT SEAT</p>
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5-13. Slip printer

- ECR can have up to 8 slip printers (TP-620) via IRC line.
- 1 local slip printer (PC printer) can be attached to one of channels C, D and E.
- A slip printer prints post-receipts on individual slips rather than on a till roll by **SLIP PRINT** button. A subtotal bill or final checkout bill can also be issued.
- Slip print compulsory or not compulsory can be programmed.
- If more than two pages are printed, according to programming, the slip prints the header (Bill #, Table #, etc.) with the page number on the top of each slip paper.
- Up to 63 lines per slip are available.
- Items can be separated into category or major group.

Program Options

[SF-35] BUFFER PRINT <1>
 [SF-46] SLIP
 [SF-47] SLIP <2>
 [SF-64] BUFFER PRINT SORT
 [SF-77] KP CONTROL <2>
 [SF-79] SEAT NUMBERS
 [SF-102] LOCAL SLIP PRINTER <1>
 [SF-103] LOCAL SLIP PRINTER <2>

5-14. Cheque printing by slip printer TP-620

Cheque is printed when the transaction is closed by one of media buttons which programmed to "CHEQUE MEDIA" by [MF-04.G]. **Printing lines and positions of these items have been fixed.**

Cheque print sample

SP-144 Cheque Print Message

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29 ~ 46
U	_	N	_	I	_	W	_	E	_	L	_	L	_	C	O	R	P		O	S	A	K	A		J	A	P	not used



6. COMMUNICATION

Up to 32 ECRs can be linked together to form part of an IRC (Inter Register Communication) network. Peripheral devices such as Order Printers and Slip Printers can be linked to the IRC network.

One machine is designated as the 'master' machine and the others are referred to as 'slaves'.

The IRC network is used for a number of purposes:

- To allow both individual and consolidated sales information (reports) to be collected by a master terminal or a PC via the master terminal.
- To allow program changes made on the master terminal or a PC to be sent to all other or selected terminals.
- To allow peripheral devices (e.g. printers) to be attached.
- To allow floating clerks.
- To allow floating tracks.

A link from the master to a PC enables a PC to be connected either on-site or remotely via a modem. Communications between the PC and individual terminals are routed automatically by the master terminal. In the event of the master terminal failure any of the slave terminals can be re-designated as a master.

7. REPORTING

7-1. X/Z reports

Several different types of reports available:

- X reports - Read only, 1st level: takes a DAILY report
- X reports - Read only, 2nd level: takes a PERIODIC report
- Z1 reports - Reset, 1st level: takes a DAILY report and clears 1st level data
- Z2 reports - Reset, 2nd level: takes a PERIODIC report and clears 2nd level data

To take a report:

- Turn the control key to the appropriate control key position.
- Select the required report from the list or enter the report number and press **ENTER**.
- Some reports will then ask for more details such as a range of PLUs, just enter the details and press **ENTER**.

Program Options

[SF-05] GST TAXATION

A - TAX ADDS TO HOURLY REPORT

[SF-25] REPORTS <1>

[SF-26] REPORTS <2>

[SF-27] REPORTS <3>

[SF-33] SERIAL CONTROL

D - SERIAL REPORTS HAVE 4 DIGIT YEAR PRINTED

B - COMMS REPORT SENDS ZEROS

A - COMMS REPORT INCLUDES TEXT DESCRIPTION

[SF-45] IRC <1>

A - FLASH CID REPORT HAS GRAND TOTAL

[SF-50] IRC REPORTS MASTER <1>

[SF-51] IRC REPORTS MASTER <2>

[SF-52] IRC REPORTS MASTER <3>

[SF-53] IRC REPORTS SLAVE <1>

[SF-54] IRC REPORTS SLAVE <2>

[SF-55] IRC REPORTS SLAVE <3>

[SF-56] IRC REP / PRG

[SF-78] ADD ON TAX

C - TRACK REPORT INCLUDES TAX

[SF-83] REPORTS <4>

[SF-87] CUSTOMER FILE

E - ADDRESS PRN ON REPORT

D - ACCESS DATE PRN ON REPORT

C - X/Z-86 DOES NOT PRINT

B - 8873/8874 SLAVE PRN REPORT

[SF-89] CLERK <3>

F - 8817 SLAVE PRINTS REPORT

[SF-106 - PLU <2>]

B - PLU DUMP HAS PRICE ONLY

7-2. Electronic Journal Function (EJF)

Electronic journal information including all sales, no sales and reports is stored electronically in X/Z-99 report. X/Z-99 report can be printed or collected via PC for analysis. Also there is X/Z1-98 Electronic Journal Correction report.

