SHARP®

POS TERMINAL

MODEL
UP-3301

INSTRUCTION MANUAL

FOR YOUR RECORDS

Please record below the model number and serial number for easy reference in case of loss or theft. These numbers are located on the right side of the unit. Space is provided for further pertinent data.

Model Number _____

Serial Number _____

Date of Purchase _____

Place of Purchase _____

INTRODUCTION

Thank you very much for your purchase of the SHARP POS Terminal Model UP-3301. Please read this Manual carefully before operating your machine in order to gain full understanding of functions and features. Please keep this manual for future reference. It will help you if you encounter any operational problems.

IMPORTANT

- **Install your POS terminal in a location that is not subject to direct radiation, unusual temperature changes, high humidity or exposure to water sources. Please keep the POS terminal away from heat and magnetic sources.**
  Installation in such locations could cause damage to the cabinet and the electrical components.
- **The POS terminal should not be operated by an individual with wet hands.**
  The water could seep into the interior of the POS terminal and cause component failure.
- **Do not apply excessive pressure to the display.**
  Do not use a sharp-pointed object on the display, or the touch panel and/or LCD may become damaged.
- **When cleaning your POS terminal, use a dry, soft cloth. Never use solvents, such as benzine and/or thinner.**
  The use of such chemicals will lead to discoloration or deterioration of the cabinet.
- **The POS terminal plugs into any standard wall outlet (120V ±10% AC) with a dedicated earth-guard.**
  Other electrical devices on the same electrical circuit could cause the POS terminal to malfunction.
- **If the POS terminal malfunctions, call your authorized SHARP dealer for service - do not try to repair the POS termimal yourself.**
- **For a complete electrical disconnection, remove the AC power cord from the wall outlet.**

PRECAUTION

This POS terminal has a built-in memory protection circuit which is operated by a rechargeable battery pack. Please note that all batteries will, in time, dissipate their charge even if not used. Therefore to insure an adequate initial charge in the protection circuit and to prevent any possible loss of memory upon installation, it is recommended that each unit be allowed to be recharged for a period of 24 to 48 hours prior to use by the customer.
After installation, the battery pack is charged when the machine is plugged in and its power switch is set to the "ON" position. This recharging precaution can prevent unnecessary initial service calls.

BATTERY DISPOSAL

Contains Nickel Metal Hydride Battery. Must be Disposed of Properly.

Contact Local Environmental Officials for Disposal Instructions.

This product utilizes tin-lead solder, and fluorescent lamp containing a small amount of mercury.
Disposal of these materials may be regulated due to environmental considerations.
For disposal or recycling information, please contact your local authorities or the Electronics Industries Alliance: www.eiae.org

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1 Part Names and Functions

This chapter describes the part names and functions of this POS terminal.

External View

■ **Front view**

Operator display (touch panel)

Top cabinet

Tendered Money
holding space

Brightness control

Contrast control

Bottom cabinet

■ **Rear view**

Customer display

Side cover

Power switch
Insure that the power
switch is placed in the
OFF position prior to
connecting AC power.

AC power cord
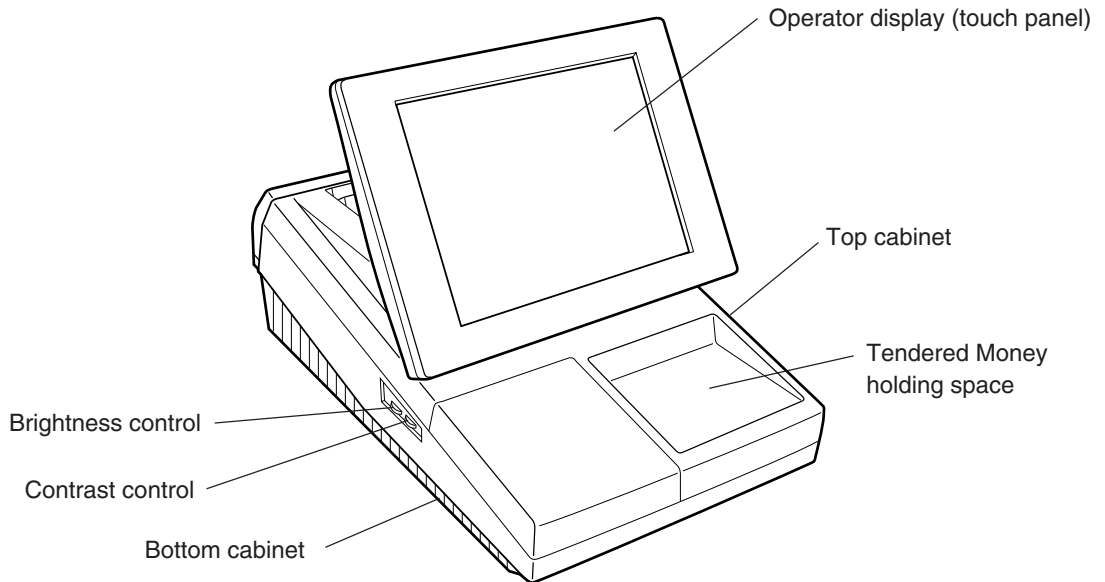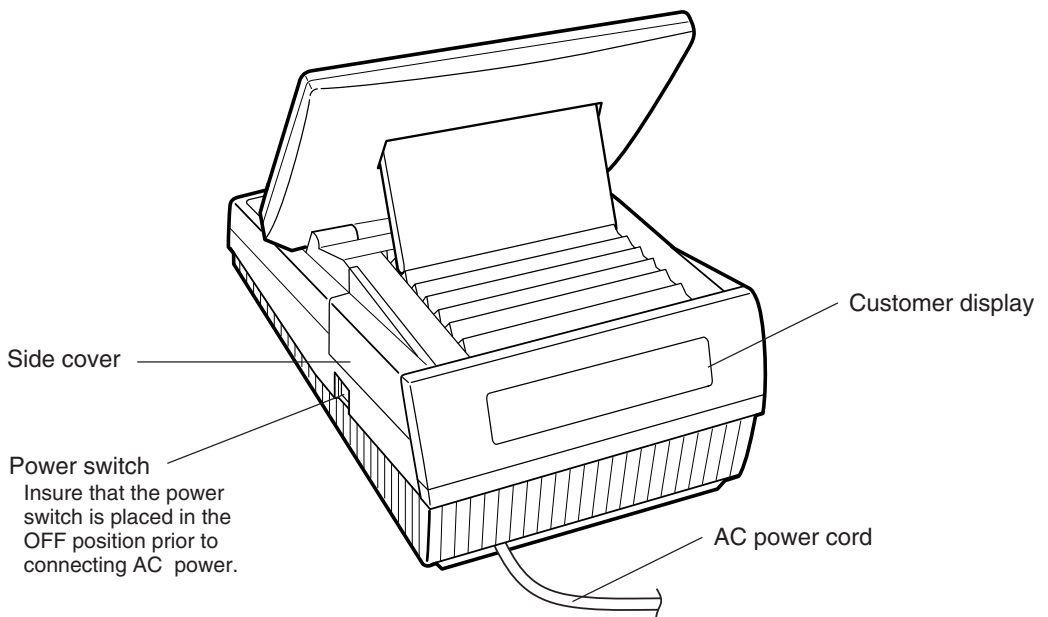
Displays

This POS terminal is equipped with a color LCD operator display and a two-line customer display.
The operator display is a touch panel.
The operations can be performed by touching the screen (that shows keys or items in the receipt window) of the operator display.

■ Operator display (touch panel)

The display can be tilted to the best viewing angle by sliding the rear stand.

Be sure to push the button on the rear stand when sliding it.
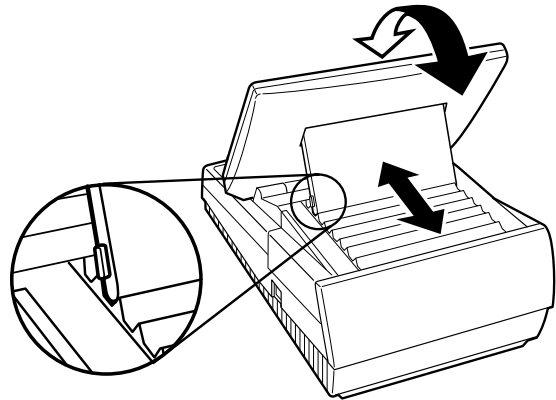
• Screen example (REG mode)

Status indication — Mode caption — Time

Touch-panel keyboard

Numeric entry: An entered figure appears at the cursor position.

Window

NOTE *The size of a display area depends on the layout of a touch-panel keyboard (ex. key size) or the function mode (ex. drive-through function).*

• Display example 1 (REG mode)

Mode caption   **Server name**   **Time**

```
GLU#00000003              REG   0001 SERV.001 SHARP UP3301 POS   9:43AM
***PBAL           0.00                          Server code
      1 PL000003   1.75
      1 PL000002   1.00 MDSE ST   10.15                    Merchandise subtotal
      1 PL000002   1.00                                     excluding taxes
      1 PL000005   3.20
      1 PL000005   3.20
BAL FWD          10.15
CASH             10.15
BALANCE           0.00 ***TOTAL
--CHECK CLOSED  9:42AM     10.15


CASH             10.15
                       P1L1
```

Server code

Sentinel mark (X):
Appears in the lower right corner of the screen when the cash in drawer exceeds a programmed sentinel amount. The sentinel check is performed for the total cash in drawer.

Numeric entry:
An entered figure appears at the cursor position.

Received media type

Window: In the REG mode, the window shows item information you have just entered such as items, tax amounts and media types.

Receipt ON/OFF status indicator (R):
Appears when the receipt ON-OFF function is set to OFF. The indication disappears when the function signs ON.

PLU level shift indicator (L1 - L10):
Shows the PLU level currently selected.

Price level shift indicator (P1 - P5):
Indicates the PLU price level currently selected.

• Display example 2 (PGM mode)

Mode caption   **Server name**   **Time**

```
                          PGM2  0001 SERV.001              9:43AM
-01-
  PRICE               0.00          Server code
  SIGN                   +
  DESCRIPTION       DPT.=0=1
  KEY DESCRIPTION    DPT.01
  KEY COLOR      DODGER BLUE
  TARE TABLE No.         0
  SCALE            INHIBIT
  DEPT.TYPE         NORMAL
  AMT.ENTRY TYPE      OPEN
  TAXABLE 1             NO
  TAXABLE 2             NO
CANCEL ENTER          [▼]
                        W
```

Window:
In the PGM mode, programmable items are listed.

Double-size character mode indicator (W):
Appears when the double-size character mode is selected during text programming.

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■ Customer display

The customer display consists of a 16-position dot-matrix display (upper) and a 11-position 7-segment display (lower).

```
PLO35371
                    1.50
```
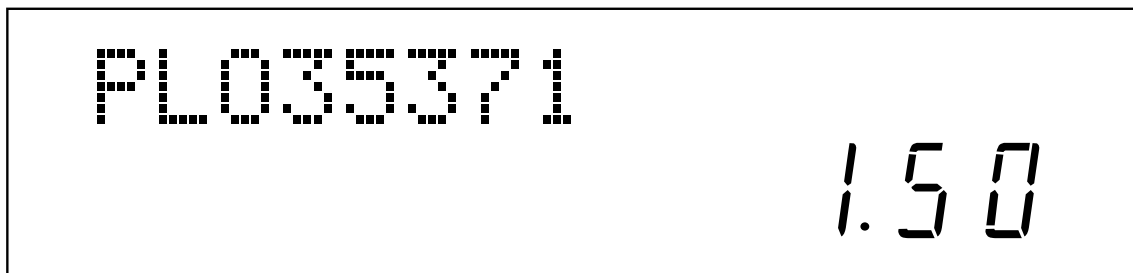
■ Screen save mode

To save the electrical power or the display's life, your POS terminal is provided with the screen save function. This function can turn the LCD backlight off when the POS terminal is left idle for an extended period of time. You can program the time for which your POS terminal should keep the normal status (in which the backlight is "ON") before it goes into the screen save mode.
To exit the screen save mode, touch a key.

2 Before Operating the POS Terminal

This chapter describes those steps required prior to using the POS terminal for the first time.

Display Adjustment

You can adjust the brightness and contrast of the display by using the corresponding controls.

• **Brightness control**
  Turning the control backwards darkens the display and turning it forwards brightens the display.

• **Contrast control**
  Turning the control backwards darkens the display and turning it forwards lightens the display.
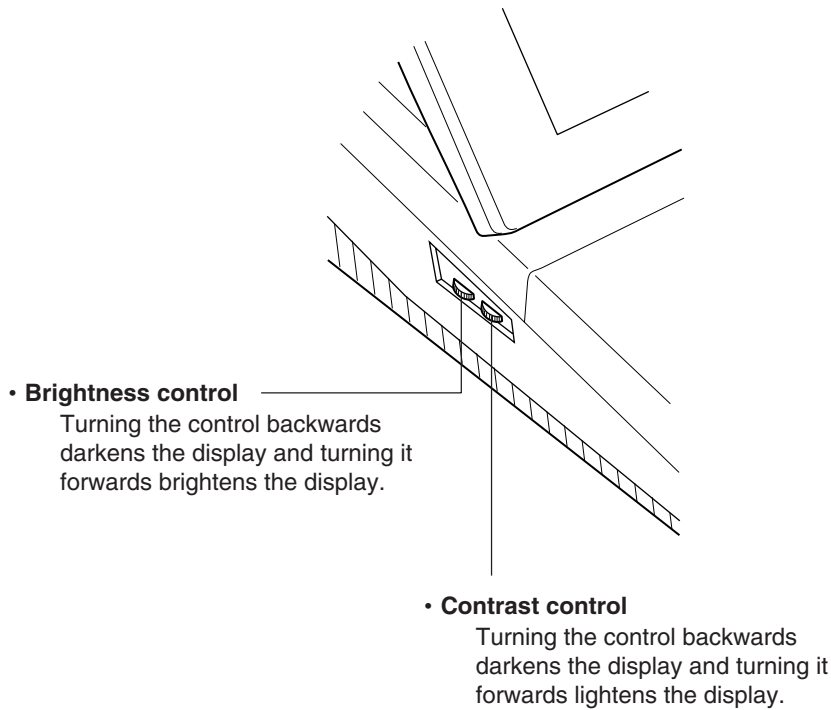
Connecting the Printer and Installing the Paper Rolls

This POS terminal may be configured with multiple types of printers offered in the market. For specific instructions related to the handling and care of the printer, please refer to the applicable printer instruction manual.

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3 Selecting an Operating Mode

The POS terminal will display the following listing by touching the MODE key.

Mode selection window

```
               MODE  0001 SERV.001                9:44AM
  ┌─────────────────────────┐
  │ 1 OPXZ MODE             │
  │ 2 OFF MODE              │
  │ 3 X1 MODE              │
  │ 4 Z1 MODE              │
  │ 5 X2 MODE              │
  │ 6 Z2 MODE              │
  │ 7 UNIT PRICE MODE       │
  │ 8 PGM1 MODE            │
  │ 9 PGM2 MODE            │
  │10 AUTO KEY MODE         │
  │11 CAT#2 EXECUTE         │
  │CANCEL ─ENTER──[▼ ]      │
  └─────────────────────────┘
```
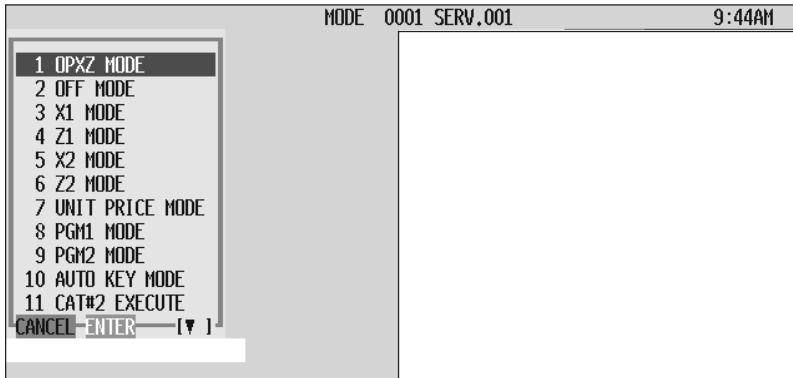
Operating Modes

You can select any mode other than REG from the list in the mode selection window. Your POS terminal supports the following 13 operating modes:

REG mode	This mode allows you to enter various sales information. The mode selection window does not list this mode. To select this mode from the mode selection window, touch the CANCEL key.
OPXZ mode	This mode allows servers to take X or Z reports on their sales information. It can also be used for employee time function.
OFF mode	This mode locks all operations of the POS terminal. When you select this mode, the window will disappear. Touching any key turns the POS terminal ON.
X1 mode	This mode is used to take various daily reading reports (X1 reports).
Z1 mode	This mode is used to take various daily resetting reports (Z1 reports).
X2 mode	This mode is used to take various weekly or monthly reading reports (X2 reports).
Z2 mode	This mode is used to take various weekly or monthly resetting reports (Z2 reports).
UNIT PRICE mode	This mode allows you to program unit price of PLUs.
PGM1 mode	This mode allows you to program those items which need to be changed often such as unit prices and discount percentages.
PGM2 mode	This mode allows you to program those items which can be programmed in the PGM1 mode and do not require frequent changes such as date, time, and terminal functions.
AUTO KEY mode	This mode allows you to program automatic sequencing keys.
CAT#2 EXECUTE	This mode is used to execute CAT#2.
CAT#2 REPORT	This mode is used to obtain CAT#2 report.

Mode Selection

```
                              MODE   00
   1 OPXZ MODE
   2 OFF MODE
   3 X1 MODE
   4 Z1 MODE
   5 X2 MODE
   6 Z2 MODE
   7 UNIT PRICE MODE
   8 PGM1 MODE
   9 PGM2 MODE
  10 AUTO KEY MODE
  11 CAT#2 EXECUTE
 CANCEL ENTER    [▼ ]
```

```
              [▲ ]        MODE   00
   2 OFF MODE
   3 X1 MODE
   4 Z1 MODE
   5 X2 MODE
   6 Z2 MODE
   7 UNIT PRICE MODE
   8 PGM1 MODE
   9 PGM2 MODE
  10 AUTO KEY MODE
  11 CAT#2 EXECUTE
  12 CAT#2 REPORT
 CANCEL ENTER
```
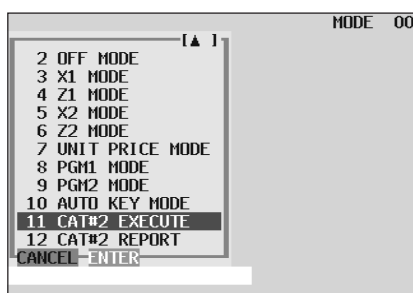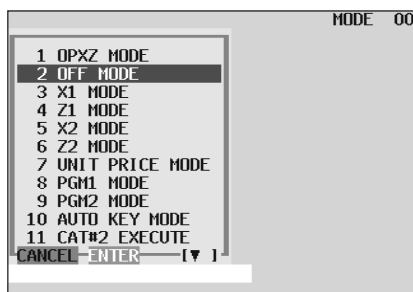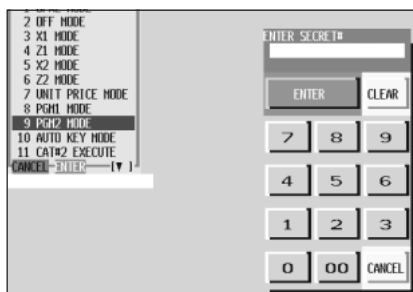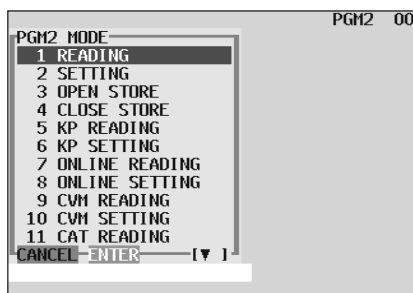
■ Selecting a mode

Use one of the following three methods:

1. Touch the desired option line in the window.

2. Move the cursor to a desired option by using the ↑ , ↓ , P UP or P.DOWN key. Then touch the ENTER key.

3. Enter the desired option number by using a numeric key. Then touch the ENTER key.

NOTE

When you want to enter the REG mode, simply touch the CANCEL *key.*

```
   2 OFF MODE
   3 X1 MODE             ENTER SECRET#
   4 Z1 MODE
   5 X2 MODE
   6 Z2 MODE
   7 UNIT PRICE MODE        ENTER   CLEAR
   8 PGM1 MODE
   9 PGM2 MODE           7    8    9
  10 AUTO KEY MODE
  11 CAT#2 EXECUTE       4    5    6
 CANCEL ENTER   [▼ ]
                         1    2    3

                         0    00   CANCEL
```

■ Entering a secret code

When a secret code has been set for the selected mode, you must enter the secret code and touch the ENTER key.

```
                              PGM2   00
 PGM2 MODE
   1 READING
   2 SETTING
   3 OPEN STORE
   4 CLOSE STORE
   5 KP READING
   6 KP SETTING
   7 ONLINE READING
   8 ONLINE SETTING
   9 CVM READING
  10 CVM SETTING
  11 CAT READING
 CANCEL ENTER    [▼ ]
```

■ Returning to the mode selection window

To return to the mode selection window, use the following procedure:

1. Touch the MODE or CANCEL key with the menu screen of the selected mode displayed.
  • You will enter the REG mode.

2. Touch the MODE key.
  • You will return to the mode selection window.

4 Time Display and Automatic Updating of the Date

Time display

The screen always displays the time at the top (next to the mode indicator) as shown below.

Time

```
GLU#00000005                    REG    0001 SERV.001 SHARP UP3301 POS    9:57AM

***PBAL              0.00
    1 PL000003       1.75
    1 PL000002       1.00 MDSE ST    2.75
BAL FWD              2.75
MDSE ST              2.75
TAX1                 0.11
TAX2                 0.07
CASH                 2.93
BALANCE              0.00 ***TOTAL
--CHECK CLOSED   9:56AM         2.93


CASH                 2.93
                         P1L1
```

Automatic updating of the date

Once the internal clock unit is started at the correct time, it continues to run as long as the battery pack is charged and will also update the date properly.

5 Prior to Entries

Preparations for Entries

1. Select the REG mode from the mode selection menu by touching the [CANCEL] key.
2. Insure that all printers in your system have adequate paper rolls prior to beginning entries. For more information, please refer to the applicable printer's manual.

Error Warning

In the following examples, your POS terminal will go into an error state accompanied with a warning beep and the error message on the display. Clear the error state by touching the [CLEAR] key and take the proper action.

- When you exceed a 32-digit number (entry limit overflow):
    Cancel the entry and re-enter a correct number.
- When you make an error in key operation:
    Clear the error and try the entry again.
- When you make an entry beyond a programmed amount entry limit:
    Check to see if the entered amount is correct. If it is correct, it can be rung up in the MGR mode. Contact your manager.
- When an including-tax subtotal exceeds eight digits:
    Delete the subtotal by touching the [CLEAR] key and touch a media key to finalize the transaction.

Sample Receipt

```
                 YOUR RECEIPT
                  THANK YOU

Date ———        08/27/03        123456  —— Machine no.
Consecutive no. —— #1053  10:21AM —— JACK0001 —— Server name/server code
                                              —— Time
Item entry ——   PLO00001           $1.25
                PLO00020           $5.00
                MDSE ST            $6.25
                TAX1               $0.08

                ***TOTAL          $6.33  —— Sales total
                CASH              $6.50  —— Cash amount tendered
                CHANGE            $0.17  —— Change due
```

6 Entries

Function Key Description

■ Touch-panel keyboard

This POS terminal provides the following types of keyboards for various functions or modes.