Electronic journal information is possible to view on the screen at the appropriate control key position:

X position

It is possible to view the electronic journal from a chosen date and time by selecting **VIEW EJF**. It can be printed by **BUFFER PRINT** button.

R position

Using **PAGE UP** button under clerk sign-off, it is possible to view the electronic journal on the screen. The operator can search EJF by date and time in REG mode by [SF-57.E]. It can be printed by **BUFFER PRINT** button.

Program Options

[SF-15] FUNCS IN X OR Z <6>

B - EJF VIEW PREVIOUS - Z ONLY

A - EJF VIEW PREVIOUS - Z OR X

[SF-57] EJF

7-3. FTP Communication and UDP Streaming

Refer to the separate document.

7-4. Program Dump Reports

X-90 Program Information

X-91 Flexible Program Information

X-92 PLU Information

X-93 Grouped PLU Information

X-97 Individual Customer File Information

X/Z1-96 Customer Bill

Shows the memorized record of transactions in the customer bill memory.

7-5. Report List

Refer to the programming help for the report contents.

	Full		Sequential		Individual	
	1st level X / Z1	2nd level X / Z2	1st level X / Z1	2nd level X / Z2	1st level X / Z1	2nd level X / Z2
Auto Full Transaction	01	02				
Full Transaction	03	04				
Grand Total 1 Z2 only		Z2-05				
Hourly	06					
Deposit Balance	07					
Cash In Drawer 1	08					
Cash In Drawer 2	09					
Hourly Major Group	10					
Clerk (SF-25.H) for 2nd level)	11	12	13	14	15	16
Clerk Track X only	X-17				X-18	
Clerk Attendance	19					
Labor Cost	20					
Group	21	22	23	24	25	26
Major Grouped Groups	27	28				
All Major Groups	31	32				
Coupon PLU	35	36				
PLU Total	37	38				
Special PLU	39	40				
PLU	41	42	43	44	45	46
Grouped PLU	47	48				
PLU Time	49					
PLU <a> (Price Level 1)	51	52	57	58	63	64
PLU (Price Level 2)	53	54	59	60	65	66
PLU <c> (Price Level 3)	55	56	61	62	67	68
Mix & Match	69	70				
Audit Z2 only		Z2-71				
Customer File	73	74	75	76		
Grouped Customer File	77	78				
Track Total X only	X-80					
Track X only	81					
Server Track	X-82				X-83	
Deleted PLU		85				
Deleted Customer File		86				
Assorted 1 (SP-170)		87				
Assorted 2 (SP-170)		88				
Assorted 3 (SP-170)		89				

- X-90 Program Information
- X-91 Flexible Program Information
- X-92 PLU Information
- X-93 Grouped PLU Information
- X-97 Individual Customer File Information
- X/Z1-96 Customer Bill Report
- X/Z1-98 Electronic Journal Correction [SF-57.H=YES]
- X/Z1-99 Electronic Journal [SF-57.H=YES]

7-6. IRC Report List

	Full		Sequential		Individual	
	1st level X / Z1	2nd level X / Z2	1st level X / Z1	2nd level X / Z2	1st level X / Z1	2nd level X / Z2
Auto Full Transaction	8801	8802				
Full Transaction	8803	8804				
Grand Total 1 Z2 only		Z2- 8805				
Hourly	8806					
Deposit Balance	8807					
Cash In Drawer 1	8808					
Cash In Drawer 2	8809					
Hourly Major Group	8810					
Clerk (SF-25.H=NO)	8811				8815	
Clerk Track X only	X-8817				X-8818	
Clerk Attendance	8819					
Group	8821	8822				
All Major Groups	8831	8832				
Coupon PLU	8835	8836				
PLU Total	8837	8838				
Special PLU	8839	8840				
PLU	8841	8842				
Grouped PLU	8847	8848				
PLU Time	8849					
Mix & Match	8869	8870				
Customer File	8873	8874				
Track Total X only	X-8880					
Track	8881					
Server Track X only	X-8882				X-8883	
Assorted 1 (SP-170)		8887				
Assorted 2 (SP-170)		8888				
Assorted 3 (SP-170)		8889				

X/Z-8801 IRC report never include and reset clerks.