- · Home keyboard
- · Main-2 keyboard
- · Main-3 keyboard
- · Sub keyboard
- · Sub-2 keyboard
- · Sub-3 keyboard
- · Condiment/ Menu keyboard
- · Condiment/ Menu-2 keyboard
- · Condiment/ Menu-3 keyboard
- · Function menu 1 keyboard

- · Function menu 2 keyboard
- · Function menu 3 keyboard
- · Function menu 4 keyboard
- · Function menu 5 keyboard
- · Function menu 6 keyboard
- · Function menu 7 keyboard
- · Payment menu keyboard
- · Drive thru keyboard
- · PGM/XZ mode keyboard
- · Character keyboard

NOTE *If you want to change the layout, consult your authorized SHARP dealer.*

Transition of the keyboard
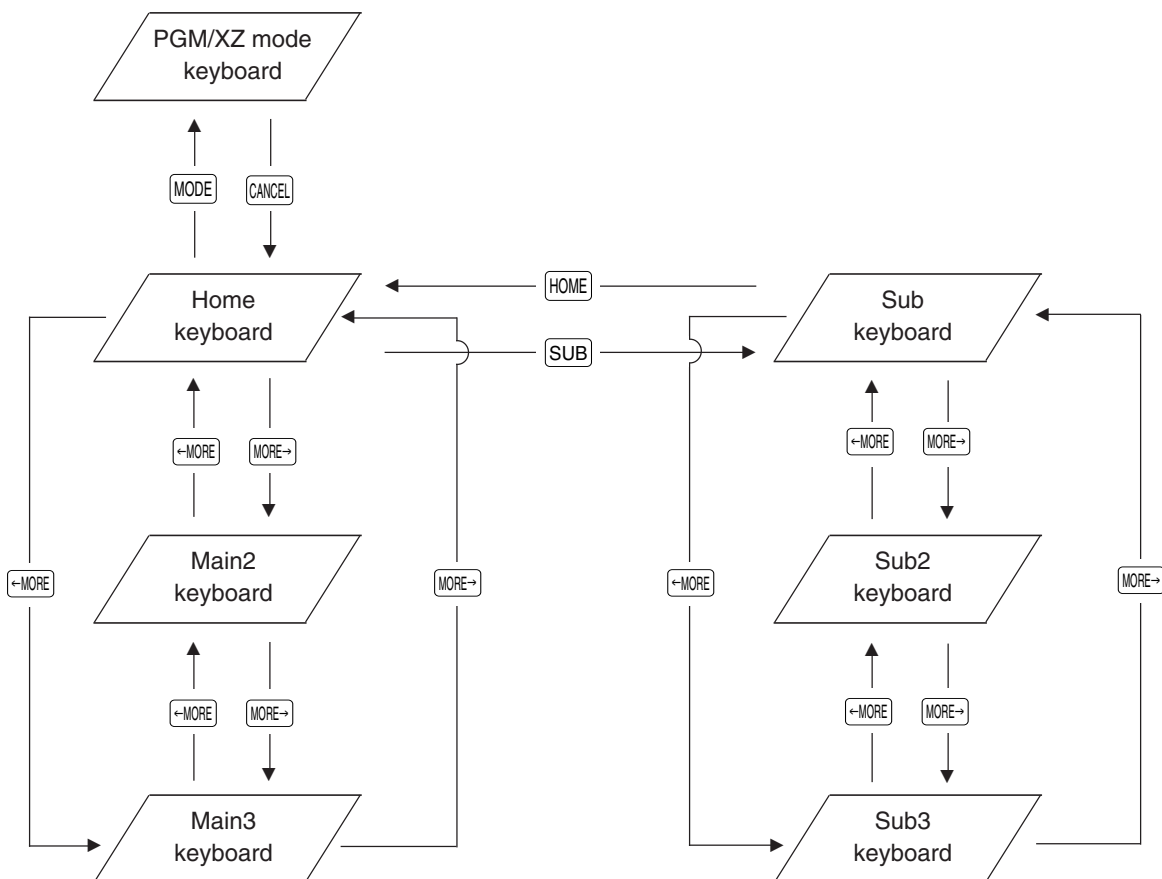
Keyboard layout (default)

- **Home keyboard**

  This keyboard appears when you touch the
  ⌷HOME⌷ key.

QTY	DISC.	MISC	G. CHK	MGR
MENU01	MENU02	MENU03	MENU04	MENU05
L1	L2	L3	SUB	
000001		000006		000011
000002		000007		000012
000003		000008		000013
000004		000009		000014
000005		000010		000015

↓	↑	P UP	VOID	D-THRU
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	←MORE	MORE→	

- **Main2 keyboard**

  This keyboard appears when you touch the
  ⌷MORE→⌷ key on the Home keyboard.

QTY	DISC.	MISC	G. CHK	MGR
MENU01	MENU02	MENU03	MENU04	MENU05
L1	L2	L3	SUB	
000016		000021		000026
000017		000022		000027
000018		000023		000028
000019		000024		000029
000020		000025		000030

↓	↑	P UP	VOID	D-THRU
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	←MORE	MORE→	

- **Main3 keyboard**

  This keyboard appears when you touch the
  ⌷MORE→⌷ key on the Function2 keyboard.

QTY	DISC.	MISC	G. CHK	MGR
MENU01	MENU02	MENU03	MENU04	MENU05
L1	L2	L3	SUB	
000031		000036		000041
000032		000037		000042
000033		000038		000043
000034		000039		000044
000035		000040		000045

↓	↑	P UP	VOID	D-THRU
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	←MORE	MORE→	

- **Sub keyboard**
  This keyboard appears when you touch the
  [SUB] key on the Home keyboard.

P1	P2	P3	P4	P5
COMB01		COMB06		000101
COMB02		COMB07		000102
COMB03		COMB08		000103
COMB04		COMB09		000104
COMB05		COMB10		000105

↓	↑	P UP	VOID	
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	MORE→		

With the right block:

			WAIT
			FINAL

- **Sub2 keyboard**
  This keyboard appears when you touch the
  [MORE→] key on the Sub keyboard.

P1	P2	P3	P4	P5
COMB11		COMB16		000106
COMB12		COMB17		000107
COMB13		COMB18		000108
COMB14		COMB19		000109
COMB15		COMB20		000110

↓	↑	P UP	VOID	SUB
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	←MORE		

			WAIT
			FINAL

- **Sub3 keyboard**
  This keyboard appears when you touch the
  [MORE→] key on the Sub2 keyboard.

↓	↑	P UP	VOID	SUB
MODE	CLEAR	P DOWN	RFND	PAYMEN
HOME	CANCEL	←MORE	MORE→	

· **Condiment/Menu keyboard**
This keyboard appears when you touch the
MENU key in a condiment PLU entry.
The Condiment/Menu2 keyboard appears
when you touch the [MORE→] key on the
Condiment/Menu keyboard.
The Condiment/Menu3 keyboard appears
when you touch the [MORE→] key on the
Condiment/Menu2 keyboard.

KEY001	KEY006	KEY011
KEY002	KEY007	KEY012
KEY003	KEY008	KEY013
KEY004	KEY009	KEY014
KEY005	KEY010	KEY015

↓	↑	P UP	VOID	SUB					
MODE	CLEAR	P DOWN	RFND	PAYMEN				WAIT	
HOME	CANCEL	C NEXT			MORE→		FINAL		

· **Function menu 1 (QTY) keyboard**
This keyboard appears when you touch the
[QTY] key on the Home, Main2, or Main3
keyboard.

	X/TIMES			
7	8	9		
4	5	6		

↓	↑	P UP		1	2	3		
MODE	CLEAR	P DOWN		0	00	-		
HOME	CANCEL			X/TIMES				

· **Function menu 2 (DISC.) keyboard**
This keyboard appears when you touch the
[DISC.] key on the Home, Main2, or Main3
keyboard.

%1	%5	(–)3	
%2	%6	(–)4	
%3	(–)1	(–)5	
%4	(–)2	(–)6	
7	8	9	MDS ST

↓	↑	P UP	VOID	SUB	4	5	6		
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3		
HOME	CANCEL	M. FUNC			0	00	-	ENTER	

· **Function menu 3 (MISC) keyboard**
   This keyboard appears when you touch the
   [MISC] key on the Home, Main2, or Main3
   keyboard.

TAX1SF		PLU/SB			WASTE		
TAX2SF		RCP.SW			REPEAT		
TAX		RCPT			RP SND		
SRV#			MGR#				
7			8	9			

↓	↑	P UP	VOID	SUB	4	5	6		
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3		
HOME	CANCEL	D-THRU			0	00	-	ENTER	

· **Function menu 4 (G.CHK) keyboard**
   This keyboard appears when you touch the
   [G.CHK] key on the Home, Main2, or Main3
   keyboard.

QTY	DISC.	MISC		MGR
SRV#		MGR#		
7	8	9	N.C.	

↓	↑	P UP	VOID	SUB	4	5	6	CV CNT
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3	PBAL
HOME	CANCEL	M. FUNC			0	00	-	ENTER

· **Function menu 5 (MGR) keyboard**
   This keyboard appears when you touch the
   [MGR] key on the Home, Main2, or Main3
   keyboard.

EMPL#		SRV#		M. FUNC
E.SALE		TIME-IN		WASTE
BAL		TIME-OUT		#
MGR#		BREAK		NS
7	8	9	SBTL	

↓	↑	P UP	VOID	RCP.SW	4	5	6	PAYMENT MENU
MODE	CLEAR	P DOWN	RFND	RCPT	1	2	3	ENTER
HOME	CANCEL	RETURN	ST VD	BILL	0	00	-	CASH

- **Function menu 6 or Function menu 7 keyboard**
  This keyboard appears when you touch the
  `FUNC.6` or `FUNC.7` key on the Home, Main2, or
  Main3 keyboard.

↓	↑	P UP							
MODE	CLEAR	P DOWN							
HOME	CANCEL								

- **Payment menu (PAYMENT MENU) keyboard**
  This keyboard appears when you touch the
  `PAYMENT MENU` key on the Home, Main2, or Main3
  keyboard.

					QTY	DISC.	MISC	WAIT
					CH1		EATIN1	FINAL
					CH2		EATIN2	$5
					CH3		EATIN3	$10
					7	8	9	$20
↓	↑	P UP	VOID	SUB	4	5	6	NEXT$
MODE	CLEAR	P DOWN	RFND	M. FUNC	1	2	3	SBTL
HOME	CANCEL	ST VD		M. FUNC	0	00	-	CASH

- **Drive thru (D-THRU) keyboard**
  This keyboard appears when you touch the
  `D-THRU` key on the Home, Main2 or Main3
  keyboard.

↓	↑			N.C.2	WAIT
MODE	CLEAR			PBAL2	RECALL
HOME	CANCEL			SUB	ENTER

· **PGM/XZ mode keyboard**

This keyboard appears when you touch the
[MODE] key on the Home, Main2, or Main3
keyboard.

					↑	P UP	MODE	AUTO21	
					↓	P DOWN	LIST	AUTO22	
					EMPL#		CANCEL	AUTO23	
					SRV#	X/TIME	CLEAR	AUTO24	
					7	8	9	AUTO25	
					4	5	6	NEXT	HOME
		UPDATE	PREV	CALL	1	2	3	ENTER	
		INS	DEL	BKSPC	0	00	-	CASH	

These keys will not appear in the OPXZ, X1, Z1, X2, or Z2 mode.

· **Character keyboard**

This keyboard is used when you need to
enter text data during PGM2 mode entries.

INS	DEL	P. DW	↑	P. UP
PREV	NEXT	←	↓	→
CANCEL	B. S	DC		CODE
CLEAR				
ENTER				
			→/←	↑/↓
_/+	−/=	;/:	[/{	]/}

1/!	2/@	3/#	4/$	5/%	6/^	7/&	8/∗	9/(	0/)
q/Q	w/W	e/E	r/R	t/T	y/Y	u/U	i/I	o/O	p/P
a/A	s/S	d/D	f/F	g/G	h/H	j/J	k/K	l/L	
z/Z	x/X	c/C	v/V	b/B	n/N	m/M	,/<	./>	//?
SHIFT		SPACE			SHIFT				

■ Function keys list (default keyboard and labels)

Caption (default)	Function
HOME	Used to return to HOME keyboard.
CANCEL	Used to cancel your current operation or menu or return to previous menu.
CLEAR	Used to clear the entered data (amounts/rates/parameters, etc.) and the error state.
MODE	Used to go to MODE selection window or to return to HOME keyboard.
↑	Used to control the cursor (up arrow).
↓	Used to control the cursor (down arrow).
←MORE	Used to change the keyboard.
MORE→	Used to change the keyboard.
ENTER	Used to select item/menu or entered data.
SUB	Used to go to the sub-keyboard.
CASH	Used to enter the direct cash/ amount tendered operation, or to finalize the PGM job.
0 thru 9	Used to enter a numeric data (0 thru 9).
00	Used to enter a numeric data (00).
000	Used to enter a numeric data (000).
•	Used to enter a fractional part, or to toggle between two or more options.
X/TIMES	Used to enter a quantity or times.
SBTL	Used to display subtotals.
P UP	Used to scroll page up.
P DOWN	Used to scroll page down.
BKSPC	Used to backs up the cursor for deleting the character or figure at the left of the cursor.
DEL	Used to delete a character or figure in the cursor position.
MDS ST	Used to display the merchandise subtotal.
TRY ST	Used to display the tray subtotal.
#	Used to enter a non-add code.
NS	Used to execute a no-sale function.
SCALE	Used to enter a weight for the item entry.
PLU/SB	Used to enter a PLU/subdepartment from the list by using a code.
L1 thru L10	Used to shift the direct PLU key level (level 1 thru 10).
P1 thru P5	Used to shift the PLU price level (level 1 thru 5).
TAX1SF	Used to shift the taxability 1.
TAX2SF	Used to shift the taxability 2.
TAX3SF	Used to shift the taxability 3.
TAX4SF	Used to shift the taxability 4.
BILL	Used to print the bill.
RCPT	Used to print the receipt after transaction.
CH TIP	Used to enter the charge tip.
CA TIP	Used to enter the cash tip.
TIP PD	Used to execute the tip paid function.
VOID	Used to void a last item, or used for the cursor void function.
I.VOID	Used to void a past item, or used for the cursor void function.

Caption (default)	Function
ST VD	Used to void an entire transaction (subtotal void).
RFND	Used to enter the refund item.
RETURN	Used to enter the returned item
%1 thru %9	Used to enter the percent calculation (percent 1 thru 9).
(-)1 thru (-)9	Used to execute the discount entry (discount 1 thru 9).
TAX	Used to enter the manual tax.
CV CNT	Used to enter the cover count.
AUTO to AUTO7	Used to enter the automatic sequencing (auto 1 thru auto 7).
$5	Used to enter the speed tender ($5).
$10	Used to enter the speed tender ($10).
$20	Used to enter the speed tender ($20).
AUTO11 to AUTO25	Used to enter the automatic sequencing (auto 11 thru auto 25).
CA2	Used to enter the cash 2 payment.
CHK thru CHK4	Used to enter the check payment (check 1 thru 4).
CH1 thru CH8	Used to enter the charge payment (charge 1 thru 8).
EMP CH	Used to enter the employee charge payment.
CONV1 to CONV4	Used to creates a subtotal in foreign currency (conversion 1 thru 4).
PBAL	Used to lookup the guest check.
PBAL2	Used to lookup the guest check (for drive-thru function).
N.C.	Used to open a new guest check.
N.C.2	Used to open a new guest check (for drive-thru function).
SRVC	Used to finalize the guest check temporarily.
FINAL	Used to finalize the guest check temporarily (with the tax calculation).
DEPO	Used to enter the deposit.
DEP.RF	Used to refund the deposit.
B.T.	Used to enter the bill transfer/ bill totalizing.
RA and RA2	Used to enter the received-on-account (RA 1 and 2).
PO and PO2	Used to enter the paid-out (PO 1 and 2).
SRV#	Used to enter the server code.
MGR#	Used to enter the manager code.
EMPL#	Used to enter the employee code.
EATIN1 thru EATIN3	Used to display the eat-in subtotal (eat-in 1 thru 3).
RP SND	Used to send a partial order to the remote printer.
GRT EX	Used to exempt a customer from the gratuity.
OPN TR	Used to enter the open tare.
BAL	Balance key
REPEAT	Used to repeat a last item entry.
TR.OUT	Used to enter the transfer-out function.
TR.IN	Used to enter the transfer-in function.
PERSN#	Used to enter the person number.
I.PAY	Individual payment key
E.SALE	Used to enter the sales for employees.

Caption (default)	Function
M.FUNC	Used to display the miscellaneous function menu.
RCP.SW	Used to switch the receipt printing state (ON/OFF).
WAIT	Used to shift the corresponding guest check to the wait mode (for drive-thru).
RECALL	Used to re-call the corresponding guest check to the registration mode (for drive-thru).
B.S.	Used to separate the bill.
WASTE	Used to enter/release the WASTE mode.
C NEXT	Used to skip the next table of condiments.
TIME-IN	Used to enter time-in operation.
TIME-OUT	Used to enter time-out operation.
BREAK	Break key
QTY	Used to go to the function menu 1 keyboard (q'ty entry).
DISC.	Used to go to the function menu 2 keyboard (discount/percentage entry).
MISC	Used to go to the function menu 3 keyboard (the miscellaneous function keyboard).
G.CHK	Used to go to the function menu 4 keyboard (guest check entry).
MGR	Used to go to the function menu 5 keyboard (Manager/Server/Employee entry).
FUNC.6	Used to go to the function menu 6 keyboard (empty).
FUNC.7	Used to go to the function menu 7 keyboard (empty).
PAYMENT MENU	Used to go to the payment menu keyboard.
D-THRU	Used to go to the drive-thru menu keyboard (guest check entry for drive-thru).
MENU01 to MENU50	Used to go to the direct PLU menu (menu 1 thru 50).
NEXT$	Used to enter the next high-dollars (for including-tax subtotal).
ED TIP	Used to edit the tip.

How to Use the Touch Panel

Operations can be performed by touching corresponding key(s) and/or selecting option(s) or item(s) in the window.

NOTE *Do not use extreme force when touching the display or the keyboard.*
Do not use any sharp or pointed objects, and avoid using your fingernails to touch them.

■ Cursor control by touching option(s) or item(s) in the window

You can select an option or item by using the [↑], [↓] and [ENTER] keys.
To move the cursor, touch the [↑] or [↓] key. To select an option or item, touch the [ENTER] key.
You can also select option(s) or item(s) by touching corresponding line(s) in the window as follows:

• In the PGM/XZ mode

```
                          PGM2  00
┌SETTING─────────────────┐
│  1 ARTICLE             │
│  2 DIRECT KEY          │
│  3 PLU MENU KEY        │
│  4 FUNCTION            │
│  5 MEDIA               │
│  6 TEXT                │
│  7 PERSONNEL           │
│  8 TERMINAL            │
│  9 DATE/TIME           │
│ 10 OPTIONAL            │
│ 11 SECRET CODE         │
│CANCEL  ENTER      [▼ ] │
└────────────────────────┘
```
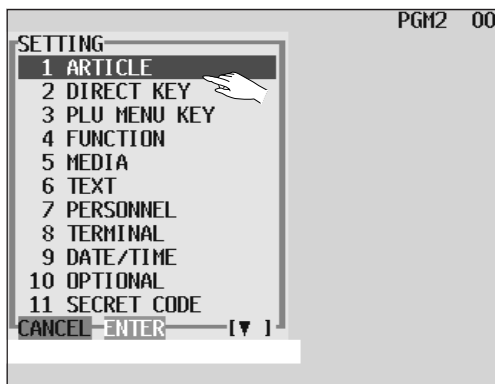
1. To select an option, touch a corresponding line.
(When you release the touch panel, the option will be selected.)
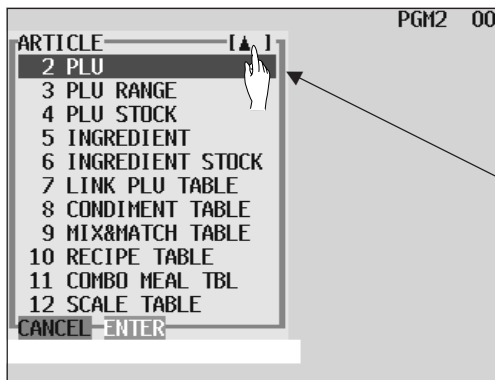
```
                          PGM2  00
┌ARTICLE──────────[▲ ]───┐
│  2 PLU                 │
│  3 PLU RANGE           │
│  4 PLU STOCK           │
│  5 INGREDIENT          │
│  6 INGREDIENT STOCK    │
│  7 LINK PLU TABLE      │
│  8 CONDIMENT TABLE     │
│  9 MIX&MATCH TABLE     │
│ 10 RECIPE TABLE        │
│ 11 COMBO MEAL TBL      │
│ 12 SCALE TABLE         │
│CANCEL  ENTER           │
└────────────────────────┘
```

2. To scroll up or down the window, touch the bottom or top of the frame (▼ or ▲).

To scroll down the window

• In the REG mode

```
                              REG    00
     1 PL000001     1.50
     1 PL000002     1.00
     1 PL000003     1.75 MDSE ST    28.15
     1 PL000004     2.50
     1 PL000005     3.20
     1 PL000006     2.75
     1 PL000001     1.50
     1 PL000002     1.00
     1 PL000003     1.75 ***TOTAL
     1 PL000004     2.50       29.98
     1 PL000005     3.20
                    [▼ ]
 1 PL000006         2.75
                    P1L1
```
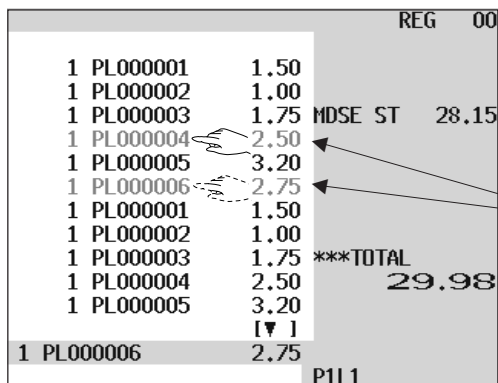
1. To select item(s), touch corresponding line(s).
(If you touch a selected item again, it will be deselected.)

To select items

```
                              REG    00
     1 PL000001     1.50
     1 PL000002     1.00
     1 PL000003     1.75 MDSE ST    28.15
     1 PL000004     2.50
     1 PL000005     3.20
     1 PL000006     2.75
     1 PL000001     1.50
     1 PL000002     1.00
     1 PL000003     1.75 ***TOTAL
     1 PL000004     2.50       29.98
     1 PL000005     3.20
                    [▼ ]
 1 PL000006         2.75
                    P1L1
```
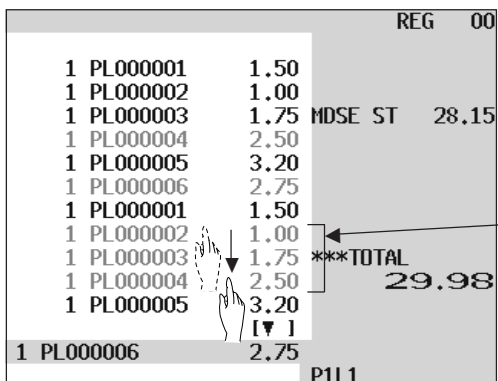
2. Dragging:
Touch a corresponding line, and drag the cursor to a target line.
(The selected item will be deselected.)

Dragging

```
                              REG    00
                    [▲ ]
     1 PL000002     1.00
     1 PL000003     1.75
     1 PL000004     2.50 MDSE ST    28.15
     1 PL000005     3.20
     1 PL000006     2.75
     1 PL000001     1.50
     1 PL000002     1.00
     1 PL000003     1.75
     1 PL000004     2.50 ***TOTAL
     1 PL000005     3.20       29.98
     1 PL000006     2.75
                    [▼ ]
 1 PL000006         2.75
                    P1L1
```
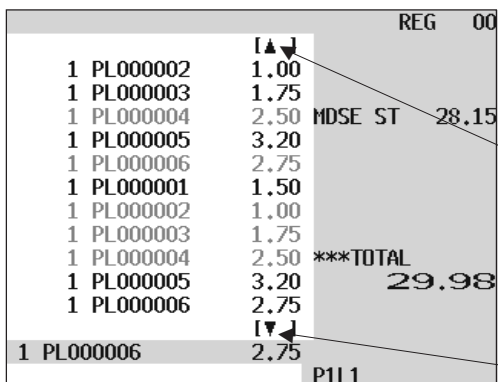
3. To scroll up or down the window, touch the bottom or top of the frame (▼ or ▲).
(The selected item will remain unchanged.)

To scroll down the window
Indicate items above the receipt window

To scroll up the window
Indicate items below the receipt window

NOTE   • *To deselect all of the selected items, touch the* `CANCEL` *key.*
           • *To deselect a selected item, touch a corresponding line again.*

```
                        REG    00
              [▲ ]
    1 PL000007    7.00
    1 PL000008    8.00
    1 PL000009    9.00 MDSE ST  146.90
    1 PL000010   10.00
    1 PL000011   11.00
    1 PL000012   12.00
    1 PL000013   13.00
    1 PL000014   14.00
    1 PL000015   15.00 ***TOTAL
    1 PL000016   16.00      151.58
    1 PL000017   17.00

  1 PL000017      17.00
                        P1L1
```

[EX.] When the void function is performed successively:
       PLU016 → PLU015 → PLU014 → PLU013

——————— (Selected items)

```
                        REG    00
              [▲ ]
    1 PL000007    7.00
    1 PL000008    8.00
    1 PL000009    9.00 MDSE ST   88.90
    1 PL000010   10.00
    1 PL000011   11.00
    1 PL000012   12.00
    1 PL000017   17.00


                   ***TOTAL
                        93.58


    PL000013      V-13.00
                        P1L1
```

[VOID]

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Server Code Entries

Prior to an item entry, the server may be compelled to enter his or her assigned server code. However, this may not be necessary when the POS terminal has been programmed for "stay-down server mode."

Procedure

→   XXXX Server code → [SRV#] ⤵ XXXX Secret code → [ENTER] ⤵ X Drawer no. ⤵ [ENTER] ⤵
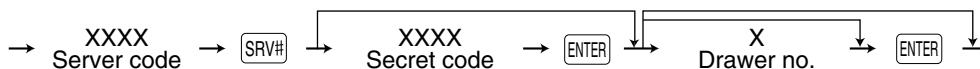
NOTE

• *When the server entry system is programmed for "stay-down server mode," no other server can sign on unless the server who has signed on is signed off.*
• *When the server entry system is programmed for "automatic server sign-off mode," any other server is able to sign on even when some servers have signed on without making entries. At this time the current server is automatically signed off.*

The sign-off operation can be performed by using the following procedure in the REG or MGR mode.

    To sign off a server: → [SRV#]

• *If the item entry is made when the server has signed off, the server entry pad will open in the window and server entry will be required.*

Item Selection from the Menu Window

Your POS terminal allows you to select functions from a menu window. For example, if you want to enter an item for Paid-out 1, select the option "PO" from the "M.FUNC" menu instead of touching the [PO] key. Each menu can be opened as follows:

• PLU menu window

[PLU/SB] →

```
                                    REG    00
  000001  PL000001
  000002  PL000002
  000003  PL000003   MDSE ST    0.00
  000004  PL000004
  000005  PL000005
  000006  PL000006
  000007  PL000007
  000008  PL000008
  000009  PL000009   ***TOTAL
  CANCEL  ENTER[▼ ]          0.00

                              P1L1
```

• Miscellaneous menu window

[M.FUNC] →

```
                                    REG    00
  01    RCP S.W.
  02    ***RA
  03    ***RA2      MDSE ST    0.00
  04    ***PO
  05    ***PO2
  06    CA/CHK1
  07    CA/CHK2
  08    CA/CHK3
  09    CA/CHK4     ***TOTAL
  10    NO SALE            0.00
  CANCEL  ENTER
                              P1L1
```
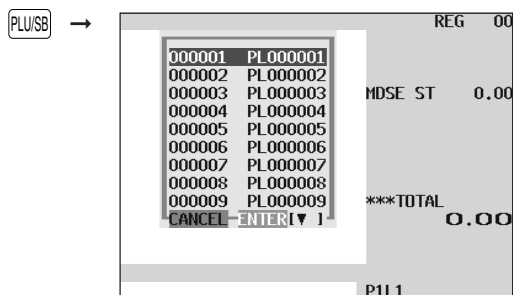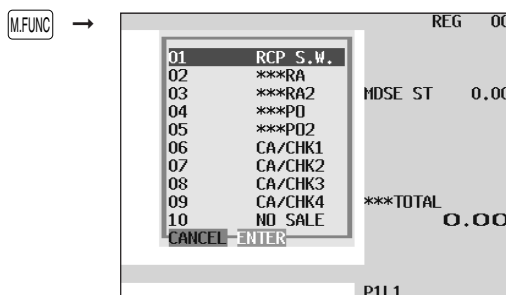
Item Entries

■ Single item entries

Department entries

Enter a unit price and touch a department key.

If you use a programmed unit price, touch a department key only.

Procedure

When using a programmed unit price

⟶   Unit price*   ⟶   [DEPT]
(max. 7digits)
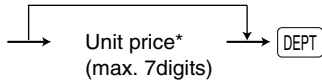
*Less than the programmed upper limit amount

NOTE

When those departments for which the unit price has been programmed as zero (0) are entered with the preset unit price, only the sales quantity is added.

Direct PLU entries (PLU entries)

Follow this procedure:

Procedure

FF method (for speedy entries in fast food restaurants)

⟶ Direct PLU

Normal method

When using a programmed unit price

⟶   Unit price   ⟶   Direct PLU
(for subdept.)
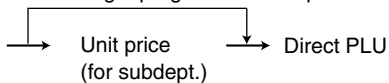
PLU menu-based entries (PLU entries and subdepartment entries)

Follow this procedure:

Procedure

For PLU entries

⟶ [PLU/SB] ⟶ Item selection ⟶ [ENTER] ⟶ Unit price ⟶ [ENTER]
from the window (for subdept. entries)

⟶ [MENU1] thru [MENU50] ⟶ PLU key on the PLU MENU keyboard

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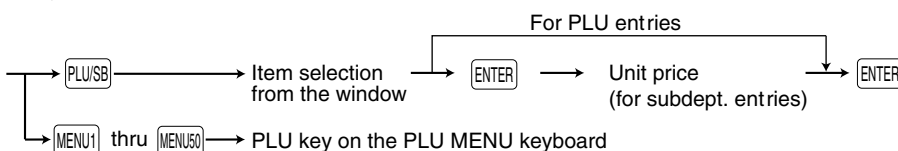
PLU number entries (PLU entries and subdepartment entries)

Follow this procedure:

Procedure

$\longrightarrow$ PLU number $\longrightarrow$ [PLU/SB] ┬─────────────────────────────────→ ·········· PLU entry (indirect)

└→ Unit price*
(max. 7digits) $\longrightarrow$ [ENTER] ·········· PLU/subdept. entry (indirect)
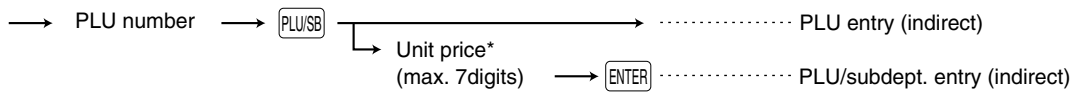
*Less than the programmed upper limit amount

NOTE

When those PLUs for which the unit price has been programmed as zero (0) are entered, only the sales quantity is added.

■ Repeat entries

You can use this function for repetitive entries of the same items.

■ Multiplication entries

Use this feature when you need to enter two or more of the same items.
This feature helps you when you sell a large quantity of items or need to enter quantities that contain decimals.

Procedure

FF method (for quick multiplication of direct PLUs)

[Q'ty] → [Direct PLU] ·········· PLU entry (direct)

• The FF method cannot be used for a COUPON-LIKE PLU entry.

Normal method

When you use a programmed unit price

[Q'ty] → [X/TIMES] → [Unit price] → [Dept.] ·········· Dept. entry

→ [PLU no.] → [PLU/SB] ·········· PLU entry (indirect)

When you use a programmed unit price

→ [Unit price] → [Direct PLU] ·········· PLU entry (direct)

→ [PLU no.] → [PLU/SB] → [Unit price] → [ENTER] ·········· Subdept. entry (indirect)

→ [PLU/SB] → [Item selection] → [ENTER] → [Unit price] → [ENTER] ·········· PLU/subdept. entry (menu)

→ [MENU1] thru [MENU50] → PLU key on the PLU MENU keyboard
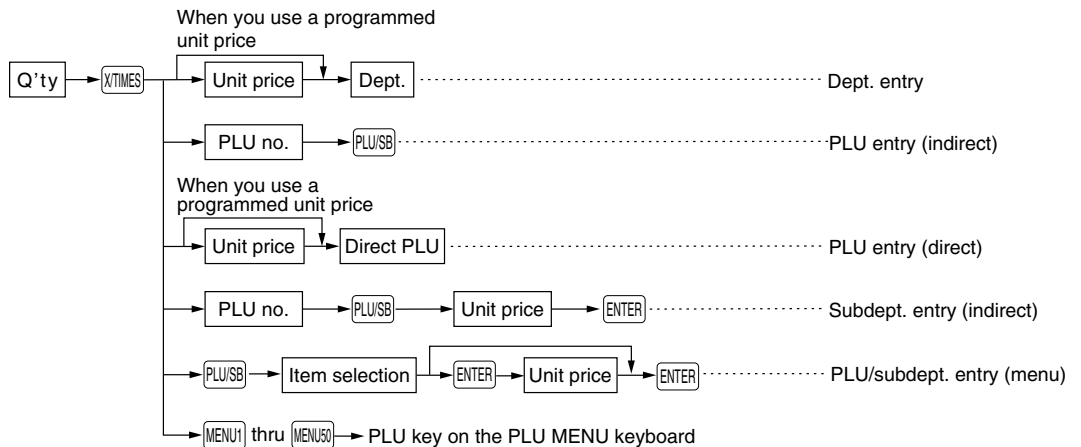
• Q'ty: Up to four-digit integer + three-digit decimal
• Unit price: Less than a programmed upper limit
• Q'ty x unit price: Up to seven digits

■ Fast food sale entries

This function is used to enter multiples of sales items with and without the ⌷X/TIMES⌷ key.

FF method (for speedy entries in fast food restaurants)

```
Q'ty ──► Direct PLU ·········································································· PLU entry (direct)
```

• The FF method cannot be used for a COUPON-LIKE PLU entry.

Normal method
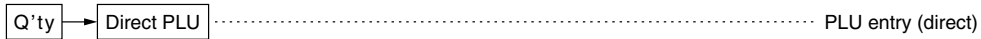
```
Q'ty ──► X/TIMES ──┬─► PLU no. ──► PLU/SB ·································· PLU entry (indirect)
                   │       When you use a
                   │       programmed unit price
                   ├─► Unit price ──► Direct PLU ······················ PLU entry (direct)
                   │
                   ├─► PLU no. ──► PLU/SB ──► Unit price ──► ENTER ·········· Subdept. entry (indirect)
                   │
                   ├─► PLU/SB ──► Item selection ──► ENTER ──► Unit price ──► ENTER ········ PLU/subdept. entry (menu)
                   │
                   └─► MENU1 thru MENU50 ──► PLU key on the PLU MENU keyboard
```
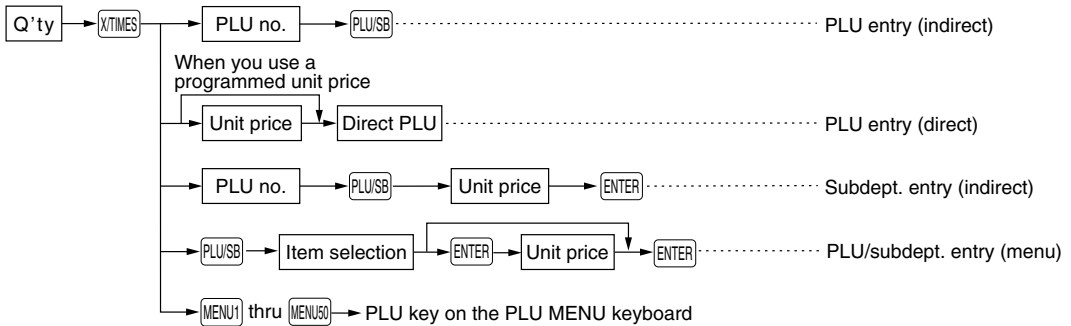
• Selling quantity: Up to four-digit integer + three-digit decimal
• Base quantity: (Programmed)

■ Scale entries

Scale entries may be made by the automatic method only.
The weight is automatically read from the connected scale (option) and appears in the POS terminal display.
If you require the auto scale entry function, please contact your authorized SHARP dealer.

i) Auto scale entries

FF method

```
──► OPN TR ──► Tare weight ──┐
                            │
     When you use a          │
     programmed tare no.     │
                            ▼
──────────► Tare table number ──► SCALE ──► Base wt. ──► Direct PLU
                                           When you use a
                                           base wt. programmed
                                           for PLU no.
```
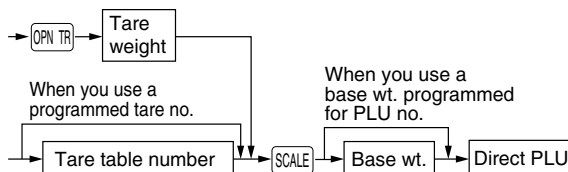
Normal method
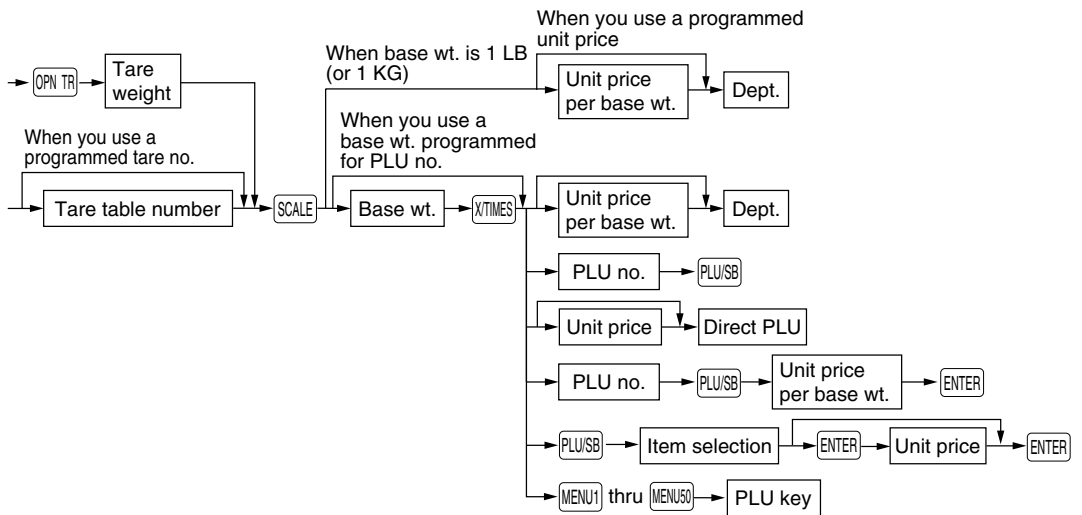
- Tare weight: Up to 5 digits (integer + decimal)
- Net weight: Up to 5 digits (integer + decimal)
- Base weight: Up to 2 digits (integer)
- Tare number: 1 to 9

NOTE

- *The POS terminal can be programmed with up to nine tare tables and allows different tares to be assigned to them.*
- *When the [SCALE] key is touched, the net weight is automatically read from the connected scale (option) and appears in the POS terminal display.*
- *When the PLU is programmed for "Compulsory scale entry," it is not necessary to touch the [SCALE] key.*
- *To issue a receipt which shows only a tare weight, touch [OPN TR], enter a tare weight, then touch [SCALE] and [CASH].*

ii) Manual scale entries for refunds only

Procedure
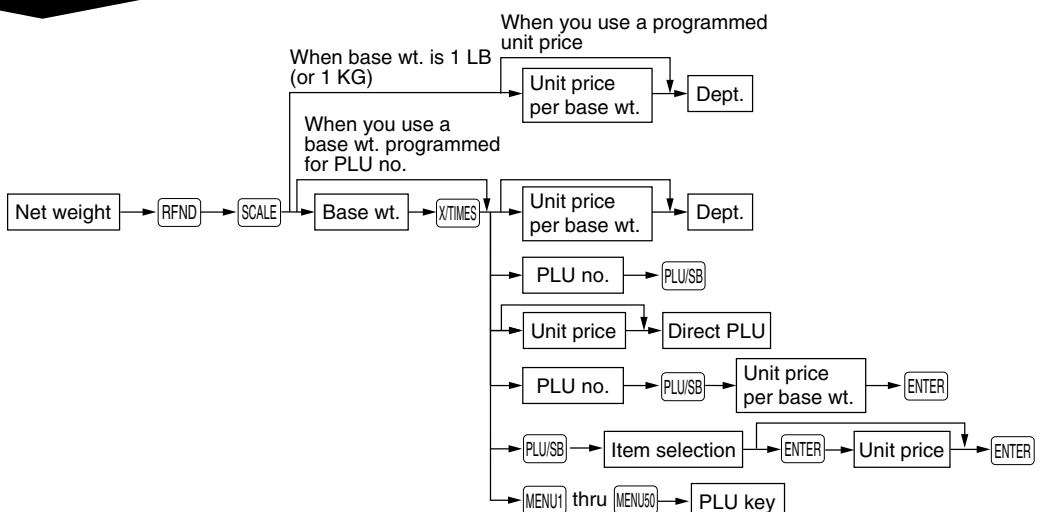
- Net weight: Up to 5 digits (integer + decimal) which is from the customer's receipt.
- Base weight: Up to 2 digits (integer)

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Special Entries for PLUs

■ Mix-and-match function

This function is convenient for matching several PLU items and selling them at a special price (e.g. bundle sale, multi-packed sale). The base q'ty and unit price are assigned to a mix-and-match table. All items that are programmed into the same table are treated as if they belong to one group.

■ Link PLU entries

The operation is the same as that for normal PLU entries. When a link PLU is entered, the linked PLU's amount is included and the linked PLU's label is printed automatically. Only the 1st-ranking PLU is affected by the tax shift keys ([TAX1SF], [TAX2SF], [TAX3SF] and [TAX4SF] keys). The percent calculation is in effect for the amount of the 1st-ranking PLU.

■ Combo meal entries

The operation is the same as that for normal PLU entries.
When a combo meal is entered with the Combo key, the labels of those PLUs linked to the Combo key are printed automatically. The sum of all adjusted prices (of those PLUs linked to the Combo key) becomes the "combo meal" price setting.

NOTE   *When combo meal is registered, q'ty totalizer of the combo key and amount totalizer of each PLU are updated.*

■ PLU level shift (for direct PLUs)

This shift can double or triple the number of direct PLUs on your POS terminal without adding additional direct PLU keys. You can use direct PLUs in ten levels by utilizing the PLU level shift keys `L1` thru `L10`. Level key shifts the PLU level from the other nine to the required level. (The normal level is the level 1.) You must program your machine in the PGM mode to select one of the two PLU level shift modes — automatic return mode* and lock shift mode** — and decide whether to allow PLU level shift in both the REG and MGR modes or in the MGR mode alone.

* The automatic return mode automatically shifts the PLU level back to level 1 after touching a direct PLU key or finalizing each transaction.
** The lock shift mode holds the current PLU level until a PLU level shift key is touched.

Automatic return mode (for PLU levels)
If your terminal has been programmed for PLU level in the automatic return mode, touch a desired PLU level shift key before a numeric entry.

Procedure

(Returning every item entry)
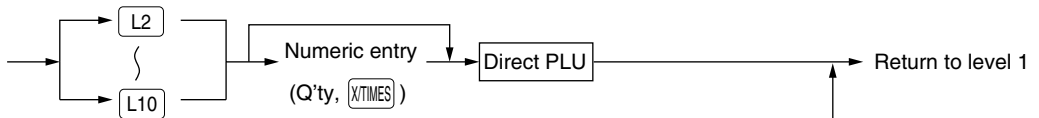
(Returning every transaction)
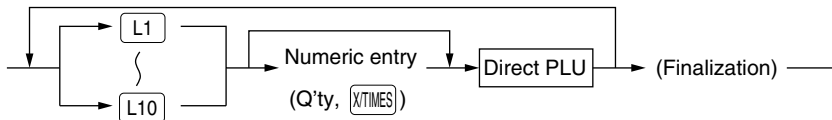
NOTE

When you use the FF method, you need not touch the X/TIMES *key on numeric entry.*

Lock shift mode (for PLU levels)
If your terminal has been programmed for PLU level in the lock shift mode, touch a desired PLU level shift key before a numeric entry.

Procedure
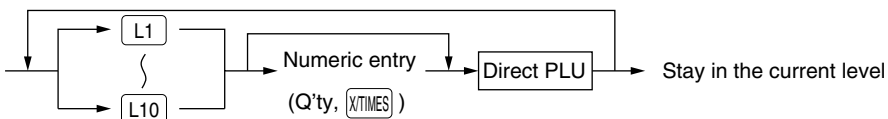
NOTE

• *If you select the automatic return mode (Retuning every item entry), it is not necessary to use the* `L1` *key on the keyboard.*
• *When you use the FF method, you need not touch the* X/TIMES *key for multiplication entries.*

■ PLU price level shift

Five different price levels can be programmed for each PLU.
The price levels can be changed for PLU registrations.
These keys have the following functions:

P1 : Shifts the PLU price level from level 2, 3, 4, or 5 to level 1 (base level).
P2 : Shifts the PLU price level from level 1, 3, 4, or 5 to level 2. When you touch this key, the price level shift indicator will turn to "P2."
P3 : Shifts the PLU price level from level 1, 2, 4, or 5 to level 3. When you touch this key, the price level shift indicator will turn to "P3."
P4 : Shifts the PLU price level from level 1, 2, 3 or 5 to level 4. When you touch this key, the price level shift indicator will turn to "P4."
P5 : Shifts the PLU price level from level 1, 2, 3 or 4 to level 5. When you touch this key, the price level shift indicator will turn to "P5."

* The automatic return mode automatically shifts the PLU price level back to level 1 after a PLU entry. You can select whether the PLU price level should return each time you enter one item or each time you finalize one transaction.

** The lock shift mode holds the current PLU price level until touching a price level shift key.

For selection of "automatic return" or "lock shift" modes, please consult your authorized SHARP dealer.

Automatic return mode (for price shifts)
If your terminal has been programmed for PLU price level in the automatic return mode, touch a desired price level shift key before a numeric entry.

Procedure

(each item)

(each transaction)
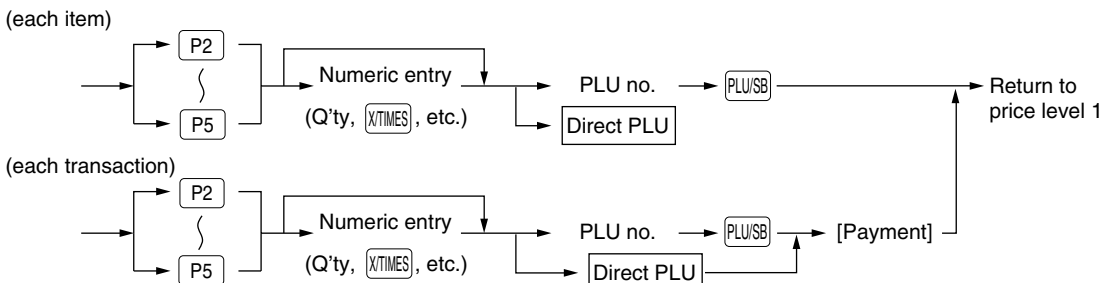
NOTE

When you use the FF method, you need not touch the ⓧTIMES key on numeric entry.

Lock shift mode (for price shifts)
If your terminal has been programmed for PLU price level in the lock shift mode, touch a desired price level shift key before a numeric entry.

Procedure
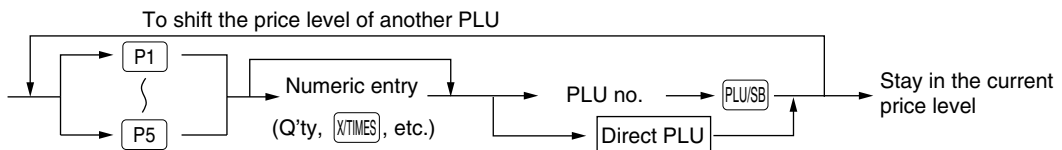
NOTE

• *If you select the automatic return mode, it is not necessary to use the P1 key on the keyboard, but if you select the lock shift mode, it is necessary to use the key.*

• *When you use the FF method, you need not touch the ⓧTIMES key on numeric entry.*

■ Condiment entries

Your terminal may be programmed for prompting condiment and preparatory instructions for a menu-item PLU.

Example:

When you enter a menu-item PLU, a prompting message such as "HOWCOOK?" and a list of the "Following PLUs" will appear. You must specify one of the "Following PLUs" such as "without mustard" to meet a special order of the guest. In an example of the condiment table shown below, it is assumed that the condiment table no.1 is assigned to PLU number 21 (programmed text "STEAK") and table no. 4 is assigned to table no. 1 as the next table no. When you enter the PLU number 21, the message "HOWCOOK?" will appear to prompt you to specify one of "RARE," "MED.RARE," and "WELLDONE." If the guest chooses "RARE," select it from the list. Then the next message "POTATO?" will appear to prompt you to specify one of "P.CHIPS," "MASHED.P," and "BAKED.P." If the guest chooses mashed potato, select it. Then touch the [CASH] key to end this entry.

Here is an example of how to perform a condiment entry when your condiment table is as shown below.

Table number	PLU numbers for condiment entry (programmed text, price)				Next table no.
1	22 (HOWCOOK? 0.00)	23 (RARE 0.00)	25 (MED.RARE 0.00)	27 (WELLDONE 0.00)	4
4	31 (POTATO? 0.00)	33 (P. CHIPS 0.60)	37 (MASHED.P 0.60)	38 (BAKED.P 0.50)	————

Menu-item PLUs — First PLU — Following PLUs

NOTE

- *Your POS terminal will continue to operate for the condiment entry until you finish the entire condiment entry programmed for the PLU. During the condiment entry, if you enter a normal PLU, which is not in the condiment table, an error message will appear.*
- *When REPEAT TIMES of the condiment table is programmed either of 2 thru 9, its table shows repeatedly until accomplishment of a programmed times, then the next table will show.*
- *When the [C NEXT] key is touched, the entry skips to the next table which is programmed.*
- *When the [CANCEL] key is touched, its condiment entry is canceled in the programmed mode (REG/MGR or MGR).*
- *When you enter a PLU priced at "0.00," only the text will be printed on the receipt.*
- *No multiplication entry is possible for any condiment entries.*
- *No refund entry is possible for any condiment entries. When you perform a refund entry with a menu-item PLU, the "First PLU" and the "Following PLUs" assigned to the menu-item PLU are automatically registered as a refund entry.*
- *You may omit the compulsory condiment entry by touching the [SBTL] key. (Please consult your dealer for more details.)*
- *The cursor void entry is allowed for those PLUs that are entered as condiments (menu and condiment).*

Display of Subtotals

Your POS terminal provides these five types of subtotals:

■ Merchandise subtotal

Touch the [MDS ST] key at any point during a transaction.
The net sales subtotal - not including tax - and the symbol "MDSE ST" will appear in the display.

■ Taxable subtotal

Taxable 1 subtotal
   Touch the [TAX1SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 1 items will appear in the window and the caption "TAX1" and the tax 1 amount will appear in the outside of the window.
Taxable 2 subtotal
   Touch the [TAX2SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 2 items will appear in the window and the caption "TAX2" and the tax 2 amount will appear in the outside of the window.
Taxable 3 subtotal
   Touch the [TAX3SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 3 items will appear in the window and the caption "TAX3" and the tax 3 amount will appear in the outside of the window.
Taxable 4 subtotal
   Touch the [TAX4SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 4 items will appear in the window and the caption "TAX4" and the tax 4 amount will appear in the outside of the window.