8. WARNING MESSAGE

WM-#	Message	Meaning/Solution	Reference
13	ARE YOU SURE?	Press ENTER to continue or press CLEAR to cancel the operation.	
79	ASSIGN NEW SEAT		[SF-79.H]
81	ATTENDANCE FULL	Take Z1-19 Clerk Attendance report to reset the attendance records.	SP-112
33	BILL EXISTS	Press CLEAR button and choose other bill / table number.	
21	BILL IN USE	- Check the correct bill / table number was picked up, if it was then wait until the track has been stored by the other clerk. - The memory for the repeat transaction is occupied by storing the clerk's transaction.	
59	BUSY	Clerk is busy. Press CLEAR and either use other clerk or wait until the clerk is signed off on other ECR.	
28	C-BILL FULL	Take Z-96 Customer Bill report to secure the memory.	SP-112
27	C-BILL NEAR FULL	Take Z-96 Customer Bill report to secure the memory.	SP-112
71	CARD EXPIRED		
95	CARD FAILURE		
94	CARD WRITE ERROR		
56	CASH DEC COMPULS	Do a cash declaration.	[SF-18.H,G]
76	CHECK SIGNATURE		[SF-69.F]
60	CHECKING ECRS	ECR is checking other ECRs on IRC network to see if the clerk, track is in use on them, or if it exists on them.	
46	CID 1 LIFT REQD	Take cash out of drawer and register amount using PAID OUT.	SP-152
47	CID 2 LIFT REQD	Take cash out of drawer and register amount using PAID OUT.	SP-152
19	CLERK TO PRINT ?	Press BUFFER PRINT button again to print last clerk, or press a HARD CLERK button, or enter the clerk number and press ENTER.	
54	CLOSE DRAWER		
5	CONDIMENT ONLY	The PLU should only be sold as a condiment, i.e. after a main PLU.	[PF-1.F]
6	CREATE NEW BILL?	Either press ENTER to create a track or press CLEAR to cancel the operation.	
109	CREATE NEW FILE?	Either press ENTER to create a customer file or press CLEAR to cancel the operation.	
101	CUSTOMER A	Displayed when SPLIT BILL is pressed.	
102	CUSTOMER B	Displayed when SPLIT BILL is pressed.	
103	CUSTOMER C	Displayed when SPLIT BILL is pressed.	
104	CUSTOMER D	Displayed when SPLIT BILL is pressed.	
110	CUSTOMER FILE FULL	Delete unnecessary files.	SP-112
111	DUPLICATE PHONE#	This number has already been used by customer file. Enter other number.	
99	EAT IN / TAKE OUT?	Press EAT IN or TAKE OUT buttons.	[SF-100.G]
87	EFT BUSY		
75	EFT COMMS FAIL		
145	EJF NEARLY FULL	Take Z1-99 EJF report.	[SF-57.H]
91	ENTER ACCOUNT NO		
48	ENTER AMOUNT		
14	ENTER BILL		
18	ENTER CLERK		
72	ENTER EXP DATE		
80	ENTER ISSUE NO		
17	ENTER PERSON		
92	ENTER PLU NUMBER		
90	ENTER PRICE		
89	ENTER QUANTITY		
4	Enter Room No.		
16	ENTER SERVER		
73	ENTER START DATE		
15	ENTER TABLE		
41	ENTER TEXT		
88	ENTER TIP		
118	EURO CONV. ERROR	Preparations for Euro conversion are not completed.	[SF-84.H] SP-124, 110
108	FILE NOT FOUND		