■ Including-tax subtotal (full subtotal)

Touch the [SBTL] key at any point during a transaction. The sales subtotal including tax and the symbol "SUBTOTAL" will appear in the display.

■ Tray subtotal

Touch the [TRY ST] key during a transaction in the REG or MGR mode.
The contents of the tray total itemizer which include tax are printed and displayed.

■ Eat-in subtotal

Touch an eat-in key prior to entering a payment. Your POS terminal will calculate a subtotal according to the programmed tax exemption status and display the subtotal, the symbol "EAT IN," and a corresponding caption ("EAT IN 1," "EAT IN 2," or "EAT IN 3").
For the transaction with the eat-in subtotal, you must finalize the transaction by making a payment entry.
Just after touching the eat-in key, however, you can cancel the entry of that key by touching the [CLEAR] key or another eat-in key.

Finalization of Transaction

■ Cash or check tendering

Touch the [SBTL] key to get an including-tax subtotal, enter the amount tendered by your customer, then touch the [CASH] or [CA2] key if it is a cash tender or touch the [CHK] thru [CHK4] key if it is a check tender. When the amount tendered is greater than the amount of the sale, your POS terminal will show the change due amount and the symbol "CHANGE." Otherwise your POS terminal will show the symbol "DUE" and a deficit. Make a correct tender entry.

> **NOTE**
>
> • Touch the [PAYMENT] key and select a pertinent check key.

■ Mixed tendering (check + cash)

■ Cash or check sale that does not need any tender entry

Enter items and touch the [CASH] or [CA2] key if it is a cash sale or touch the [CHK] thru [CHK4] keys if it is a check sale. Your POS terminal will display the total sales amount.

■ Charge (credit) sale

Enter items and touch the corresponding charge keys ([CH1] thru [CH8]).

> **NOTE**
>
> • Amount tendering operations (i.e. change calculations) can be achieved by the [CH1] thru [CH8] key when PGM2-mode programming allows them.
> • Touch the [PAYMENT] key and select a pertinent charge key.

■ Mixed-tender sale (cash or check tendering + charge tendering)

> **NOTE**
>
> Touch the [CHK] thru [CHK4] keys or the [CH1] thru [CH8] keys in place of the [CASH] key when your customer makes payment by checks or by charge account.

www.cashregisters.net

Tax Calculations

■ Automatic tax

When your POS terminal is programmed with a tax table (or tax rate) and the tax status of an individual department or PLU is set for taxable, it computes the tax automatically on any item that is entered into the department directly or indirectly via a related PLU.

■ Manual tax

Your POS terminal allows you to enter tax manually after item entries.

■ Tax deletion

You can delete the automatic tax on the taxable 1, taxable 2, taxable 3, or taxable 4 subtotal of each transaction by touching the corresponding TAX SHIFT key followed by the subtotal, then the [TAX] key after the subtotal is displayed.

NOTE

If any of the media keys (i.e. cash, check 1 thru check 4, or charge 1 thru charge 8) are programmed for tax delete in the PGM2 mode, the tax can be deleted without using the procedures above. In this case touching a corresponding media key that has been programmed will always cause the selected tax to be deleted.

■ Tax status shift

Your POS terminal allows you to shift the programmed tax status of each department, discount, or percent key or of the PLU key by touching the [TAX1SF], [TAX2SF], [TAX3SF], and/or [TAX4SF] keys before those keys are touched. After each entry is completed, the programmed tax status of each key is resumed.

NOTE

The entry of a multi-taxable item for PST or GST will be prohibited as follows (for Canada):

In case of; Tax 1: PST, Tax 2: PST,
            Tax 3: PST, Tax 4: GST

Taxable 1 and 2 item .... prohibited
Taxable 1 and 3 item .... prohibited
Taxable 2 and 3 item .... prohibited
Taxable 1 and 4 item .... allowed
Taxable 2 and 4 item .... allowed
Taxable 3 and 4 item .... allowed

In case of; Tax 1: PST, Tax 2: PST,
            Tax 3: GST, TAX 4: GST

Taxable 1 and 2 item .... prohibited
Taxable 1 and 3 item .... allowed
Taxable 2 and 3 item .... allowed
Taxable 1 and 4 item .... allowed
Taxable 2 and 4 item .... allowed
Taxable 3 and 4 item .... prohibited

Guest Check (GLU/PBLU)

Two different guest check entry systems are available: the guest lookup (GLU) and previous balance lookup (PBLU) systems. It depends on how your POS terminal has been programmed which of these is used. (Contact your authorized SHARP dealer for this selection.)

GLU system: If this system is selected, the balance due and the details of the order are placed in the guest check file. The information can be automatically recalled by entering a guest check code (= a GLU code) when additional ordering occurs.

PBLU system: If this system is selected, the previous balance is stored in the previous balance lookup file (PB lookup file). The information can be automatically recalled by entering a previous balance lookup code (= a PBLU code) when additional ordering occurs.

■ GLU/PBLU system

New guest

For a new guest;

Procedure
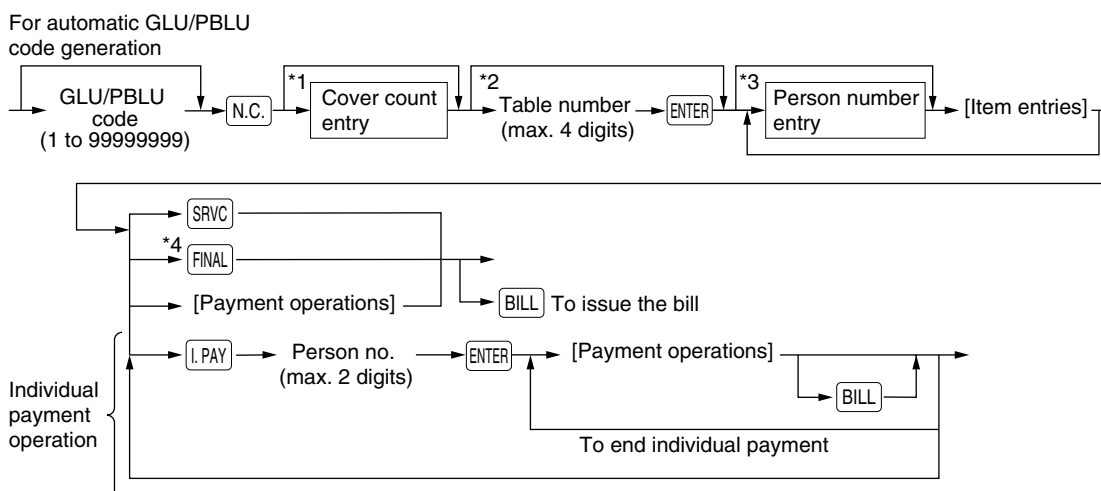
NOTE

- *The GLU/PBLU code refers to a code that will be used whenever the guest check must be accessed for re-ordering or final payment.*
- *Your POS terminal can be programmed to generate GLU/PBLU codes in a sequential fashion. If your POS terminal has not been programmed to do so, each GLU/PBLU code can be entered manually.*
  - **1 The cover count refers to the number of people in the party. When the cover count entry is compulsory, enter the cover count (max. 2 digits) and touch the ENTER key. When it is non-compulsory, enter the cover count and touch the CV CNT key.*
  - **2 The table number indicates a table where the guest will be seated.*
  - **3 The person number is assigned to each person. To enter the first person number, enter the person number (max. 2 digits) and touch the ENTER key. To enter the second person number or later, enter the number and touch the PERSN# key.*
  - **4 This is the optional function (Temporary finalization).*
    You can temporarily finalize a guest check by touching the SRVC or FINAL key. It is recommended to use the SRVC key to temporarily finalize a guest check when printing is not desired and to use the FINAL key when printing the current balance including tax is desired. The guest check, however, is still "open." This means you can still make additional orders to it.

After a payment operation is achieved, a bill number is created for the closed GLU/PBLU. It is printed on the receipt or journal and printed on the bill when issued. The bill number should be used to refer the closed GLU/PBLU on a sales report.

Reorder entries

For making additional guest check entries;

Procedure

To enter items for the last person

GLU/PBLU code (1 to 99999999) → [PBAL] → Person no. (max. 2 digits) → [PERSN#] → [Item entries]

[SRVC]

[FINAL]

→ [Payment operations] → [BILL] To issue the bill

Individual payment operation

→ [I. PAY] → Person no. (max. 2 digits) → [ENTER] → [Payment operations] → [BILL]

To end individual payment

Settlement

Use the following procedure:

Procedure

GLU/PBLU code (1 to 99999999) → [PBAL] → [Item entries] → [Payment operations]
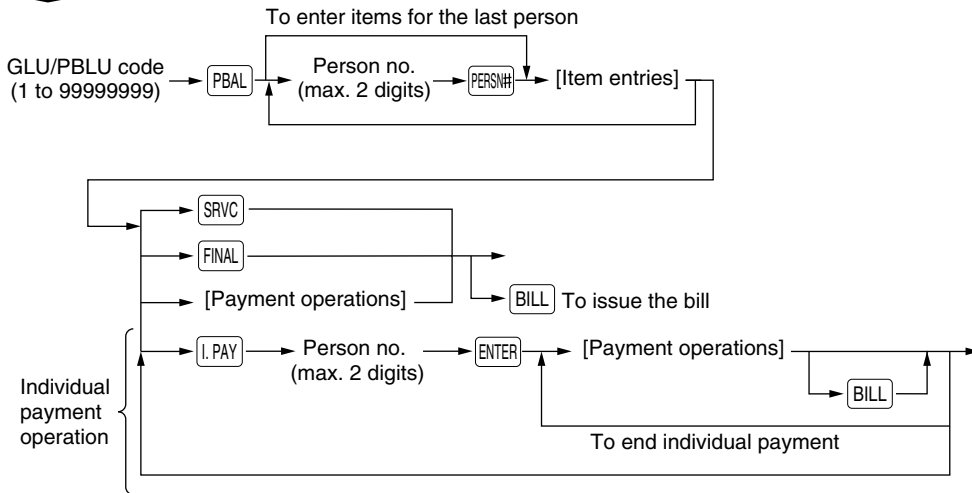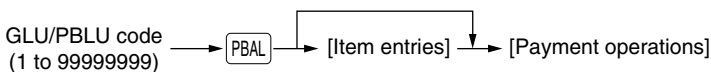
You can make a tip-in entry before a tender entry. If a tip-in entry is made, the tip amount must be tendered by using the associated media key e.g. CH1 thru CH8 for the charge tip and CASH 1 or CASH 2 for the cash tip.

■ Drive-through function

A second GLU/PBLU function can be used as the drive-through function. This system looks up drive-through codes automatically (First In/First Out).

This drive-through system provides three types of POS terminal functions (Order taker, cashier station and counter).

Drive-through screen

The drive-through screen can be displayed by touching the [D-THRU] key or by finalizing the drive-through registration (refer to PGM: FUNC.SELECTING).

When the HOME, SUB or Function menu key is touched, the screen is changed to the ordinary screen from the drive-through screen. The screen can also be changed to the ordinary screen by beginning the drive-through registration with touching the [N.C.2] key.

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New car

For a new car, open a new drive-through balance (the code is automatically generated).

Procedure
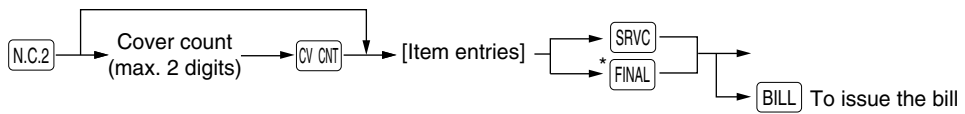
N.C.2 → Cover count (max. 2 digits) → CV CNT → [Item entries] → SRVC / * FINAL → BILL To issue the bill

* This is the optional function (temporary finalization).
You can temporarily finalize a guest check by touching the FINAL key. Depending upon your terminal's programming this prints out a guest check to show the current balance, including tax. The guest check, however, is still "open." This means you can still make additional orders to it.

Reorder entries

For making additional drive-through entries, use the following procedure:

Procedure

PBAL2 → [Item entries] → SRVC / FINAL → BILL

Settlement

Use the following procedure:

Procedure

PBAL2 → [Item entries] → [Payment operations]
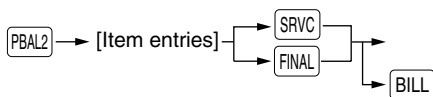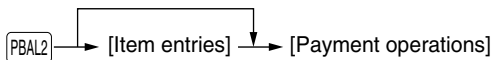
NOTE

After a payment operation is achieved, a bill number is created for the closed drive-through. It is printed on the receipt or journal and printed on the bill when issued. The bill number should be used to refer the closed drive-through on a sales report.

■ Deposit entries

Deposit refers to a prepayment on a guest check. It can be received in cash or by check or charge 1 through charge 8.
You can make a deposit entry only when entering a guest check. It cannot be done during handling of a tendered amount.
A received deposit can be refunded by touching the DEP.RF key. You cannot attempt to refund an amount larger than the deposit balance.

Procedure

Deposit amount (max. 7 digits) → DEPO / DEP.RF → CHK thru CHK4 / CASH or CA2 / CH1 thru CH8

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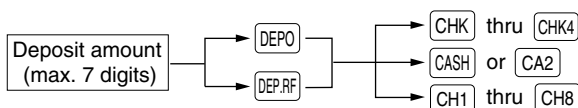
■ Transferring guest checks out or in (Transfer-in/out)

Transferring guest checks out

At the end of a server shift or whenever a server is relieved, one or more open guest checks can be transferred from the server to the open check file until the responsibility for the check(s) is assigned to another server.

Procedure

(server sign-on) → [TR.OUT] → XXXXXXXX → [PBAL] → [TR.OUT]

GLU/PBLU code

For the next guest check
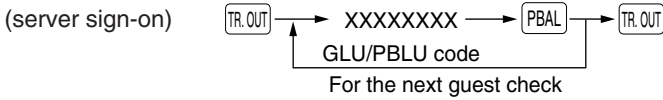
Transferring guest checks in

When the second server is assigned to be responsible for guest checks that have been transferred out:

Procedure

(new server sign-on) → [TR.IN] → XXXXXXXX → [PBAL] → Cover count (2 digits) → [ENTER] → Table number (4 digits) → [ENTER] → [TR.IN]

GLU/PBLU code

For the next guest check
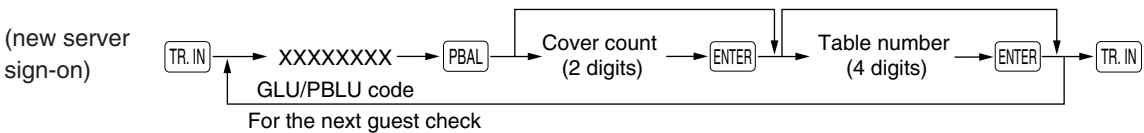
■ Bill totalizing/bill transfer

Bill totalizing

The bill totalizing function is used to totalize multiple bills when, for example, a particular guest pays not only his or her bill, but also the bills of other guests.

Procedure

When more bills are added

[B.T.] → GLU/PBLU code (1 to 99999999) #1 → [PBAL] → GLU/PBLU code (1 to 99999999) #2 → [SBTL] → Table no. (max. 4 digits) → [ENTER]

When a table no. can be omitted

When the GLU #2 is a new code

[Sales entries] → [SRVC]
          → [FINAL] → [Payment operations]
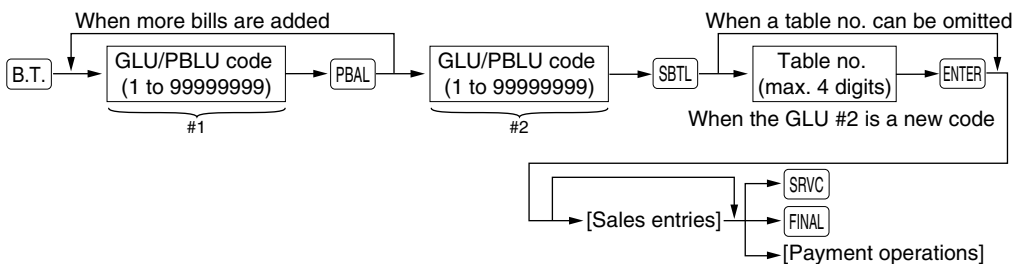
NOTE

- *All #1 bills are added to a #2 bill. A maximum of 5 bills may be added to a #2 bill.*
- *The GLU/PBLU code of #1 must be in use. If the guest check(s) of #1 or #2 has already been handled by another server, the guest check(s) must have been made "Transferring out."*
- *After the bill totalizing operation, the individual payment function is not allowed.*

Bill transfer
This function is used to change the GLU/PBLU code of a particular bill.

Procedure

When a table no. can be omitted

[B.T.] → GLU/PBLU code (1 to 99999999) → [PBAL] → GLU/PBLU code (1 to 99999999) → [SBTL] → Table no. (max. 4 digits) → [ENTER]
                    #1   #2

When the GLU #2 is a new code

→ [Sales entries] → [SRVC] / [FINAL] → [Payment operations]
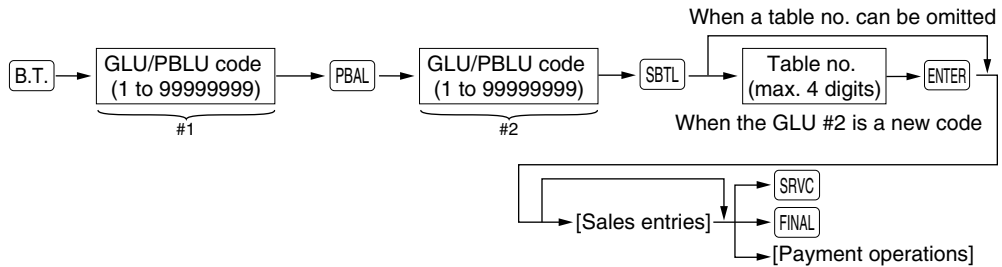
NOTE

- *This function requires that the current GLU/PBLU code be entered for #1 and a new GLU/PBLU code be entered for #2.*
- *A #1 bill is transferred to a #2 bill. The #1 bill is then cleared and set free.*

■ Bill separating

The function is used when each guest of a group pays his or her own order. With this function, you can select some items from a guest check and make an entry for the payment. Also, you can transfer the items you have selected to other guest checks. This function is available only in the GLU system.

Procedure

To terminate → [B.S.]

To select the item

When entering no GLU code

[B.S.] → GLU code (Original GLU code) → [PBAL] → GLU code (For receiving) → [PBAL] → Selecting an item by cursor control or touching operation → To enter total q'ty → Numeric key (Q'ty) → [ENTER]

→ [N.C.]
For automatic receiving code generation

→ [SRVC]
→ [FINAL] To terminate → [B.S.]
→ [CASH] or other payment key
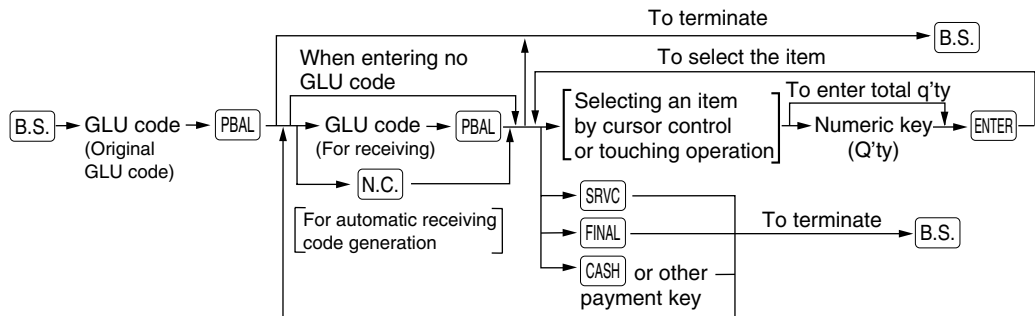
NOTE

- *If the receiving GLU code is not entered during the bill separating operation, it is considered that the payment function has been made by touching the CASH or other payment key.*
- *If a particular receiving GLU code is already in use, a lock error occurs when that code is entered.*
- *You cannot specify the quantity of an item for selection when the stored quantity has decimal fraction.*

Auxiliary Entries

■ Percent calculations (premium or discount)

- Your POS terminal provides percent calculations for a merchandise subtotal or each item entry. You need to specify in advance for which of a merchandise subtotal and each item entry your POS terminal should perform a percent calculation.
- For percent calculations (premium, discount, merchandise subtotal or individual), you may use the %1 thru %9 key.
- Percentage: 0.01 to 100.00%

NOTE *Touch the DISC. key and select a pertinent percent key.*

NOTE *• For the ST % entry:*
The % entry will be allowed only when all PLUs which is associated to the % key have been entered.
• For the Item % entry:
The % entry will be allowed only for a PLU which is associated to the % key.

NOTE *Percent calculation operation may be limited to manager only. If you need this function, please consult your authorized SHARP dealer.*

■ Discount entries

For discount or coupon tenderings, you may use the (−)1 thru (−)9 keys.
If the discount or tendered coupon is the one applicable to sales, use the vendor coupon; and if it is applicable to each item entry, use the store coupon.

NOTE *Touch the DISC. key and select a pertinent discount key.*

NOTE *• For the vendor coupon entry:*
The coupon entry will be allowed only when all PLUs which is associated to the (-) key have been entered.
• For the store coupon entry:
The coupon entry will be allowed only for a PLU which is associated to the (-) key.

■ Refund entries

If a refunded item is to be entered into a department, enter the amount of the refund, then touch the RFND key and a corresponding department key or open PLU in this order; and if an item entered into a preset PLU is returned, enter a corresponding PLU number, then touch the RFND and PLU/SB keys, or touch the RFND and direct PLU keys in this order without entering any PLU number.

■ Return entries

If a returned item is the one entered into a department, enter the amount of the return, then touch the RETURN key and a corresponding department key or open PLU in this order; and if an item entered into a preset PLU is returned, enter a corresponding PLU number, then touch the RETURN and PLU/SB keys, or touch the RETURN and direct PLU keys in this order without entering any PLU number.

■ Printing of non-add code numbers

Enter a non-add code number such as a customer reference number and credit card number within a maximum of 16 digits and touch the # key at any point during the entry of a sale.

■ Remote printer send function

This function enables a partial order to be sent to the kitchen for preparation while the remaining order is still being placed.

Item entry ⎯⎯⎯→ RP SND ⎯⎯⎯→ Data transfer to the remote printer

Remaining items will be sent to the remote printer when the transaction is finalized.

When this function is used, the subtotal void operation is not allowed.

■ Gratuity

Calculation
When the payment operation is made for sales registrations, the gratuity amount is calculated and printed.
You can program a percent rate for calculating the gratuity.
If the percent rate is programmed as 0%, the POS terminal does not print any gratuity.
You can program a tax status (taxable 1/taxable 2/taxable 3/taxable 4/non-taxable) for gratuity.

Exemption
Your POS terminal allows you to exempt a customer from the gratuity by touching the GRT EX key prior to a payment operation.

Payment Treatment

■ Tip-in entries

Your POS terminal allows the entry of tips that your guests give to servers in cash or by credit card.
A tip entry must be done before a payment entry.
You must use the corresponding media key e.g. CH1 thru CH8 for the charge tip and CASH 1 or CASH 2 for the cash tip.
You cannot make any previous or credit balance entry after making a tip-in entry.
Two different tip-in entry systems are available: the tip amount entry system and the tip percent rate entry system. It depends on how your POS terminal has been programmed which of these systems is used.

Tip amount entry system:

Tip amount ⎯→ CA TIP
          ⎯→ CH TIP

When you use a programmed percent rate

Tip percent rate entry system:

Tip percent rate (0.01 - 99.99) ⎯→ CA TIP
                                ⎯→ CH TIP
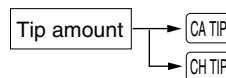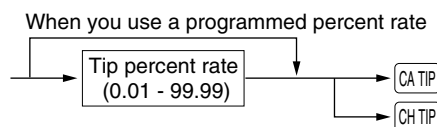
■ Tip editing

This function is used for entering tip amounts after finalizing a guest check transaction. This function is available when the guest check transaction is finalized in charge tender, and also when the tip is paid in charge tender. The bill number which is issued when the `SRVC` or `FINAL` key is touched in guest check entry must be used in order to identify the guest to edit or add tip amount. For the operation, touch the `ED TIP` key. When the display prompt appears, enter the bill number and tip amount.

■ Tip paid entries

This operation is used when tips that guests have paid by using credit card are paid to respective servers in cash. To perform a tip paid entry, enter the server code, then touch the `TIP PD` key.
You can prohibit the tip paid operation in the REG mode by the PGM2 programming.

NOTE *When the tip amount remains unchanged in Individual Server Resetting, the tip paid function is automatically executed and tip receipt is issued to the report printer prior to report printing.*

■ Currency conversion

Your POS terminal allows payment entries in foreign currency. Touching the `CONV1` thru `CONV4` keys creates a subtotal in foreign currency. Cash alone can be handled after currency conversion.

Procedure
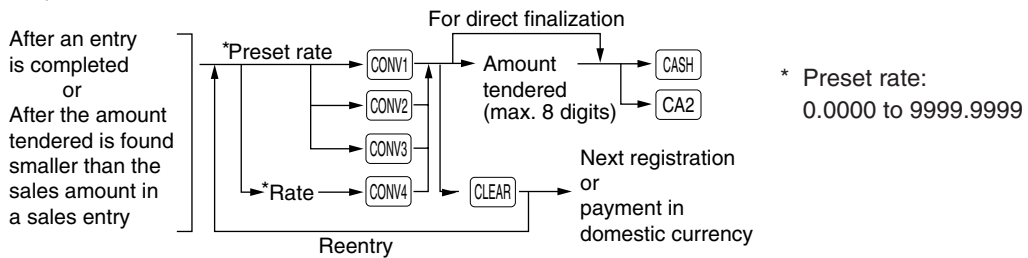
NOTE

• *When the amount tendered is short, its equivalent in deficit is shown in domestic currency.*
• *Change amount will be displayed in domestic currency.*

■ Received-on-account entries

Direct key entries

For the next RA

[RA]
or
[RA2] → Amount (max. 8 digits) → [CHK] thru [CHK4] / [CASH] or [CA2] / [CH1] thru [CH8] → [RA] or [RA2]

To cancel

Menu-based entries

For the next RA

[M. FUNC] → RA or RA2 from the window → [ENTER] → Amount (max. 8 digits) → [CHK] thru [CHK4] / [CASH] or [CA2] / [CH1] thru [CH8] → [M. FUNC]

To cancel
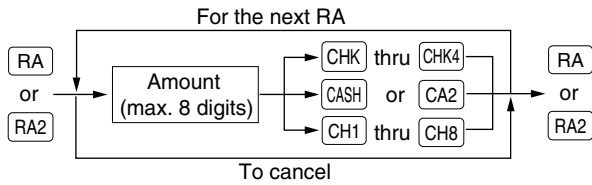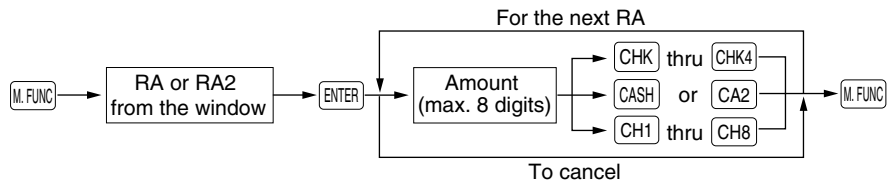
NOTE

You may also choose the RA procedure instead of the above procedure only for cash payment. Contact your authorized SHARP dealer to change the procedure.

Procedure

Direct key entries
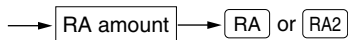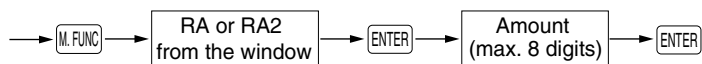
→ RA amount → [RA] or [RA2]

Menu-based entries

→ [M. FUNC] → RA or RA2 from the window → [ENTER] → Amount (max. 8 digits) → [ENTER]

■ Paid-out entries

Direct key entries

For the next PO

[PO]
or
[PO2]
→ Amount (max. 8 digits) → [CASH] or [CA2]
→ [CHK] thru [CHK4]
→ [CH1] thru [CH8]
→ [PO] or [PO2]

To cancel

Menu-based entries

For the next PO

[M. FUNC] → PO or PO2 from the window → [ENTER] → Amount (max. 8 digits) → [CASH] or [CA2]
→ [CHK] thru [CHK4]
→ [CH1] thru [CH8]
→ [M. FUNC]

To cancel
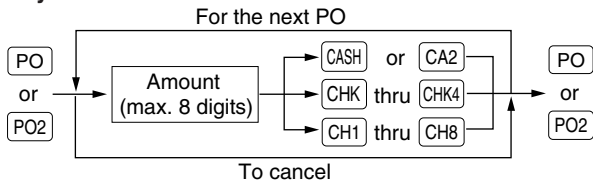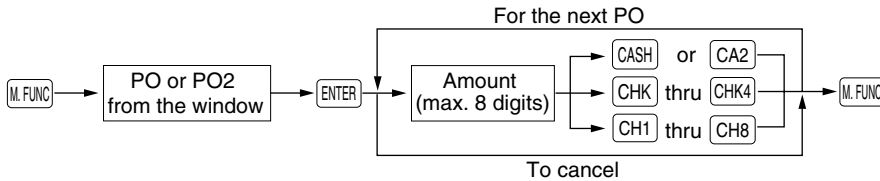
NOTE

You may also choose the PO procedure instead of the above procedure only for cash payment.
Contact your authorized SHARP dealer to change the procedure.

Direct key entries

→ Paid-out amount → [PO] or [PO2]

Menu-based entries

→ [M. FUNC] → PO or PO2 from the window → [ENTER] → Amount (max. 8 digits) → [ENTER]

■ No-sale (exchange)

Simply touch the [NS] key without any entry. The drawer will open and the printer will print the caption "NO SALE." If your POS terminal is programmed to allow a non-add code entry and you enter a non-add code number before touching the [NS] key, a no-sale entry will be achieved with a non-add code number printed.

NOTE

You can also enter "No-sale" from the miscellaneous menu window. Touch the [M.FUNC] key and select "10 NO SALE" from the window.

■ Cashing a check

Enter the check amount, then touch the CHK thru CHK4 keys.

Procedure

Direct key entries

Non-add code number → # → Check amount → CHK thru CHK4

(When non-add code entry is allowed.)

Menu-based entries

M. FUNC → CHK thru CHK4 from the window → ENTER → Check amount → ENTER
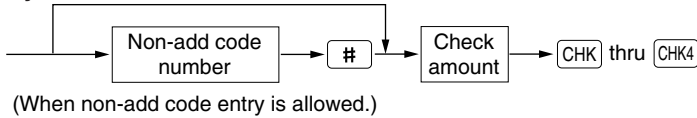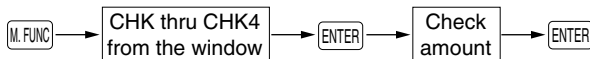
Employee Function

You can use the following functions by using employee codes:

■ Server/manager sign-on

Servers or managers can be signed on by entering employee codes, or they can be signed on by using employee cards. To use an employee card, you need a magnetic card reader (MCR). Contact your authorized SHARP dealer.

Use the following procedures:

• Server sign-on

When the drawer no. has been preset

Reading an employee card

XXXXXXXXXX → EMPL# → XXXX Secret code (max. 4 digits) → ENTER → X Drawer no. (0 to 2) → ENTER

Employee code (max. 10 digits)

(When the drawer no. entry is compulsory.)

• Manager sign-on

Reading an employee card

XXXXXXXXXX → EMPL# → XXXX Secret code (max. 4 digits) → ENTER

Employee code (max. 10 digits)
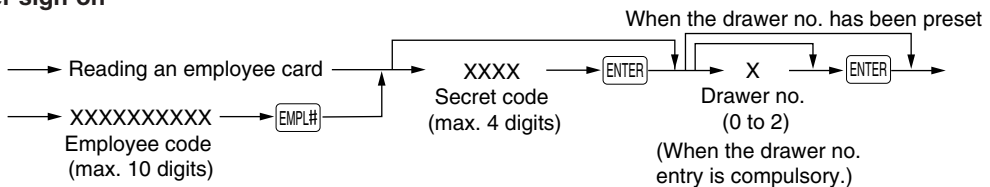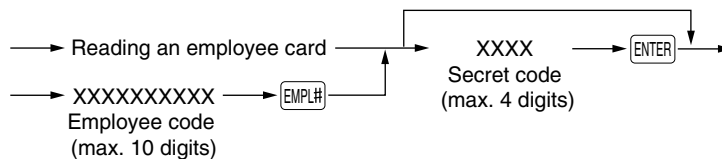
■ Employee's working time recording

You can manage the number of hours for which employees work.
The working time can be recorded by the following operations:

Time-in/out and break-in/out operations
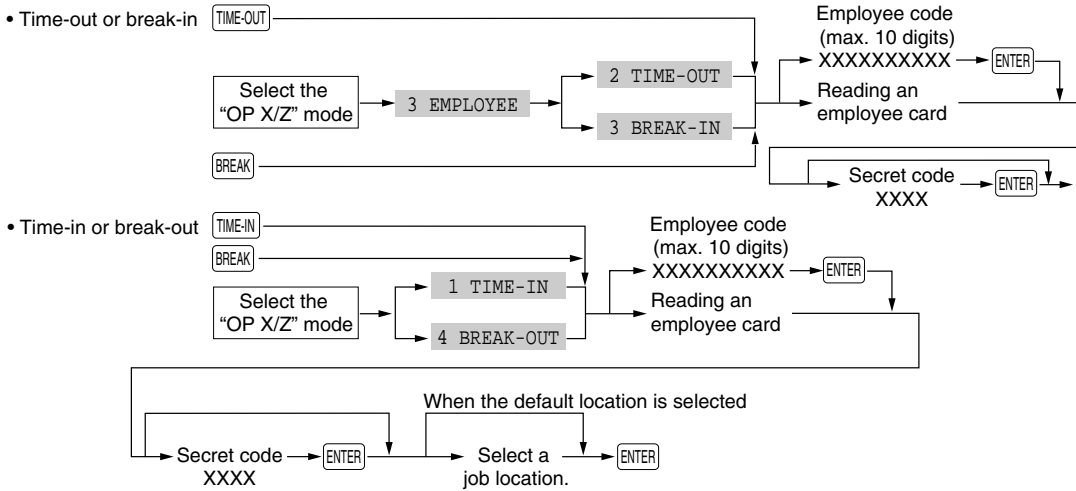
NOTE

You can select a job location by using the `•` *key or list the selections by touching the* `LIST` *key.*

Time-edit operation
A manager can edit employee's time-in/out data to record his or her time correctly.
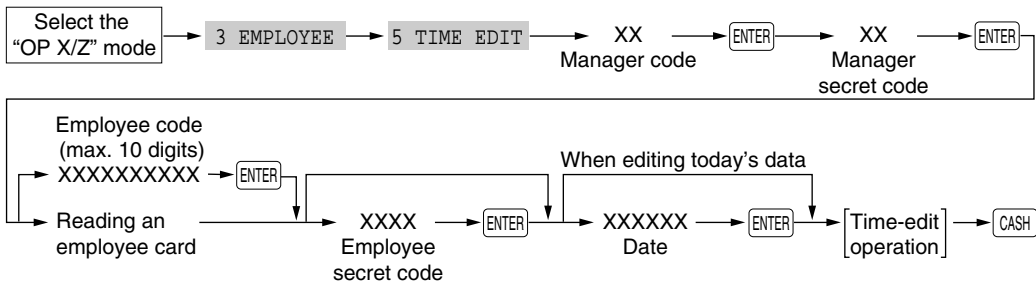
■ Sales entry for employees

You can track employee purchases by this function. Use the following procedure:

To start the sales entry for employees:
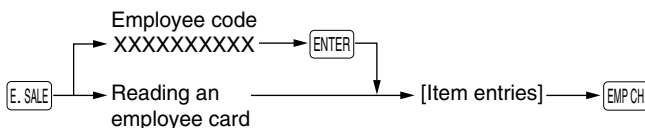
NOTE

When the item is entered, the limitation check is executed (that the employee sales total is not over the programmed limit). The checking method is:
*   *[Programmed limit amount]   [Previous sales total] + [The merchandise subtotal of the current transaction]*

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To pay for charge sales (After entering employee sale function and entering employee code):

• When the cash-only entry is selected:

Direct key entry   XXXXXXXX ⟶ RA or RA2
                    Amount

Menu-based entry   M.FUNC ⟶ RA 1 or RA 2 ⟶ ENTER ⟶ XXXXXXXX ⟶ ENTER
                                                   Amount
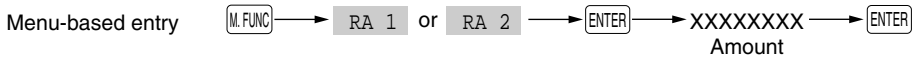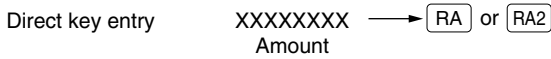
• When the mixed-media entry is selected:

Direct key entry

                                       Cancellation

RA or RA2 ⟶ XXXXXXXX ⟶ CASH / CHK thru CHK4 / CH1 thru CH8 ⟶ RA or RA2
                  Amount

Menu-based entry   M.FUNC ⟶ RA 1 or RA 2 ⟶ ENTER

                                       Cancellation

XXXXXXXX ⟶ CASH / CHK thru CHK4 / CH1 thru CH8 ⟶ M.FUNC
   Amount
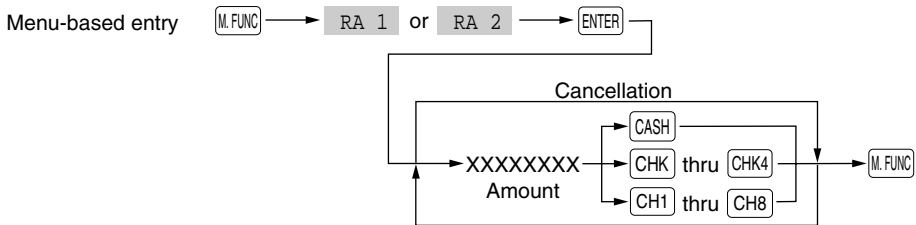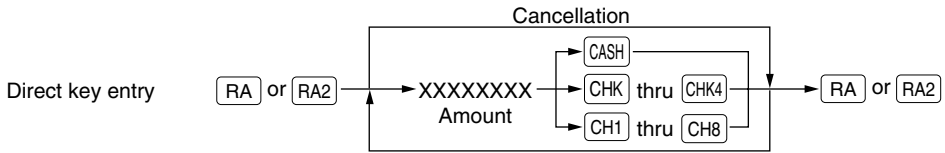
WASTE mode

This mode is used to throw away an article which has already been prepared and is no longer serviceable.

Procedure

WASTE ⟶ [Item entry] ⟶ WASTE
            WASTE mode
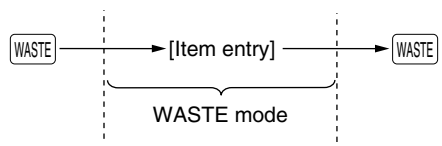
NOTE

• *PLU entries are only allowed in the WASTE mode, and direct and indirect void operations are also allowed in this mode.*
• *When a WASTE-mode transaction is finalized, the drawer does not open.*
• *The consecutive number is incremented every WASTE-mode transaction.*
• *When the WASTE mode is activated by touching the WASTE key, the mode caption "WASTE" is displayed.*

7 Correction

Correction of the Last Entry (Direct Void)

If you make an incorrect entry relating to a department, PLU/subdepartment, percentage (%1 thru %9), discount ((−)1 thru (−)9), manual tax, or tip, you can void this entry by touching the VOID key immediately.

Example

Key Operation	Display

1250 6
VOID
2 PLU/SB
VOID
600 8
%2
VOID
000009
28 (−)2
000009
VOID
520 8
40 TAX
VOID
CASH

```
                          REG   00
  1 DPT.06     12.50
                     MDSE ST   12.50



                     ***TOTAL
                           12.50

1 DPT.06      12.50  P1L1
```

```
                          REG   00



                     MDSE ST    0.00



                     ***TOTAL
                            0.00

  DPT.06     V−12.50  P1L1
```

```
                          REG   00

   1 DPT.08      6.00
   1 PL000009    3.28
   1 DPT.08      5.20 MDSE ST   14.48
CASH            14.48



                     ***TOTAL
                           14.48

CASH            14.48  P1L1
```
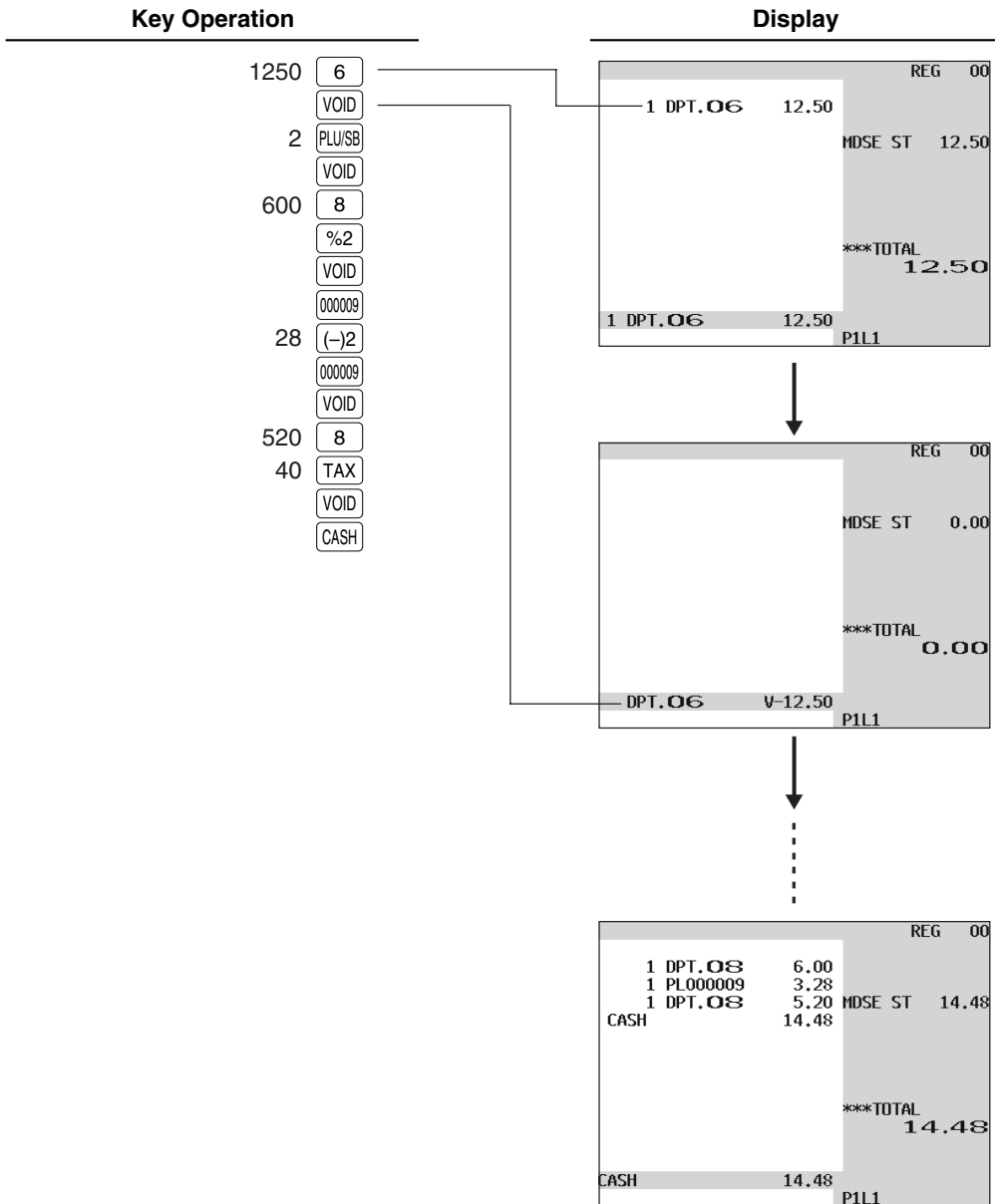
Correction of the Next-to-Last or Earlier Entries (Indirect Void)

With the ⌑I.VOID⌑ key you can void any incorrect plus department, plus PLU/subdepartment, or item refund entry made during a transaction if you find it before finalizing the transaction (e.g. before touching the ⌑CASH⌑ key). This function is applicable to plus department and PLU/subdepartment entries only.

Example   Indirect void by keyboarding

Key Operation	Display

Correction of a department entry
1310 ⌑6⌑
1755 ⌑7⌑
10 ⌑PLU/SB⌑
⌑000035⌑
58 ⌑PLU/SB⌑
825 ⌑7⌑

Correction of a PLU entry (direct PLU)

Correction of a PLU entry (indirect PLU)
1310 ⌑I.VOID⌑ ⌑6⌑
⌑I.VOID⌑ ⌑000035⌑
58 ⌑I.VOID⌑ ⌑PLU/SB⌑
⌑CASH⌑

```
                            REG    00
     1 DPT.06     13.10
     1 DPT.07     17.55
     1 PL000010    7.15 MDSE ST   53.05
     1 PL000035    2.00
     1 PL000058    5.00
     1 DPT.07      8.25

                        ***TOTAL
                            53.05

 1 DPT.07        8.25
                            P1L1
```

```
                            REG    00
     1 DPT.07     17.55
     1 PL000010    7.15
     1 PL000035    2.00 MDSE ST   39.95
     1 PL000058    5.00
     1 DPT.07      8.25

                        ***TOTAL
                            39.95

   DPT.06        V-13.10
                            P1L1
```

```
                            REG    00
     1 DPT.07     17.55
     1 PL000010    7.15
     1 DPT.07      8.25 MDSE ST   32.95
 CASH            32.95

                        ***TOTAL
                            32.95

 CASH            32.95
                            P1L1
```

NOTE

To void entries that include a tax status shift, touch the ⌑TAX1SF⌑, ⌑TAX2SF⌑, ⌑TAX3SF⌑, and/or ⌑TAX4SF⌑ keys prior to the ⌑I.VOID⌑ key.

Key Operation	Display

1310 [6]
1755 [7]
10 [PLU/SB]
[000035]
58 [PLU/SB]
825 [7]

```
                              REG    00
     1 DPT.06    13.10
     1 DPT.07    17.55
     1 PL000010   7.15 MDSE ST   53.05
     1 PL000035   2.00
     1 PL000058   5.00
     1 DPT.07     8.25


                           ***TOTAL
                                53.05

 1 DPT.07        8.25
                              P1L1
```

(Selected items)

⎡ Selection by touch ⎤
⎣ operation   ⎦

```
                              REG    00
     1 DPT.06    13.10
     1 DPT.07    17.55
     1 PL000010   7.15 MDSE ST   53.05
     1 PL000035   2.00
     1 PL000058   5.00
     1 DPT.07     8.25


                           ***TOTAL
                                53.05

 1 DPT.07        8.25
                              P1L1
```

[VOID] (or [I.VOID])

[CASH]

```
                              REG    00
     1 DPT.07    17.55
     1 PL000010   7.15
     1 DPT.07     8.25 MDSE ST   32.95
 CASH          32.95


                           ***TOTAL
                                32.95

 CASH          32.95
                              P1L1
```

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Subtotal Void

With the $\boxed{\text{ST VD}}$ key you can void an entire transaction. Once subtotal void is executed, the transaction is canceled and the POS terminal issues a receipt.

Example

Key Operation		Display

Key Operation:

1310 $\boxed{6}$
1755 $\boxed{7}$
10 $\boxed{\text{PLU/SB}}$
35 $\boxed{\text{PLU/SB}}$
$\boxed{\text{SBTL}}$
$\boxed{\text{ST VD}}$

Display:

```
                                     REG    00
        1 DPT.06      13.10
        1 DPT.07      17.55
        1 PL000010     7.15 MDSE ST     0.00
        1 PL000035     2.00
   MDSE ST            39.80
   SBTL VD           −39.80
   ***TOTAL            0.00
                           ***TOTAL
                                    0.00

   ***TOTAL            0.00
                           P1L1
```

Correction of Incorrect Entries Not Handled by the Direct or Indirect Void Function

Any errors found after the entry of a transaction has been completed or during an amount tendered entry, cannot be voided. These errors must be handled by the manager.
The following steps should be taken.

1. If you are making an amount tendered entry, finalize the transaction.
2. Hand the incorrect receipt to your manager for recording purposes.

Copy Receipt Printing

If your customer wants a receipt after you have finalized a transaction with the receipt ON-OFF function in the "OFF" status (no receipting), touch the RCPT key. This will make a copy receipt. Your POS terminal can also print a copy receipt when the receipt ON-OFF function is in the "ON" status.

NOTE

To toggle the receipt ON-OFF status, use one of the following procedures:
- *Select "01   RCP SW." from the window which is opened by touching the M.FUNC key.*
- *Touch the RCP.SW key to open the "RCP SW." window.*

Example

Printing a copy receipt after making the entries shown below with the receipt ON-OFF function "OFF" status

Key Operation	Print

000002
3 000003
CASH

Print on the journal

```
08/27/03        123456
#1073    11:05AM    JACK0001
PL000002           $12.50
               3.000@ 11.60
PL000003           $34.80
CASH           $47.30
```

For receipting ➜ RCPT

Print on the receipt

```
08/27/03        123456
#1073    11:05AM    JACK0001

PL000002           $12.50
               3.000@ 11.60
PL000003           $34.80

CASH           $47.30
```

The "COPY" symbol is printed on the copy receipt.

```
08/27/03        123456
#1073    11:05AM    JACK0001

       *COPY*
PL000002           $12.50
           3.000@ 11.60
PL000003           $34.80

CASH           $47.30
```

9 **Manager Mode**

The manager mode is used when managerial decisions must be made concerning POS terminal entries, for example, for overriding limitations and for other various non-programming managerial tasks.