40	FORMATTING REP		
23	IN COMMUNICATION		
86	INCORRECT BRANCH		
132	IN END TIME	shown by SP-185 Grace Period	
131	IN START TIME	shown by SP-185 Grace Period	
93	INSERT SMART CRD		
113	INVALID PHONE #		
121	INVALID SCALE		
61	IRC INIT REQD		
117	IRC PROGRAM CHNG		
37	KP ERROR		
42	KP PAPER LOW		
78	KP REDIRECTED		
98	LOGON COMPULSORY		
85	LOYAL COMMS FAIL		
11	MANAGER KEY REQD		
127	MANUAL TARE PROH	Set [PF-6.F] to YES.	
10	MENU SELECTION		
64	MONITORING JRNL		
34	MUST SOTRE/CLOSE		
52	MUST TENDER		
120	NEW CUSTOMER		
84	NEW POINTS BAL :		
3	NO MODIFIERS	Ensure that the PLU is programmed to permit modifiers.	[PF-2.B,A]
62	NO OPTIONS	Either use a clerk with appropriate security, or ensure that the clerk has appropriate security settings.	SP-181, 182
20	NO SUCH BILL	Press CLEAR button and retry operation with correct bill or table number.	
2	NO SUCH PLU	Enter the correct PLU code, re-program the PLU correctly, make sure the PLU is allocated on the screen, make sure it exists.	SP-122 SP-110
66	NO SUCH ROOM	The selected room does not exist on the PC.	[SF-58.H]
96	NOT ENOUGH FUNDS		
67	OCCUPIER LIST	Choose an occupier for the room that you have selected.	[SF-58.H]
77	ONLINE AUTHORIZE		
134	OUT END TIME	shown by SP-185 Grace Period	
133	OUT START TIME	shown by SP-185 Grace Period	
1	OVERLIMITATION	Press CLEAR button and re-enter the correct number.	
26	OVER TEND PROHIBITED	Press CLEAR to cancel the operation and select a media permitted for over-tendering.	[MF-1.E]
119	PASSWORD ERROR	Entered numbers for Euro conversion sequence is not correct.	
100	PC SLIP ERROR	Cable incorrect, disconnected, faulty slip printer, incorrect communication settings, paper out.	[SF-91-93. C,B,A] [SF-46.H] [SF-102.H]
135	PERIOD	displayed on the menu for X/Z-20 Labor Cost report	
68	PERSON TYPE		
112	PHONE# HAS CHANGE	Enter correct number to pick up a customer file.	
148	Please Re-SignOn	for Remote Operation Device	
83	POINTS AWARDED :		
36	PRESS ANY BUTTON	Either press CLEAR button to exit, or press the desired button you wish to program.	
32	PRESS CLEAR	Press CLEAR button once the warning message has been read.	
51	PRESS SUBTOTAL	Press CLEAR then press SUBTOTAL button.	[SF-22.G]
82	PREV POINTS BAL.:		
25	PRINTER ERROR	The printer unit has failed to respond, check it is connected properly, if it is then there may be a fault with the printer. Contact your Uniwell dealer.	
149	Processing...	for Remote Operation Device	
106	RECEIPT IS OFF		
105	RECIEPT IS ON		
150	REMOTE OPE ERR		
97	REMOVE CARD		
122	REMOVE ON SCALE		

65	ROOM COMMS FAIL		
123	SCALE COM. ERROR		
55	SCROLL TO VIEW	Use SCROLL and PAGE UP/DOWN buttons to view the report.	
130	SEL GRACE PERIOD	prompts when Grace Period is selected in SP-123 Clerks	
12	SEL ITEMS TO XFR	Select items to be transferred from this track by using SCROLL buttons and ENTER.	
50	SELECT CHANGE	Select desired media by which change amount should be given by pressing desired MEDIA button.	
7	SELECT CONDIMENT		
128	SELECT JOB CODE	prompts when Clerk Log-On under "COMPULSE LOGIN JOB CODE" [SF-76.A] is selected or Job Code is selected in SP-123 Clerks	
22	SELECT LOCATION		
39	SELECT MEDIA	Either select a media and enter the amount or press CLEAR to end the cash declaration.	
8	SELECT OPTION		
129	SELECT PAY RATE	prompts when Pay Rate is selected in SP-123 Clerks	
9	SELECT PRICES		
124	SELECT TARE	Displayed when TARE key is pressed.	
43	SENDING TO KP		
57	SENDING TO SLIP		
70	SERVER ONLY	Use the assigned server to pick up this track or see the manager and use the system clerk to pick up this track.	[SF-37.D]
38	SHORT TENDER	Check how much was entered, and correct as needed.	
49	SHUFFLING RAM	Information held in memory banks has been changed, e.g. maximum PLUs, ECR is adjusting storage in memory banks.	
58	SLIP PRINTER ERR	Cable incorrect, disconnected, faulty slip printer, incorrect communication settings, paper out.	
63	SORTING		
35	SORTING BUTTON LIST		
31	SORTING PRG LIST		
30	SORTING REP LIST		
24	SWIPE CARD	Either press CLEAR to end the operation or swipe a card through the card reader.	
126	TARE COMPULSORY	Displayed by [PF-6.G] = YES.	
125	TARE WEIGHT OVER		
69	TRACK AREA OVER	If possible, store the current track and finalize other tracks. If this is not possible then you must finalize the current track and then finalize other tracks.	SP-112
44	TRANSFER BILL ?	Press ENTER to transfer track to current track or press CLEAR to abort operation.	
45	TRANSFER TABLE ?	Press ENTER to transfer table to current table or press CLEAR to abort operation.	
139	TRANSFER PROHIBT		
136	ETHERNET HEAP FULL	Memory for Ethernet is full or there is not enough memory for Ethernet. (HEAP means capable memory.)	
74	VOICE REFERL REQ		
53	Z-01 COMPULSORY	Take a Z-01 report.	[SF-18.A]
29	Z-96 REPORT REQ	Take Z-96 Customer Bill report to erase the saved transaction data, then program the number of customer bill lines.	SP-112