NOTE

Normal POS terminal operations may also be performed in this mode. However, a receipt is issued whether the receipt function is ON or OFF.

Entering the Manager Mode

To enter the manager mode, touch the ⟨MGR⟩ key, then use the following procedure:

Procedure

The display shown at right will appear.

When "0" is programmed for the secret code

XX
Manager code → ⟨MGR#⟩ → XXXX
Secret code → ⟨ENTER⟩

Display
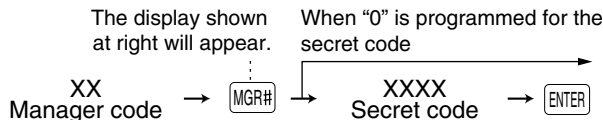
The manager code is stored in the manager file in advance. If the code entered is not found in this file, an error occurs. If the code is correct, it is printed on the journal and the POS terminal enters the manager mode (the manager is signed on).

The manager is signed off automatically each time a transaction is finalized.
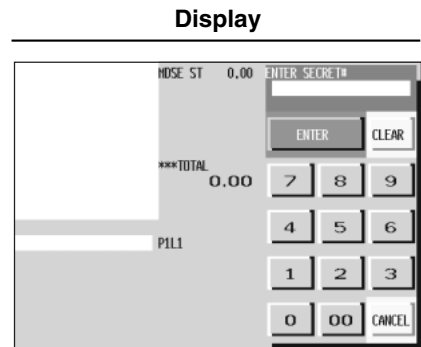
NOTE *If the manager code entry is compelled, the manager entry pad will be opened in the window.*

Override Entries

Programmed limits (such as maximum amounts) for functions can be overridden by placing the POS terminal in the manager mode.

Example

Selling a $15.00 item (PLU no. 9) for cash and subtracting the coupon amount $2.50 from the sales amount (This example presumes that the POS terminal has been programmed not to allow coupon entries over $2.00.)

Key Operation	Display

REG-mode entries
250 (–)2 000009 ······ Error
000009
CLEAR

To enter the manager mode
⟨MGR⟩
1 ⟨MGR#⟩
0001 ⟨ENTER⟩
250 (–)2 000009
⟨CASH⟩

Returned to the REG mode

10 Correction after Finalizing a Transaction

When you need to void incorrect entries that servers cannot correct (incorrect entries that are found after finalizing a transaction or cannot be corrected by direct or indirect void), follow this procedure in the MGR mode.

1. Enter the manager code and touch the `MGR#` key, then enter the secret code if applicable.
2. Touch the `VOID` key to put your POS terminal in the VOID mode. The background of mode indication "VOID" is colored red. (Note the indication on the display.)
3. Repeat the entries that are recorded on an incorrect receipt. (All data in the incorrect receipt is removed from POS terminal memory; the voided amounts are added to the void mode totalizer.)

Incorrect receipt	**Cancellation receipt**

```
08/27/03        123456
#1074   11:08AM  JACK0001

PL000002          $12.50
PL000001           $1.25
MDSE ST           $13.75
TAX1               $0.08

CASH             $13.83
```

```
08/27/03        123456
#1076   11:09AM  JACK0001

         *VOID*
PL000002          $12.50
PL000001           $1.25
MDSE ST           $13.75
TAX1               $0.08

CASH             $13.83
```
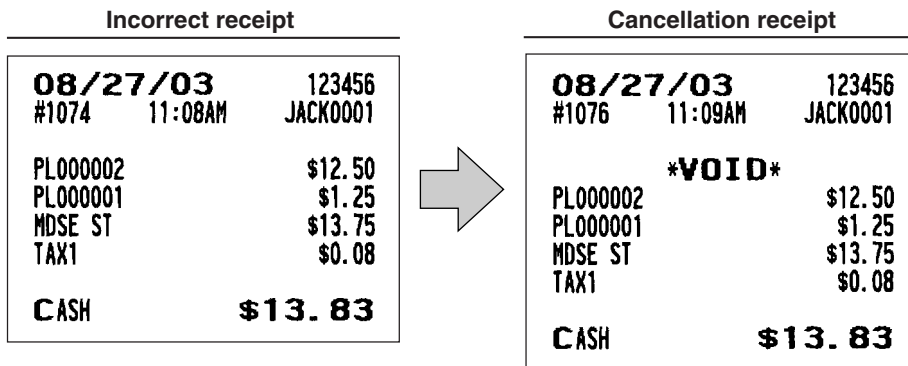
Your POS terminal leaves the VOID mode when a transaction is completed (i.e. finalized in the VOID mode). To void additional transactions, repeat steps **2.** *and* **3.** *above.*

11 Reading (X) and Resetting (Z) of Sales Totals

```
                                    OPXZ MODE
      X1 MODE          Z1 MODE
      X2 MODE          Z2 MODE
```

- Use the reading function (X) when you need to take the reading of sales information entered after the last resetting. You can take this reading any number of times. It does not affect the POS terminal's memory.
- Use the resetting function (Z) when you need to clear the POS terminal's memory. Resetting prints all sales information and clears the entire memory except for the GT1 thru GT3, reset count, and consecutive number.
- X1 and Z1 reports show daily sales information. You take these reports in the X1 or Z1 mode.
- X2 and Z2 reports show periodic (monthly) consolidation information. You take these reports in the X2 or Z2 mode.

■ How to take a reading (X1, X2) or resetting (Z1, Z2) report

[To take a reading (X1 or X2) report]

1. Select "X1 MODE" or "X2 MODE" in the mode menu window to display the report list.
2. Select a report from the table shown on the next page.
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
4. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.

[To take a resetting (Z1 or Z2) report]

1. Select "Z1 MODE" or "Z2 MODE" in the mode menu window to display the report list.
2. Select a report from the table shown on the next page.
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
4. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.
   The message "ARE YOU SURE ?" will appear. Take one of the following actions:
   - Select "YES" to take a resetting (Z1, Z2) report.
   - Select "NO" to cancel the generation of a resetting (Z1, Z2) report.

NOTE *When a secret code has been set for the corresponding report, enter the secret code and touch the* [ENTER] *key.*

Item	Description	Job code of available report type in each mode				Data to be entered
		X1	Z1	X2	Z2	
1 DEPARTMENT	Full department	110	110	210	210	Start department no./end department no.
2 DEPT. IND. GROUP	Individual group total of departments	112		212		Department group no.
3 DEPT. GROUP TOTAL	Full group total of departments	113		213		
4 M-DOWN FOR DEPT.	Department markdown	119		219		Start department no./end department no.
5 PLU	PLU by designated range	120	120	220	220	Start PLU no./end PLU no.
6 PLU BY DEPT	PLU by associated dept.	121	121	221	221	Department no.
7 PLU IND. GROUP	Individual group of PLUs	122		222		PLU group no.
8 PLU GROUP TOTAL	Full group total of PLUs	123		223		
9 PLU STOCK	PLU stock	124				Start PLU no./end PLU no.
10 PLU COST	PLU cost	125		225		Start PLU no./end PLU no.
11 PLU TOP 20	PLU top 20	126		226		Amount or q'ty
12 PLU ZERO SALES	PLU zero sales	127		227		All
	PLU zero sales by department	127		227		Department no.
13 PLU MIN. STOCK	PLU minimum stock	128				Start PLU no./end PLU no.
14 PLU HOURLY GROUP	PLU group by hour	129	129			Start time/end time
15 TRANSACTION	Transaction	130	130	230	230	
16 CID	Cash in drawer	131				
17 TAX	Tax	133		233		
18 ALL SERVER	Full server	140	140	240	240	
19 IND. SERVER	Individual server	141	141	241	241	Server code
		<OP XZ> 41				
20 EMPLOYEE	Employee	155		255	255	Start employee code/end employee code
21 EMP. ACTIVE STS.	Employee active status	157				Start employee code/end employee code
22 HOURLY	Hourly (full)	160				
	Hourly (by range)	160	160			Start time/end time

Item	Description	Job code of available report type in each mode				Data to be entered
		X1	Z1	X2	Z2	
23 LABOR COST%	Labor cost %	161				
24 OVER TIME	Employee over time	162		262	262	Start employee code/end employee code
25 INGREDIENT STOCK	Ingredient stock	175				Ingredient table no.
26 GLU	GLU/PBLU	180	180			Start GLU/PBLU code/ end GLU/PBLU code
27 GLU BY SERVER	GLU PBLU by server	181	181			Server code
28 CLOSED GLU	Closed GLU/PBLU	182	182			Start bill number/ end bill number
29 CL-GLU BY SERVER	Closed GLU/PBLU by server	183	183			Server code
30 DRIVE THRU	Drive-through	185	185			Start drive-through code/ end drive-through code
31 D-THRU BY SERVER	Drive-through by server	186	186			Server code
32 CLOSED D-THRU	Closed drive-through	187	187			Start bill number/ end bill number
33 CL-DT BY SERVER	Closed drive-through by server	188	188			Server code
34 SERVICE TIME	Drive-through service time	189	189			
35 STACKED REPORT	Stacked report 1	190	190	290	290	
	Stacked report 2	191	191	291	291	
36 EMP. ADJUSTMENT	Employee time adjustment			256		Start employee code/end employee code
37 EMPLOYEE SALES	Employee sales (detailed)			258	258	
	Employee sales (full)				259	
38 EMPLOYEE SUMMARY*1	Employee summary			265	265	Start employee code/end employee code
39 PAY PERIOD*2	Payment period			266	266	Start employee code/end employee code
40 PAY PERIOD SUM.*2	Payment period summary			267	267	Start employee code/end employee code
41 DAILY NET	Daily net			270	270	

*1: Valid only when payment period is set to "NOT USED".
*2: Valid only when payment period is set to "MONTHLY" or "SEMI-MONTHLY".

Daily Sales Totals

■ Transaction report

• Sample X report

```
08/26/03              123456
#1302    9:06PM    JACK0001
```
— Job code
```
#0130  *X1*
TRANSACTION
```
— Read symbol
— Report title
```
TR          $00000000169.30
```
— Grand total of training-mode registrations
```
(-)1      3Q      -0.53
(-)2      1Q      -0.26
(-)3      1Q      -0.22
(-)4      1Q      -0.16
```
— (-)1 counter and total (Subtotal(-))
```
ST(-) TL  6Q      -1.17
```
— Total for subtotal(-)
```
%1        1Q      -8.64
%2        1Q      -6.22
%3        1Q      -4.29
%4        1Q      -3.36
```
— %1 counter and total (Subtotal %)
```
ST % TL   4Q     -22.51
```
— Total for subtotal %
```
NET1             $2775.12
```
— Net sales total
```
TAX1 ST           $380.79
GRS TAX1           $23.78
RFD TAX1           -0.92
TAX1               $22.86
TX1 EXPT           $24.20
```
— Net taxable 1 total
— Gross tax 1 total
— Refund tax 1 total
— Net tax 1 total
— Taxable 1 exempt total
```
TAX2 ST           $196.10
GRS TAX2            $8.46
RFD TAX2           -0.61
TAX2                $7.85
TX2 EXPT           $35.45
TAX3 ST           $195.20
GRS TAX3           $10.52
RFD TAX3           -0.77
TAX3                $9.75
TX3 EXPT           $34.55
TAX4 ST           $191.85
GRS TAX4           $12.44
RFD TAX4           -0.92
TAX4               $11.52
TX4 EXPT           $31.20
GRS MTAX            $1.25
RFD MTAX           -0.12
M-TAX               $1.13
```
— Gross manual tax total
— Refund manual tax total
— Net manual tax total
```
TTL TAX            $53.11
NET             $2775.12
NET2            $2828.23
```
— Tax total
— Sales total without tax
— Sales total
```
COMBO1    4Q       $19.84
COMBO2   14Q       $56.70
```
— Combo 1 counter and total

• Sample Z report

```
08/26/03              123456
#1503    11:38PM   JACK0001

#0130  *Z1*
TRANSACTION

TRANSACTION Z1         0002
GT1         $00000010189.01
GT2         $00000010583.74
GT3         -00000000394.73
TR          $00000000199.95
```
— Reset counter
— Net grand total (GT2-GT3)
— Grand total of plus registration
— Grand total of minus registration
— Grand total of training-mode registrations

↓

The subsequent printout occurs in the same format as in the sample X report.

(When the Canadian tax system is selected)

```
TAX1 ST           $200.00
GRS TAX1            $4.50
RFD TAX1           -0.50
TAX1                $4.00
TX1 EXPT           $25.00
```
— Tax 1

```
TAX4 ST            $70.00
GRS TAX4            $3.20
RFD TAX4           -0.40
TAX4                $2.80
TX4 EXPT           $10.00
GRS MTAX            $0.30
RFD MTAX           -0.10
M-TAX               $0.20
GST EXPT          $505.00
PST TTL             $6.38
GST TTL             $2.80
```
— Tax 4
— Manual tax
— Exempt total from GST
— PST total
— GST total

COMBO20	2Q	$15.40	
(−)5	1Q	−0.12	(-)5 counter and total (Item(-))
(−)6	1Q	−0.21	
(−)7	1Q	−0.22	
(−)8	1Q	−0.35	
(−)9	1Q	−0.36	
(-) TL	5Q	−1.26	Total for item(-)
%5	1Q	−0.04	%5 counter and total (Item %)
%6	1Q	−0.06	
%7	1Q	−0.10	
%8	1Q	−0.08	
%9	1Q	−0.07	
% TL	5Q	−0.35	Total for item %
CP PLU	1Q	−1.20	Coupon-like PLU counter and total
EAT IN 1	1Q	$30.25	Eat-in 1 counter and total
EAT IN 2	1Q	$61.11	
EAT IN 3	1Q	$55.50	
DIR VD	2Q	$15.90	Direct void counter and total
PAST VD	2Q	$8.90	Indirect void counter and total
SBTL VD	1Q	$43.40	Subtotal void counter and total
MGR VD	4Q	$31.80	Manager item void counter and total
VOID	1Q	$34.98	Void-mode transaction counter and total
REFUND	24Q	$219.70	Refund counter and total
RETURN	1Q	$7.65	Return counter and total
HASH VD	1Q	$1.20	Hash item void counter and total
HA P.VD	2Q	$2.40	Hash item indirect void
HASH RF	2Q	$2.40	Hash item refund counter and total
HASH RT	1Q	$1.20	Hash item return counter and total
NO SALE	2Q		No-sale (exchange) counter
BILL CNT	1Q		Bill print counter
TRAY CNT	4Q		Tray subtotal print counter
***PBAL	9Q		GLU/PBLU counter
***PBAL2	1Q		Drive-through counter
SERVICE	4Q		Service counter (for GLU/PBLU)
SERVICE2	1Q		Service counter (for drive-through)
COVER CT	88Q		Cover counter
TRAN.OUT	2Q	$20.86	Transfer-out counter and total
TRAN.IN	1Q	$4.96	Transfer-in counter and total
TRANS CT	72Q		Transaction counter
AVE SALE		$39.28	
GRATUITY		$251.78	Gratuity total
NET3		$3093.06	Sales total (including hash dept. total)
HASH TTL	9Q	$6.40	Hash counter and total
WASTE TL	11Q	−105.70	Waste counter and total
CASH	40Q	$2159.06	Cash counter and total
CASH2	1Q	$30.25	Cash 2 counter and total
CASH TL	41Q	$2189.31	Total for cash
***RA	1Q	$150.00	Received-on-account counter and total
***RA2	1Q	$100.00	
RA TL	2Q	$250.00	Total for received-on-account
***PO	1Q	$50.00	Paid-out counter and total
***PO2	1Q	$60.00	
PO TL	2Q	$110.00	Total for paid-out

```
CA/CHK1        1Q      $50.00  ── Check cashing 1 counter and total
CA/CHK2        1Q      $35.00
CA/CHK3        1Q      $30.00
CA/CHK4        1Q      $55.00
CA/CK TL       4Q     $170.00  ── Total for check cashing
CHK/CG                 $19.50  ── Cash change total for check and charge 1-8 tendering
CONV 1                  96.35  ── Currency conversion 1 total (by programmed rate)
CONV 2                  80.00
CONV 3                  50.00
CONV 4                  80.00  ── Currency conversion 4 total (by manual rate)
CONV TL                306.35  ── Total for conversion
EMPL CH        1Q      $25.25
EMPL CH-       1Q       -8.42
CHARGE1        3Q      $78.49  ── Gross charge 1 counter and total
CHARGE1-       1Q      -17.49  ── Refund charge 1 counter and total
CHARGE2        1Q      $47.14
CHARGE2-       1Q      -26.51
CHARGE3        1Q      $35.34
CHARGE3-       1Q      -21.84
CHARGE4        1Q      $55.91
CHARGE4-       1Q      -17.49
CHARGE5        1Q      $30.25
CHARGE5-       1Q      -16.83
CHARGE6        1Q      $55.55
CHARGE6-       1Q      -25.25
CHARGE7        1Q      $73.04
CHARGE7-       1Q      -27.50
CHARGE8        1Q      $68.70
CHARGE8-       1Q      -33.94
CHR TL        18Q     $257.57  ── Total for charge
CHECK1         3Q     $356.55  ── Check 1 sale counter and tendering counter
CHECK2         1Q      $61.57
CHECK3         1Q      $65.59
CHECK4         1Q      $94.33
CHECK TL       6Q     $578.04  ── Total for check
CA+CH ID             $2528.35  ── Cash+check in drawer
****CID              $1950.31  ── Cash in drawer

DEPOSIT        1Q      $50.00  ── Deposit counter and total
DPST RF        1Q      -20.00  ── Deposit refund counter and total
TIP PAID       1Q       $7.00  ── Tip-paid counter and total
CA TIP         2Q       $8.00  ── Cash tip-in counter and total
CH TIP         2Q       $7.50  ── Charge tip-in counter and total
```

■ Department report

• **Sample X report**

```
08/26/03              123456
#1303      9:17PM   JACK0001

#0110  *X1*
DEPARTMENT

D01 — 109.000Q          7.51%
DPT.01                 $210.42
D02       23.000Q       6.25%
DPT.02                 $175.00
```
— Dept. no.
— Sales q'ty
— Dept. label
— Sales amount
— Ratio of dept. 2 sales amount to "+" real dept. total

```
D10       14.000Q      11.49%
DPT.10                 $322.00
*DEPT TL 386.000Q     $2802.20
                       100.00%

D06        2.000Q
DPT.06
DEPT(-)    2.000Q       -3.40
                        -3.40

D07        7.000Q
DPT.07                   $8.40
*HASH TL   7.000Q        $8.40

D08        2.000Q
DPT.08                   -2.00
HASH(-)    2.000Q        -2.00
```
— "+" real dept. counter and total
— "–" real dept. counter and total
— "+" hash dept. counter and total
— "–" hash dept. counter and total

• **Sample Z report**

```
08/26/03              123456
#1505      11:39PM  JACK0001

#0110  *Z1*
DEPARTMENT

DEPARTMENT Z1             0001
```
— Reset counter

↓

The subsequent printout occurs in the same format as in the sample X report.

■ Individual group total report on departments

```
08/26/03              123456
#1310      9:26PM    JACK0001

#0112  *X1*
DEPT.IND.GROUP

D01      109.000Q
DPT.01              $210.42
D09        6.000Q
DPT.09               $97.38
DPT GR-1  115.000Q  $307.80
```

- Dept. no.
- Sales q'ty
- Sales amount
- Dept. label
- Group 1 sales q'ty and amount

■ Full group total report on departments

```
08/26/03              123456
#1312      9:33PM    JACK0001

#0113  *X1*
DEPT.GROUP TOTAL

DPT GR-1  115.000Q  $307.80
DPT GR-2   23.000Q  $175.00
DPT GR-3   42.000Q  $487.20
```

- Group 1 sales q'ty and amount

```
DPT GR-9   85.000Q  $907.75
```

■ Department markdown report

```
08/26/03              123456
#1318      9:35PM    JACK0001

#0119  *X1*
M-DOWN FOR DEPT.

D01
DPT.01
 (−)5        2Q      -0.82
 (−)6        2Q      -1.11
```

- Dept. no.
- Dept. label
- (-)5 counter and total (Item (-))

```
 (−)9        1Q      -0.82
***TOTAL     9Q      -4.88
%5           2Q      -0.07
```

- Item (-) counter and total for dept. 1
- %5 counter and total (Item %)

```
%8           2Q      -0.10
%9           2Q      -0.19
***TOTAL    10Q      -0.50
```

- Item % counter and total for dept. 1

```
D10
DPT.10
 (−)5        3Q      -1.10
```

```
 (−)9        2Q      -1.34
***TOTAL    11Q      -5.74
%5           2Q      -1.20
```

```
%8           2Q      -1.08
%9           2Q      -0.81
***TOTAL    10Q      -5.35
```

■ PLU report by designated range

• **Sample X report**

```
08/26/03          123456
#1323     9:39PM  JACK0001

#0120  *X1*
PLU


              000001-000020

P000001
PL000001  75.000Q     $86.76
COMBO      1.000Q      $1.10
RF        -1.000Q      -1.25
CP        -1.000Q      -0.75
NET SLS   75.000Q     $85.86
PL000001   5.000Q      $4.00
COMBO      1.000Q      $1.10
RF        -1.000Q      -0.80
CP        -1.000Q      -0.60
NET SLS    5.000Q      $3.70
```

```
PL000001   7.000Q     $35.00
COMBO      2.000Q      $2.20
WASTE     -1.000Q      -5.00
RF        -2.000Q     -10.00
CP        -2.000Q      -1.30
NET SLS    6.000Q     $20.90
P000002
PL000002  15.000Q    $185.75
COMBO      1.000Q      $1.20
```

```
P000020
PL000020  38.000Q    $185.69
NET SLS   38.000Q    $185.69

***TOTAL 464.000Q   $3706.90
COMBO TL  15.000Q     $23.64
WASTE TL -11.000Q    -105.70
                       3.02%
RF TL    -27.000Q    -223.35
CP        -2.000Q      -1.95
NET TL   441.000Q   $3399.54
```

```
           7.000Q     $35.00
COMBO TL   6.000Q      $7.60
WASTE TL  -1.000Q      -5.00
                      15.97%
RF TL     -2.000Q     -10.00
CP        -2.000Q      -1.30
NET TL    10.000Q     $26.30
```

— PLU no.
— Item label for price level 1
— PLU range
— Sales q'ty and amount for price level 1
— Combo sales for price level 1
— Coupon counter and total for price level 1
— Net sales for price level 1
— Refund counter and total for price level 2
— Total sales q'ty and total sales amount for price level 1
— Total sales q'ty and total sales amount for price level 5

• **Sample Z report**

```
08/26/03          123456
#1506    11:41PM  JACK0001

#0120  *Z1*
PLU

PLU Z1/Z2             0002
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

■ PLU report by associated department

• Sample X report

```
08/26/03            123456
#1326      9:40PM   JACK0001

#0121  *X1*
PLU BY DEPT

DPT.01              D01
P000001
PL000001  75.000Q     $86.76
COMBO      1.000Q      $1.10
RF        -1.000Q      -1.25
CP        -1.000Q      -0.75
NET SLS   75.000Q     $85.86
PL000001   5.000Q      $4.00
COMBO      1.000Q      $1.10
RF        -1.000Q      -0.80
CP        -1.000Q      -0.60
NET SLS    5.000Q      $3.70
```

- Associated dept. no.
- PLU no. Item label
- Sales q'ty and amount for price level 1

```
PL000001   7.000Q     $35.00
COMBO      2.000Q      $2.20
WASTE     -1.000Q      -5.00
RF        -2.000Q     -10.00
CP        -2.000Q      -1.30
NET SLS    6.000Q     $20.90
P000011
PL000011   1.000Q      $2.50
COMBO      4.000Q      $4.84
```

```
NET SLS    2.000Q      $2.00

***TOTAL  87.000Q    $144.86
COMBO TL  57.000Q     $88.04
WASTE TL   0.000Q      $0.00
                       0.00%
RF TL     -1.000Q      -1.25
CP        -1.000Q      -0.75
NET TL   143.000Q    $230.90
```

— Total sales q'ty and total sales amount for price level 1

```
           9.000Q     $33.70
COMBO TL   2.000Q      $2.20
WASTE TL  -1.000Q      -5.00
                      20.33%
RF TL     -2.000Q     -10.00
CP        -2.000Q      -1.30
NET TL     8.000Q     $19.60
```

• Sample Z report

```
08/26/03            123456
#1508     11:44PM   JACK0001

#0121  *Z1*
PLU BY DEPT

PLU Z1/Z2             0003
```

The subsequent printout occurs in the same format as in the sample X report.

■ Individual group report on PLUs

```
08/26/03          123456
#1328     9:43PM   JACK0001

#0122  *X1*
PLU IND. GROUP                           ──── PLU no.

P000002 ───────────────┐
PL000002   13.000Q    $149.45   ──── Sales q'ty and
PL000002    4.000Q     $31.80        amount for price level 1
PL000002    4.000Q     $26.00   ──── Item label
PL000002    3.000Q      $9.75
PL000002    7.000Q     $43.40
P000005
PL000005  125.000Q    $952.82
PL000005    4.000Q     $26.00
PL000005    3.000Q     $17.40
PL000005    5.000Q     $33.75
PL000005    4.000Q     $22.60
PLU GR02  172.000Q   $1312.97   ──── Group 2 sales
                                     q'ty and amount
```

■ PLU stock report

```
08/26/03          123456
#1335     9:48PM   JACK0001

#0124  *X1*
PLU STOCK

             000001-000020   ──── Range

P000001 ───────────────┐         ──── PLU no.
PL000001  65.000S     $81.25     ──── Stock q'ty
P000002                          ──── Item label
PL000002  69.000S    $862.50
P000003
PL000003  10.000S    $116.00



P000020
PL000020  82.000S    $410.00
```

■ Full group total report on PLUs

```
08/26/03          123456
#1331     9:45PM   JACK0001

#0123  *X1*
PLU GROUP TOTAL                 ──── Item label

PLU GR01   94.000Q    $129.41   ──── Sales q'ty and amount for PLU group 1
PLU GR02  172.000Q   $1312.97
PLU GR03   45.000Q    $479.62



PLU GR99   38.000Q    $185.69
```

■ PLU cost report

```
08/26/03          123456
#1337      9:52PM

#0125  *X1*
PLU COST

            000001-000020
P000001
PL000001   75.000Q        $85.86
COST        $1.05          $78.75
COST%                      91.72%
PL000001    5.000Q          $3.70
COST        $0.60           $3.00
COST%                      81.08%
PL000001    4.000Q          $9.15
COST        $1.80           $7.20
COST%                      78.69%
PL000001    4.000Q          $9.80
COST        $1.85           $7.40
COST%                      75.51%
PL000001    6.000Q         $20.90
COST        $2.10          $12.60
COST%                      60.29%



***TOTAL  499.000Q        $3673.59
TTL COST                   $192.35
COST%                        5.24%
```

- Range
- PLU no.
- Sales amount for price level 1
- Usage cost for price level 1 = Item cost × Sales q'ty
- PLU cost% for price level 1 = Usage cost/Sales amount
- Sales q'ty for price level 1
- Item cost for price level 1
- Item label for price level 1
- Total sales q'ty and total sales amount
- Total cost
- Cost%

NOTE *The cost is calculated from recipe and ingredient table.*

■ PLU top 20 report

• **By amount**

• **By q'ty**

```
08/26/03        123456
#1338     9:53PM   JACK0001

#0126  *X1*
PLU TOP 20
AMOUNT

*01*
P000005
PL000005  125.000Q    $952.82
PL000005    4.000Q     $26.00
PL000005    3.000Q     $17.40
PL000005    5.000Q     $33.75
PL000005    4.000Q     $22.60
*02*
P000010
PL000010   34.000Q    $770.91
PL000010    1.000Q     $15.20
PL000010    1.000Q     $18.30
PL000010    1.000Q     $17.25
PL000010    3.000Q     $63.60
```

Ranking
PLU no.
Sales q'ty
Sales amount
Item label

```
*20*
P000012
PL000012    1.000Q      $3.50
PL000012    1.000Q      $1.20
PL000012    1.000Q      $1.10
PL000012    1.000Q      $1.15
PL000012    1.000Q      $1.00

***TOTAL  502.000Q   $3538.29
           16.000Q     $79.40
           13.000Q     $71.95
           14.000Q     $71.70
           23.000Q    $154.50
```

Total sales q'ty for
price level 1

Total sales amount
for price level 1

```
08/26/03        123456
#1343     9:56PM   JACK0001

#0126  *X1*
PLU TOP 20
QUANTITY

*01*
P000005
PL000005  125.000Q    $952.82
PL000005    4.000Q     $26.00
PL000005    3.000Q     $17.40
PL000005    5.000Q     $33.75
PL000005    4.000Q     $22.60
*02*
P000001
PL000001   75.000Q     $85.86
PL000001    5.000Q      $3.70
PL000001    4.000Q      $9.15
PL000001    4.000Q      $9.80
PL000001    6.000Q     $20.90
```

```
*20*
P000012
PL000012    1.000Q      $3.50
PL000012    1.000Q      $1.20
PL000012    1.000Q      $1.10
PL000012    1.000Q      $1.15
PL000012    1.000Q      $1.00

***TOTAL  521.000Q   $3494.24
           17.000Q     $78.80
           14.000Q     $71.10
           15.000Q     $70.70
           25.000Q    $153.20
```

■ PLU zero sales report (full)

```
08/26/03          123456
#1345     9:57PM   JACK0001

#0127 *X1*
PLU ZERO SALES

P000044    PL000044 ─── Item label
P000046    PL000046
P000047    PL000047
P000061    PL000061
P000062    PL000062


P000067    PL000067
```
— PLU no.
— Item label

■ PLU minimum stock report

```
08/26/03          123456
#1350    10:03PM   JACK0001

#0128 *X1*
PLU MIN. STOCK

              000001-000020

P000003
PL000003              10.000S
P000004
PL000004               1.000S
```
— Range
— PLU no.
— Stock q'ty
— Item label

■ PLU zero sales (by dept.) report

```
08/26/03          123456
#1347     9:58PM   JACK0001

#0127 *X1*
PLU ZERO SALES

DPT.01                 D01
P000044    PL000044
P000046    PL000046
P000047    PL000047
P000061    PL000061


P000067    PL000067
```
— PLU no.
— Associated dept. no.
— Item label

74

■ PLU group total report by hour

■ Cash in drawer report

• **Sample X report**

```
08/26/03            123456
#1352     10:05PM  JACK0001

#0129  *X1*
PLU HOURLY GROUP

 12:00AM
HOUR GR1    2.000Q       $9.50
HOUR GR2    2.000Q      $13.75
HOUR GR3    2.000Q      $13.75
HOUR GR4    1.000Q      $12.50
HOUR GR5    1.000Q      $11.60
HOUR GR6    1.000Q      $11.60
HOUR GR7    1.000Q      $11.60
HOUR GR8    1.000Q       $8.25
HOUR GR9    1.000Q       $8.25
 12:30AM
HOUR GR1   10.000Q      $82.50
HOUR GR2    8.000Q     $100.00
HOUR GR3    8.000Q     $100.00
HOUR GR4    8.000Q     $100.00
HOUR GR5   10.000Q     $116.00
HOUR GR6   10.000Q     $116.00
HOUR GR7   10.000Q     $116.00
HOUR GR8   10.000Q      $82.50
HOUR GR9   10.000Q      $82.50
```

PLU hourly group 1 q'ty and amount

```
  9:30PM
HOUR GR1   64.000Q     $135.40
HOUR GR2   82.000Q     $255.92
HOUR GR3   82.000Q     $255.92
HOUR GR4   23.000Q     $160.40
HOUR GR5    8.000Q      $50.42
HOUR GR6    8.000Q      $50.42
HOUR GR7    8.000Q      $50.42
HOUR GR8    5.000Q      $39.88
HOUR GR9    5.000Q      $39.88
```

• **Sample Z report**

```
08/26/03            123456
#1509     11:46PM  JACK0001

#0129  *Z1*
PLU HOURLY GROUP
```

The subsequent printout occurs in the same format as in the sample X report.

• **Sample X report**

```
08/26/03            123456
#1360     10:12PM  JACK0001

#0131  *X1*
CID

SRV#0001            JACK
TRANS CT      87Q
NET3             $4705.26
****CID          $3562.51

SRV#0002            JIM
TRANS CT       4Q
NET3              $249.10
****CID           $249.10


***TOTAL
TRANS CT      91Q
NET3             $4954.36
****CID          $3811.61
```

Server code
Server name
Transaction counter
Sales total
Cash in drawer

Total

■ Tax report

```
08/26/03          123456
#1361   10:13PM   JACK0001

#0133  *X1*
TAX
- - - - - - - - - - - - - - - - -
TAX1 ST          $546.34 ─── Net taxable 1 total
GRS TAX1          $34.75 ─── Gross tax 1 total
RFD TAX1           -1.96 ─── Refund tax 1 total
TAX1              $32.79 ─── Net tax 1 total
TX1 EXPT          $24.20 ─── Taxable 1 exempt
                              total
TAX2 ST          $196.10
GRS TAX2           $8.46
RFD TAX2           -0.61
TAX2               $7.85
TX2 EXPT          $35.45
TAX3 ST          $195.20
GRS TAX3          $10.52
RFD TAX3           -0.77
TAX3               $9.75
TX3 EXPT          $34.55
TAX4 ST          $191.85
GRS TAX4          $12.44
RFD TAX4           -0.92
TAX4              $11.52
TX4 EXPT          $31.20 ─── Gross manual tax
GRS MTAX           $1.25 ┐    total
RFD MTAX          -0.12 ─── Refund manual tax
M-TAX              $1.13 ┘    total
                         ─── Net manual tax total
- - - - - - - - - - - - - - - - -
TTL TAX           $63.04 ─── Tax total
```

(When the Canadian tax system is selected)

```
TAX1 ST          $200.00
GRS TAX1           $4.50
RFD TAX1           -0.50
TAX1               $4.00 ─── Tax 1
TX1 EXPT          $25.00
```

```
TAX4 ST           $70.00
GRS TAX4           $3.20
RFD TAX4           -0.40
TAX4               $2.80 ─── Tax 4
TX4 EXPT          $10.00
GRS MTAX           $0.30
RFD MTAX          -0.10
M-TAX              $0.20 ─── Manual tax
GST EXPT         $505.00 ─── Exempt total from
                              GST
PST TTL            $6.38 ─── PST total
GST TTL            $2.80 ─── GST total
```

■ Individual server report

• Sample X report

• Sample Z report

```
08/26/03          123456
#1363    10:15PM   JACK0001

#0141  *X1*
IND. SERVER


SRV#0001          JACK
NET1            $1183.01
(%)SALES         $141.96
GRATUITY         $112.69
CA TIP      1Q     $4.00
CH TIP      1Q     $3.00
TIP PAID    1Q    $11.80
TRANS CT   23Q
COVER CT   54Q
NET3            $1307.80
CLOSE CK    1Q     $9.30
OPEN CK     2Q    $39.50
TRAN.OUT    2Q    $13.70
TRAN.IN     1Q     $5.25
***RA       1Q   $180.00
***RA2      1Q   $170.00
***PO       1Q    $75.00
***PO2      1Q    $63.00
REFUND      5Q    $10.20
RETURN      3Q     $6.70
DIR VD      2Q     $4.95
PAST VD     6Q    $10.95
 (—)1       4Q     -3.63
```

```
%4          1Q     -3.36
 (—)5      10Q     -4.14
```

```
 (—)9       7Q     -3.97
%5          8Q     -1.86
```

- Server code
- Server name
- Net sales total
- Percent of net sales
- Gratuity total
- Cash tip-in
- Charge tip-in
- Tip paid counter and total
- Transaction counter
- Cover counter
- Closed GLU/PBLU/drive-through counter and total
- Open GLU/PBLU/drive-through counter and total
- Transfer-out counter and total
- Transfer-in counter and total

```
08/26/03          123456
#1510    11:47PM   JACK0001

#0141  *Z1*
IND. SERVER

SERVER Z1/Z2        0001
```

The subsequent printout occurs in the same format as in the sample X report.

```
%9          6Q     -1.42
CONV 1             96.35
CONV 2             80.00
CONV 3             50.00
CONV 4             80.00
CASH       55Q  $3771.26
CASH2       1Q    $30.25
CHARGE1     3Q    $78.49
CHARGE1-    1Q    -17.49
CHARGE2     1Q    $47.14
CHARGE2-    1Q    -26.51
```

```
CHARGE8     1Q    $68.70
CHARGE8-    1Q    -33.94
CHECK1      3Q   $356.55
CHECK2      1Q    $61.57
CHECK3      1Q    $65.59
CHECK4      1Q    $94.33
CA+CH ID        $4140.55
****CID         $3562.51
GROUP1           $370.59
GROUP2           $546.09
GROUP3           $618.82
GROUP9          $1560.39
```

- Server group 1 total

NOTE *When the tip amount remains unchanged in Individual Server Resetting, the tip paid function is automatically executed and a tip receipt is printed on the report printer prior to report printing.*

■ Full server report

• Sample X report

```
08/26/03          123456
#1368    10:30PM   JACK0001

#0140  *X1*
ALL SERVER
```

• Sample Z report

```
08/26/03          123456
#1511    11:50PM   JACK0001

#0140  *Z1*
ALL SERVER

SERVER Z1/Z2         0002
```
— Reset counter
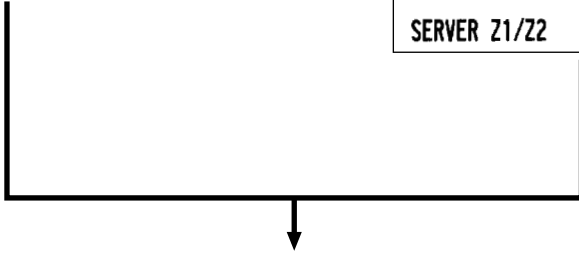
The subsequent printout occurs
in the same format as in the sample report shown in
the "Individual server report"; and sales data
on servers print in this sequence.

■ Employee report

```
08/26/03          123456
#1372    10:31PM

#0155  *X1*
EMPLOYEE

     #0000000001 - #0000000012
#0000000011           SAM
08/26/03
TIME-IN   10:00AM #02KITCHEN
BRK-IN    11:45AM
BRK-OUT   12:30PM #01CASHIER
BRK-IN     2:30PM
BRK-OUT    3:40PM #01CASHIER *
TIME-OUT   5:10PM
LOC#01            CASHIER
***TOTAL            3:30H
L.COST             $18.13
LOC#02            KITCHEN
***TOTAL            1:45H
L.COST             $11.38

TTL HOUR            5:15H
OVR TIME            0:15H
TTL COST           $29.51

#0000000012           MIKE
08/26/03
TIME-IN    9:45AM #01CASHIER
BRK-IN    11:30AM
BRK-OUT   12:45PM #02KITCHEN
BRK-IN     2:30PM
BRK-OUT    2:45PM #01CASHIER
TIME-OUT   6:05PM
LOC#01            CASHIER
***TOTAL            5:05H
L.COST             $30.00
LOC#02            KITCHEN
***TOTAL            1:45H
L.COST             $11.38

TTL HOUR            6:50H
OVR TIME            1:50H
TTL COST           $41.38
```

- Employee code
- Range
- Operation
- Time-in operation time
- Job location no.
- Job location name
- Break-in
- Break-out
- Edited time
- Time-out
- Total working time per location
- Total cost per location
- Total hour
- Overtime
- Total labor cost
- Employee name

■ Employee over time report

```
08/26/03          123456
#1377    10:34PM

#0162  *X1*
OVER TIME

     #0000000001 - #0000000012
#0000000011           SAM
08/26/99
OVR TIME            0:15H
OVR COST            $1.88

#0000000012           MIKE
08/26/99
OVR TIME            1:50H
OVR COST           $13.75
```

- Employee code
- Range
- Employee name
- Over time
- Over time labor cost

■ Employee active status report

```
08/26/03        123456
#1107    11:31AM

#0157  *X1*
EMP. ACTIVE STS.

    #0000000001 - #0000000020
#0000000011         SAM
TIME-IN           10:00AM
#0000000012        MIKE
TIME-IN            9:45AM*



#0000000020         JIM
TIME-IN            --:--
```

Range
Employee code
Employee name

Indicates that the employee is under break.

Indicates that the employee is not timed in.

■ Hourly report

• **Sample X report**

```
08/26/03        123456
#1378    10:35PM   JACK0001

#0160  *X1*
HOURLY

   9:00AM    7Q     $174.85
COVER CT     7Q
AVE.                $24.98
   9:30AM    9Q     $185.55
COVER CT     9Q
AVE.                $20.62
SUBTOTAL    16Q     $360.40
COVER CT    16Q



   8:30PM   16Q     $194.65
COVER CT    16Q
AVE.                $12.17
SUBTOTAL    29Q     $397.25
COVER CT    29Q
```

Transaction counter
Sales total
Cover counter
Average sales amount per customer (Sales total/ cover counter)
Subtotal (9:00 - 9:59)

• **Sample Z report**

```
08/26/03        123456
#1512    11:51PM   JACK0001

#0160  *Z1*
HOURLY

HOURLY Z1              0001
```

↓

The subsequent printout occurs in the same format as in the sample X report.

NOTE *The hourly report can be formatted by 15 min., 30 min., or 1 hour intervals depending upon programming.*

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■ Labor cost % report

```
08/26/03          123456
#1380    10:37PM   JACK0001

#0161  *X1*
LABOR COST%

   9:00AM      15Q    $334.80
LABOR%                  $3.13
                        0.93%
  10:00AM      16Q    $294.40
LABOR%                 $32.00
                       10.87%
  11:00AM      14Q    $226.10
LABOR%                 $24.13
                       10.67%



  10:00PM      20Q    $385.20
LABOR%                 $11.70
                        3.04%
```

— Transaction counter
— Employee cost
— Labor cost %
— Sales total

■ Ingredient stock report

```
08/26/03          123456
#1382    10:39PM   JACK0001

#0175  *X1*
INGREDIENT STOCK


                      001-010
I 001
SALAD                 21.000S
I 002
POTATO                30.000S



I 010
BEEF                   8.000S
```

— Range
— Ingredient table no.
— Stock q'ty
— Description of ingredient

■ GLU/PBLU report

• **Sample X report**

```
08/26/03            123456
#1385    10:41PM   JACK0001

#0180  *X1*
GLU

            00000001-00009000
00001002#            0001
COVER CT      2Q
***PBAL            $23.00
00001012V            0001
COVER CT      2Q
***PBAL            $24.10
```

```
00009000T            0002
COVER CT      2Q
***PBAL            $30.65

FREE GLU
00001050#
COVER CT      1Q
***PBAL            $34.60

***TOTAL
COVER CT      7Q
***PBAL           $120.60
```

- Range
- GLU/PBLU code
- Server code
- Cover counter
- Balance amount
- "V": This GLU/PBLU code was used in the void mode.

"T": This GLU/PBLU code was used in the training mode.

- Free GLU/PBLU code (This code has been transferred out.)

Total

• **Sample Z report**

```
08/26/03            123456
#1513    11:53PM   JACK0001

#0180  *Z1*
GLU

GLU Z1               0001
```

The subsequent printout occurs in the same format as in the sample X report.

■ GLU/PBLU report by server

• **Sample X report**

```
08/26/03            123456
#1387    10:41PM   JACK0001

#0181  *X1*
GLU BY SERVER

SRV#0001           JACK
00001002#
COVER CT      2Q
***PBAL            $23.00
```

```
FREE GLU
00001050#
COVER CT      1Q
***PBAL            $34.60

***TOTAL
COVER CT      7Q
***PBAL           $120.60
```

- Server code
- Server name
- GLU/PBLU code
- Cover counter
- Balance amount

• **Sample Z report**

```
08/26/03            123456
#1514    11:53PM   JACK0001

#0181  *Z1*
GLU BY SERVER

GLU Z1               0002
```

The subsequent printout occurs in the same format as in the sample X report.

■ Closed GLU/PBLU report

• **Sample X report**

```
08/26/03        123456
#0071    10:11PM  JACK0001

#0182  *X1*
CLOSED GLU

                 0001-9999
0001#               0001
00000001#
COVER CT     1Q
CASH              $18.10
TIP AMT            $0.00
FIN.BAL           $18.10
0002#               0001
00000005#
COVER CT     1Q
CHARGE2           $12.80
TIP AMT            $2.50
FIN.BAL           $15.30
```

Bill no. — `0001#`
Bill range — `0001-9999`
Server code — `0001`
GLU/PBLU code — `00000001#`
Cover counter — `COVER CT  1Q`
Tip amount by tip edit — `TIP AMT  $0.00`
Final balance amount — `FIN.BAL  $15.30`

```
0026T               0005
00000100T
COVER CT     1Q
CASH              $18.10
TIP AMT            $0.00
FIN.BAL           $18.10

***TOTAL
COVER CT    32Q
CASH         4Q   $52.44
CHK/CG       3Q   $14.59
CHECK1       2Q   $70.00
CHECK2       1Q   $25.10
CHECK4       1Q   $20.00
CHARGE1      1Q   $20.40
CHARGE2      1Q   $12.80
CHARGE4      1Q   $14.60
CONV 1       1Q   100.00
TIP AMT      2Q    $5.50
FIN.BAL     11Q  $281.71
```

T: Used for training — `00000100T`
Total

• **Sample Z report**

```
08/26/03        123456
#0076    10:17PM  JACK0001

#0182  *Z1*
CLOSED GLU

GLU Z1              0005
```

The subsequent printout occurs in the same format as in the sample X report.

■ Closed GLU/PBLU report by server

• **Sample X report**

```
08/26/03         123456
#0070    10:10PM  JACK0001

#0183  *X1*
CL-GLU BY SERVER                    ── Server code

SRV#0001          JACK  ─────────── Server name
0001#  ─────────────────────────── Bill no.
00000001#  ─────────────────────── GLU/PBLU code
COVER CT        1Q  ─────────────── Cover counter
CASH            $18.10
TIP AMT          $0.00
FIN.BAL         $18.10  ──────────── Final balance
0002#                                amount
00000005#
COVER CT        1Q
CHARGE2         $12.80
TIP AMT          $2.50
FIN.BAL         $15.30
```

```
TIP AMT          $0.00
FIN.BAL         $35.00

***TOTAL
COVER CT       28Q
CASH            4Q   $52.44
CHK/CG          2Q   $12.70
CHECK1          2Q   $70.00     ⎫
CHARGE1         1Q   $20.40     ⎪
CHARGE2         1Q   $12.80     ⎬ Total
CHARGE4         1Q   $14.60     ⎪
CONV 1          1Q   100.00     ⎪
TIP AMT         2Q    $5.50     ⎭
FIN.BAL         9Q  $238.50
```

• **Sample Z report**

```
08/26/03         123456
#0077    10:18PM  JACK0001

#0183  *Z1*
CL-GLU BY SERVER

GLU Z1              0006
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

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■ Drive-through report

• Sample X report

• Sample Z report

```
08/26/03            123456
#1393    10:50PM    JACK0001

#0185  *X1*
DRIVE THRU
```
       — Drive-through code
```
           00000001-00009000
00002000#         0001
COVER CT    3Q
***PBAL          $34.60
00002002#         0001
COVER CT    2Q
***PBAL          $39.10
```
— Range
— Server code
— Cover counter
— Balance amount

```
00002050#         0001
COVER CT    1Q
***PBAL          $38.30

***TOTAL
COVER CT    8Q
***PBAL         $150.90
```
— Training mode transaction

— Total

```
08/26/03            123456
#1517    11:56PM    JACK0001

#0185  *Z1*
DRIVE THRU

DRIVE THRU Z1         0001
```

↓

The subsequent printout occurs in the same format as in the sample X report.

■ Drive-through service time report

```
08/26/03            123456
#1182    12:32PM    JACK0001

#0189  *X1*
SERVICE TIME

 10:00AM    6Q      171:41
AVE.                 28:37
 11:00AM    6Q       19:26
AVE.                  3:14
 12:00PM    4Q       13:29
AVE.                  3:22
```
— Transaction counter
— Total time
— Service average per 1 hour

■ Drive-through report by server

• **Sample X report**

```
08/26/03          123456
#1397    10:51PM   JACK0001

#0186  *X1*
D-THRU BY SERVER

SRV#0002          JIM
00002003#
COVER CT     2Q
***PBAL          $38.90
00002005#
COVER CT     1Q
***PBAL          $27.50


00002010#
COVER CT     2Q
***PBAL          $27.50

***TOTAL
COVER CT    15Q
***PBAL         $236.40
```

— Server code
— Server name
— Drive-through code
— Cover counter
— Balance amount

Training mode transaction

Total

• **Sample Z report**

```
08/26/03          123456
#1518    11:56PM   JACK0001

#0186  *Z1*
D-THRU BY SERVER

DRIVE THRU Z1      0002
```

The subsequent printout occurs in the same format as in the sample X report.

■ Closed drive-through report

• Sample X report

```
08/26/03          123456
#0073    10:12PM   JACK0001

#0187  *X1*
CLOSED D-THRU


               0001-9999
0012#              0001
00001000#
COVER CT    1Q
CHARGE1          $19.20
FIN.BAL          $19.20
0013#              0001
00001001#
COVER CT    1Q
CASH             $11.50
FIN.BAL          $11.50
```

Bill no.
Bill range
Server code
Drive-thru code
Cover counter

Final balance amount

```
CASH             $26.90
FIN.BAL          $26.90
0027T              0005
00001014T
COVER CT    1Q
CASH             $10.50
FIN.BAL          $10.50

***TOTAL
COVER CT   28Q
CASH        7Q  $135.12
CHK/CG      2Q    $8.00
CHECK1      2Q   $44.31
CHECK2      1Q   $35.00
CHARGE1     3Q   $57.70
CHARGE4     1Q   $30.40
CONV 1      1Q   60.00
FIN.BAL    14Q  $339.81
```

T: Used for training

Total

• Sample Z report

```
08/26/03          123456
#0078    10:18PM   JACK0001

#0187  *Z1*
CLOSED D-THRU

DRIVE THRU Z1      0001
```

The subsequent printout occurs in the same format as in the sample X report.

■ Closed drive-through report by server

• **Sample X report**

```
08/26/03          123456
#0075    10:16PM   JACK0001

#0188  *X1*
CL-DT BY SERVER


SRV#0001          JACK
0012#
00001000#
COVER CT      1Q
CHARGE1          $19.20
FIN.BAL          $19.20
0013#
00001001#
COVER CT      1Q
CASH             $11.50
FIN.BAL          $11.50
```

Server code
Server name
Bill no.
Drive-through code
Cover counter

Final balance
amount

```
FIN.BAL          $21.60

***TOTAL
COVER CT      26Q
CASH           6Q  $108.22
CHK/CG         1Q    $4.60
CHECK1         1Q   $19.31
CHECK2         1Q   $35.00
CHARGE1        3Q   $57.70
CHARGE4        1Q   $30.40
CONV 1         1Q   60.00
FIN.BAL       12Q  $291.31
```

Total

• **Sample Z report**

```
08/26/03          123456
#0079    10:19PM   JACK0001

#0188  *Z1*
CL-DT BY SERVER

DRIVE THRU Z1        0002
```

The subsequent printout occurs
in the same format as in the
sample X report.

■ X1/Z1 stacked reports

You can print multiple X1/Z1 reports in sequence by selecting the stacked report option from the menu. In this case, you need to program in advance which X1/Z1 reports should be printed. Refer to "Stacked report" under the section "Report Programming" in Chapter 13.

Periodic Consolidation

Your POS terminal allows you to take consolidation X and Z reports of a chosen period (the period is usually one week or month).

• General overview

The periodic reading or resetting reports are the same in format as those in the X1/Z1 report for daily sales information except report no. (#02XX) and mode indication ("X2" or "Z2").

■ Transaction report

• Sample X report

```
08/26/03          123456
#1411    11:01PM   JACK0001

#0230  *X2*  ———————————— Read symbol
TRANSACTION ————————————— Report title
```

• Sample Z report

```
08/26/03          123456
#1523    11:58PM   JACK0001

#0230  *Z2*  ———————————— Reset symbol
TRANSACTION ————————————— Report title

TRANSACTION Z1         0001
TRANSACTION Z2         0001 ——— Reset counter of
GT1      $00000010189.01        periodic consolidation
GT2      $00000010583.74
GT3      -00000000394.73 ——— Grand totals
TR       $00000000199.95
```
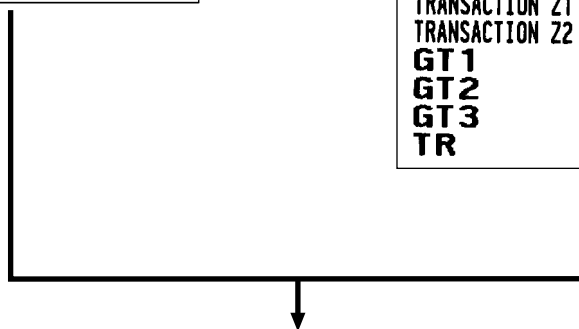
The subsequent printouts are the same in format
as those in the X/Z report on daily totals.

■ Daily net report

• **Sample X report**

```
08/31/03        123456
#2197    7:20PM  JACK0001

#0270 *X2*
DAILY NET

08/01        22Q    $448.30
08/02        21Q    $281.73
08/03        26Q    $365.15


08/30        25Q    $314.93
08/31        21Q    $249.19

***TOTAL    174Q   $3034.63
```

— Date
— Transaction counter
— Sales total

• **Sample Z report**

```
08/31/03        123456
#2200    7:25PM  JACK0001

#0270 *Z2*
DAILY NET

DAILY NET Z2         0003
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

■ Employee time adjustment report

```
08/26/03        123456
#1375    10:32PM

#0256 *X2*
EMP. ADJUSTMENT

      #0000000001 - #0000000012
#0000000011         SAM
08/26/99
TIME-IN   10:00AM
BRK-IN    11:45AM
BRK-OUT   12:30PM
BRK-IN     2:30PM
BRK-OUT    3:30PM --- 3:40PM
            08/26/99  3:40PM
TIME-OUT   5:10PM
#0000000012         MIKE
08/26/99
TIME-IN    9:45AM
BRK-IN    11:30AM
BRK-OUT   12:45PM
BRK-IN     2:30PM
BRK-OUT    2:45PM
TIME-OUT   6:05PM
```

— Range
— Operation
— Operation
  time before
  time editing
— Edited time

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■ Employee sales report (detailed)

• **Sample X report**

```
08/26/03          123456
#1415    11:02PM   JACK0001

#0258  *X2*
EMPLOYEE SALES

   #0000000001 - #0000000020
#0000000011           SAM
          2Q        $31.75
CHARGE              $31.75
08/25/99
P000003     1.000Q
PL000003            $11.60
P000002     1.000Q
PL000002            $12.50
08/26/99
P000005     1.000Q
PL000005             $7.65
#0000000012          MIKE
```

- Employee code
- Range
- Employee name
- Sales total
- Charged amount
- Transaction counter

```
#0000000020          JIM
          1Q         $7.65
CHARGE               $7.65
08/26/99
P000005     1.000Q
PL000005             $7.65

SUBTOTAL    4Q
                    $86.50
CHARGE              $86.50
***TOTAL    4Q
                    $86.50
CHARGE              $86.50
```

• **Sample Z report**

```
08/26/03          123456
#1525    11:58PM   JACK0001

#0258  *Z2*
EMP.SALE(DETAIL)
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

■ Employee sales report (full)

• **Sample Z report**

```
08/26/03          123456
#1527    11:58PM   JACK0001

#0259  *Z2*
EMP.SALE(ALL CL)
```

↓

The subsequent printouts are
the same in format as
those in the detailed report.

■ Employee summary report

• **Sample X report**

```
08/30/03          123456
#0132    7:26PM  JACK0001

#0265  *X2*
EMPLOYEE SUMMARY

    #0000000001 - #0000000020
#0000000011        JIM
TTL HOUR         48:23H
OVR TIME         12:23H
TTL COST        $372.53
#0000000012        TOM
TTL HOUR         47:53H
OVR TIME         11:53H
TTL COST        $359.45


TTL COST         $65.72

--------
TTL HOUR        104:31H
OVR TIME         26:31H
TTL COST        $797.70
```

- TTL HOUR 48:23H — Total working hour
- OVR TIME 12:23H — Total overtime
- TTL COST $372.53 — Total labor cost

• **Sample Z report**

```
08/30/03          123456
#0134    7:27PM  JACK0001

#0265  *Z2*
EMPLOYEE SUMMARY
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

■ Payment period report

- **Sample X report**

```
08/15/03            123456
#0138    7:28PM   JACK0001

#0266  *X2*
PAY PERIOD

      #0000000011 - #0000000012

          08/01/03 - 08/15/03
#0000000011        JIM
08/01/03
TIME-IN    10:20AM #05FRI
BRK-IN     2:10PM
BRK-OUT    2:43PM #05FRI
TIME-OUT   6:20PM
LOC#05             FRI
***TOTAL          7:27H
L.COST           $54.34
TTL HOUR          7:27H
OVR TIME          1:27H
TTL COST         $54.34
08/02/03
TIME-IN    10:21AM #06SAT
BRK-IN     3:15PM
```

- Employee code
- Range

- Location no. & text
- Total working time of the day per location
- Labor cost of the day per location
- Total working time of the day
- Overtime hour of the day
- Total cost of the day

```
TTL COST         $300.30

--------
LOC#01             MON
***TOTAL          7:15H
L.COST           $52.59
LOC#02             TUE
***TOTAL         15:30H
L.COST          $113.92
LOC#03             WED
***TOTAL          7:42H
L.COST           $56.53
LOC#04             THU
***TOTAL          7:07H
L.COST           $51.42
LOC#05             FRI
***TOTAL         14:37H
L.COST          $106.20
LOC#06             SAT
***TOTAL         19:28H
L.COST          $159.25
LOC#07             SUN
***TOTAL          8:37H
L.COST           $73.77

TTL HOUR         80:16H
OVR TIME         20:16H
TTL COST         $613.68
```

> Total per location

> Total

- **Sample Z report**

```
08/15/03            123456
#0136    7:27PM   JACK0001

#0266  *Z2*
PAY PERIOD
```

↓

The subsequent printout occurs
in the same format as in the
sample X report.

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■ Payment period summary report

• **Sample X report**

```
08/15/03          123456
#0140    7:40PM   JACK0001

#0267 *X2*
PAY PERIOD SUM.

    #0000000011 - #0000000012

         08/01/03 - 08/15/03
#0000000011        JIM
08/01/03
TTL HOUR          7:27H
OVR TIME          1:27H
TTL COST         $54.34
08/02/03
TTL HOUR          9:19H
OVR TIME          3:19H
TTL COST         $75.72
```

Employee code
Range

```
TTL COST         $59.15

TTL HOUR         48:23H
OVR TIME         12:23H
TTL COST        $372.53

#0000000012        TOM
08/01/03
```

```
TTL COST         $59.15

TTL HOUR         47:53H
OVR TIME         11:53H
TTL COST        $359.45

--------
TTL HOUR         96:16H
OVR TIME         24:16H
TTL COST        $731.98
```

• **Sample Z report**

```
08/15/03          123456
#0137    7:27PM   JACK0001

#0267 *Z2*
PAY PERIOD SUM.
```

The subsequent printout occurs
in the same format as in the
sample X report.

■ X2/Z2 stacked report

You can print multiple X2/Z2 reports in sequence by selecting the stacked report option from the menu. In this case you need to program in advance which X2/Z2 reports should be printed. Refer to "Stacked report" under the section "Report Programming" in Chapter 13.

12 How to Use the Programming Keyboard

When the PGM1 or PGM2 mode is selected, the programming keyboard will appear.

Programming Keyboard Layout

					↑	P UP	MODE	AUTO21
					↓	P DOWN	LIST	AUTO22
					EMPL#		CANCEL	AUTO23
					SRV#	X/TIME	CLEAR	AUTO24
					7	8	9	AUTO25
					4	5	6	NEXT / HOME
		UP DATE	PREV	CALL	1	2	3	ENTER
		INS	DEL	BKSPC	0	00	·	CASH

[INS] : Toggles between the insert mode ("_") and the overwrite mode ("■").

[BKSPC] : Backs up the cursor for deleting the character or figure at the left of the cursor. When your POS terminal is in the insert mode, this key deletes the character or the value at the cursor position.

[DEL] : Deletes a character or figure in the cursor position.

[→]
[←]
[↑]
[↓] — Used to move the cursor.

[CALL] : Used to call up a desired code.

[PREV] : Used to go back to the previous record, e.g., from the department 2 programming window back to the department 1 programming window.

[NEXT] : Used to go to the next record, for example, in order to program unit prices for sequential departments.

[ENTER] : Used to program each setting.

[CLEAR] : Used to clear the last setting you have programmed or clear the error state.

[CANCEL] : Used to cancel programming and to get back to the previous screen.

[P UP] : Used to scroll the window to go back to the previous page.

[P DOWN] : Used to scroll the window to go to the next page.

[HOME] : Used to go back to the HOME screen.

[·] : Used to toggle between two or more options.

[LIST] : Used to list those options which you can toggle by the [·] key.

$\boxed{\text{CASH}}$: Used to finalize programming.

Numeric keys: Used for entering figures.

For more information about using these keys, see the "Basic Instructions" selection in Chapter 13 "Programming."

How to Program Alphanumeric Characters

This section discusses how to program alphanumeric characters such as "DESCRIPTION," "NAME" and "TEXT."

Character Keyboard

INS	DEL	P. DW	↑	P. UP
PREV	NEXT	←	↓	→
CANCEL	B. S	DC		CODE
CLEAR				
ENTER				
			→/←	↑/↓
_/+	−/=	;/:	[/{	]/}

1/!	2/@	3/#	4/$	5/%	6/^	7/&	8/∗	9/(	0/)
q/Q	w/W	e/E	r/R	t/T	y/Y	u/U	i/I	o/O	p/P
a/A	s/S	d/D	f/F	g/G	h/H	j/J	k/K	l/L	
z/Z	x/X	c/C	v/V	b/B	n/N	m/M	,/<	./>	//?
SHIFT		SPACE			SHIFT				
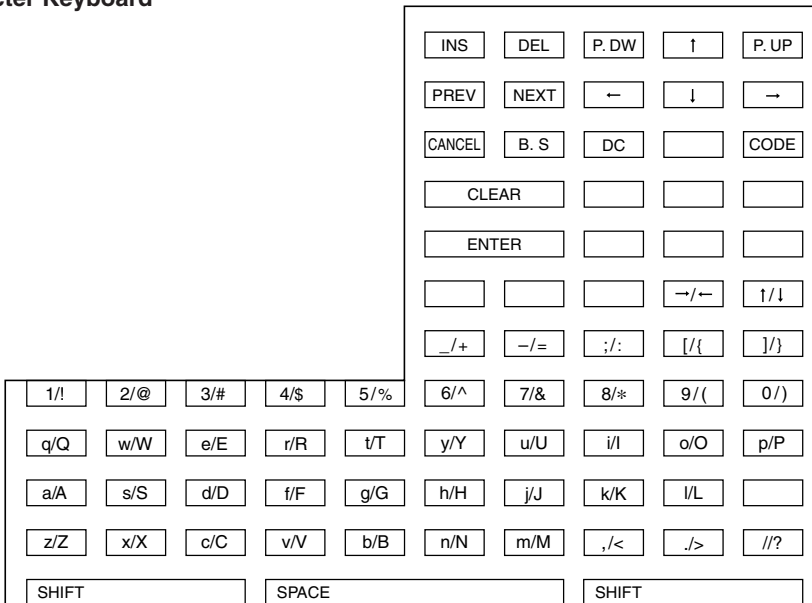
■ Using character keys on the keyboard

Entering alphanumeric characters
To enter a character, simply touch a corresponding character key on the character keyboard.

Entering upper-case letters
$\boxed{\text{SHIFT}}$: You can enter an upper-case letter by using this key. Touch this key just before you enter the upper-case letter. You should touch this key each time you enter an upper-case letter.

Entering double-size characters
$\boxed{\text{DC}}$: This key toggles the double-size character mode and the normal-size character mode. The default is the normal-size character mode. When the double-size character mode is selected, the letter "W" appears at the bottom of the display.

Editing text
You can edit the text you have entered by deleting and/or inserting characters.
To select a text editing mode: Use the $\boxed{\text{INS}}$ key.
To move the cursor: Use the $\boxed{←}$ or $\boxed{→}$ key.
To delete a character or figure: Use the $\boxed{\text{DEL}}$ or $\boxed{\text{B.S.}}$ key.

■ Entering character codes

Numerals, letters and symbols are programmable by touching the [CODE] key and character codes. Use the following procedure with the cursor placed at the position where you want to enter characters:

[CODE] ⟶ XXX   XXX: Character code (3 digits)

Character code:

	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047
032 - 047		!	"	#	$	%	&	'	(	)	∗	+	,	—	.	/
	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063
048 - 063	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079
064 - 079	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095
080 - 095	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
	096	097	098	099	100	101	102	103	104	105	106	107	108	109	110	111
096 - 111	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
112 - 127	p	q	r	s	t	u	v	w	x	y	z	{	¦	}	~	△
	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
128 - 143	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Å
	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
144 - 159	É	æ	ﬀ	ô	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥	₨	ƒ
	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
160 - 175	á	í	ó	ú	ñ	Ñ	ª	º	¿	⌐	¬	½	¼	¡	«	»
	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
176 - 191	░	▒	▓	│	┤	╡	╢	╖	╕	╣	║	╗	╝	╜	╛	┐
	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
192 - 207	└	┴	┬	├	─	┼	╞	╟	╚	╔	╩	╦	╠	═	╬	╧
	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
208 - 223	╨	╤	╥	╙	╘	╒	╓	╫	╪	┘	┌	█	▄	▌	▐	▀
	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
224 - 239	α	ß	Γ	π	Σ	σ	µ	τ	Φ	Θ	Ω	δ	∞	ø	∈	∩
	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
240 - 255	≡	±	≥	≤	⌠	⌡	÷	≈	°	∙	·	√	ⁿ	²	■	(DC)

*(DC) : Double-size character code

13 Programming

This chapter explains how to program various items.
Before you start programming, select the UNIT PRICE, PGM1, PGM2, or AUTO KEY mode from the mode selection window depending on the item you are going to program.

UNIT PRICE MODE
PGM1 MODE
PGM2 MODE
AUTO KEY MODE

Basic Instructions

This section illustrates the basic programming by using an example of programming for departments.

Procedure

```
                              PGM2  00
 PGM2 MODE
  1 READING
  2 SETTING
  3 OPEN STORE
  4 CLOSE STORE
  5 KP READING
  6 KP SETTING
  7 ONLINE READING
  8 ONLINE SETTING
  9 CVM READING
 10 CVM SETTING
 11 CAT READING
 CANCEL  ENTER      [▼ ]
```

[ENTER]   ↓   ↑   [CANCEL]

```
                              PGM2  00
 SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
 CANCEL  ENTER      [▼ ]
```

[ENTER]   ↓   ↑   [CANCEL]

```
                              PGM2  00
 ARTICLE
  1 DEPT
  2 PLU
  3 PLU RANGE
  4 PLU STOCK
  5 INGREDIENT
  6 INGREDIENT STOCK
  7 LINK PLU TABLE
  8 CONDIMENT TABLE
  9 MIX&MATCH TABLE
 10 RECIPE TABLE
 11 COMBO MEAL TBL
 CANCEL  ENTER      [▼ ]
```

[ENTER]   ↓   ↑   [CANCEL]

■ Programming example

The following example shows how to program $2.00 for the unit price, "ABCDE" for the description, and the scale entry to be enabled for department 1.

1. In the PGM2 MODE window, select "2 SETTING" by using the [↑] or [↓] key and touch the [ENTER] key.
   • The SETTING window will appear.

NOTE
- *You can also select "2 SETTING" simply by touching a corresponding line in the window.*
- *You can also select "2 SETTING" by touching the [2] and [ENTER] keys.*
- *If you return to the previous screen, touch the [CANCEL] key.*

2. Select "1 ARTICLE."
   • The ARTICLE window will appear.

NOTE
The mark (▼) in the lower-right corner of the window shows that the window contains more options than are now on the screen. To scroll the window, touch the [P DOWN] key.

To return to the previous page, touch the [P UP] key.

3. Select "1 DEPT."
   • The DEPT window will appear, listing programmable departments.

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```
DEPT
01 DPT.01
02 DPT.02
03 DPT.03
04 DPT.04
05 DPT.05
06 DPT.06
07 DPT.07
08 DPT.08
09 DPT.09
10 DPT.10

CANCEL ENTER
```

[ENTER]   ↓   ↑   [CANCEL]

```
01                      PGM2 00
PRICE                200
SIGN                   +
DESCRIPTION       DPT.=0=1
KEY DESCRIPTION     DPT.01
KEY COLOR      DODGER BLUE
TARE TABLE No.         0
SCALE            INHIBIT
DEPT.TYPE         NORMAL
AMT.ENTRY TYPE      OPEN
TAXABLE 1             NO
TAXABLE 2             NO
CANCEL ENTER        [▼ ]
```

↓   ↑

```
01                      PGM2 00
PRICE               2.00
SIGN                   +
DESCRIPTION          ABCD
KEY DESCRIPTION     DPT.01
KEY COLOR      DODGER BLUE
TARE TABLE No.         0
SCALE            INHIBIT
DEPT.TYPE         NORMAL
AMT.ENTRY TYPE      OPEN
TAXABLE 1             NO
TAXABLE 2             NO
CANCEL ENTER        [▼ ]
```

↓   ↑

```
01                      PGM2 00
PRICE               2.00
SIGN                   +
DESCRIPTION          ABCD
KEY DESCRIPTION     DPT.01
KEY COLOR      DODGER BLUE
TARE TABLE No.         0
SCALE             ENABLE
DEPT.TYPE         NORMAL
AMT.ENTRY TYPE      OPEN
TAXABLE 1             NO
TAXABLE 2             NO
CANCEL ENTER        [▼ ]
```

4. Select "01" to program for department 1.
  • The "01" window will appear.

5. On the first page of the "01" window, program the unit price and description as follows:

NOTE

There are three entry patterns for the programming: the numeric entry, character entry, and selective entry.

  • Move the cursor to "PRICE," enter "200" by using numeric keys, then touch the [ENTER] key. ➔ **Numeric entry**
  • Move the cursor to "DESCRIPTION," enter "ABCDE" by using character keys, then touch the [ENTER] key. ➔ **Character entry**

  If you want to clear the setting, touch the [CLEAR] key before you touch the [ENTER] key.

6. On the first page of the "01" window, program the machine to enable the scale entry as follows:

  • Move the cursor to "SCALE," touch the [•] key until "ENABLE" appears, then touch the [ENTER] key. ➔ **Selective entry**

NOTE

The [•] key toggles between three options as follows: INHIBIT ➔ ENABLE ➔ COMPULSORY ➔ INHIBIT ➔ ....
Touching the [LIST] key displays all pertinent options.

7. Select one of the following actions:
  • To cancel the programming, touch the [CANCEL] key. Select "YES" in the "ARE YOU SURE ?" window.
  • To finalize the programming, touch the [CASH] key, then touch the [CANCEL] key. You will return to the "DEPT" window.
  • To program for the following department, touch the [NEXT] key. The "02" window will appear. To return to the "01" window, touch the [PREV] key.

The following sections describe how to program each item which is contained in a programming group.

Article Programming

Use the following procedures to select any option included in the article programming group.

Procedure

```
                            PGM2  00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
CANCEL  ENTER    [▼ ]
```

[ENTER] ↓ ↑ [CANCEL]

```
                            PGM2  00
ARTICLE
  1 DEPT
  2 PLU
  3 PLU RANGE
  4 PLU STOCK
  5 INGREDIENT
  6 INGREDIENT STOCK
  7 LINK PLU TABLE
  8 CONDIMENT TABLE
  9 MIX&MATCH TABLE
 10 RECIPE TABLE
 11 COMBO MEAL TBL
CANCEL  ENTER    [▼ ]
```

[P DOWN] ↓ ↑ [P UP]

```
                            PGM2  00
ARTICLE         [▲ ]
  2 PLU
  3 PLU RANGE
  4 PLU STOCK
  5 INGREDIENT
  6 INGREDIENT STOCK
  7 LINK PLU TABLE
  8 CONDIMENT TABLE
  9 MIX&MATCH TABLE
 10 RECIPE TABLE
 11 COMBO MEAL TBL
 12 SCALE TABLE
CANCEL  ENTER
```

1. In the SETTING window, select "1 ARTICLE."
  • The ARTICLE window will appear.

2. Select any option from the following options list:

1	DEPT:	Departments
2	PLU:	PLUs
3	PLU RANGE:	A range of PLUs
4	PLU STOCK:	PLU stock quantity
5	INGREDIENT:	Ingredients of PLUs
6	INGREDIENT STOCK:	Ingredient stock quantity
7	LINK PLU TABLE:	Link PLU table
8	CONDIMENT TABLE:	Condiment table
9	MIX&MATCH TABLE:	Mix & match table
10	RECIPE TABLE:	Recipe table
11	COMBO MEAL TABLE:	Combo meal table
12	SCALE TABLE:	Scale table

The following illustration shows those options included in the article programming group.

1 ARTICLE		
	1 DEPT	➡ See "■ Department" on page 101.
	2 PLU	➡ See "■ PLU" on page 103.
	3 PLU RANGE	➡ See "■ PLU range" on page 106.
	4 PLU STOCK	➡ See "■ PLU stock" on page 107.
	5 INGREDIENT	➡ See "■ Ingredient" on page 108.
	6 INGREDIENT STOCK	➡ See "■ Ingredient stock" on page 109.
	7 LINK PLU TABLE	➡ See "■ Link PLU table" on page 110.
	8 CONDIMENT TABLE	➡ See "■ Condiment table" on page 111.
	9 MIX&MATCH TABLE	➡ See "■ Mix & Match table" on page 112.
	10 RECIPE TABLE	➡ See "■ Recipe table" on page 113.
	11 COMBO MEAL TABLE	➡ See "■ Combo meal table" on page 114.
	12 SCALE TABLE	➡ See "■ Scale table" on page 115.

■ Department

Your machine is equipped with 10 standard departments.
Use the following procedure to program for departments.

Procedure

Select a pertinent dept. no. from the departments list.

↓

```
                          PGM2   00
┌01─────────────────────────────────┐
│ PRICE                      0.00    │
│ SIGN                          +    │
│ DESCRIPTION             DPT.=0=1   │
│ KEY DESCRIPTION            DPT.01  │
│ KEY COLOR             DODGER BLUE  │
│ TARE TABLE No.                0    │
│ SCALE                   INHIBIT    │
│ DEPT.TYPE                NORMAL     │
│ AMT.ENTRY TYPE            OPEN      │
│ TAXABLE 1                   NO      │
│ TAXABLE 2                   NO      │
│ CANCEL  ENTER              [▼ ]    │
└────────────────────────────────────┘
```

↓

```
                          PGM2   00
┌01────────────────────────[▲ ]─────┐
│ TAXABLE 3                   NO      │
│ TAXABLE 4                   NO      │
│ HALO                        17      │
│ LALO                        10      │
│ SERVER Gr. No.               0      │
│ GROUP No.                    0      │
│ MODIFIED OUTPUT             NO      │
│ OUTPUT KP No.1               0      │
│ OUTPUT KP No.2               0      │
│ CHIT RECEIPT                NO      │
│ CVM CTRL CHAR.             000      │
│ CANCEL  ENTER                       │
└────────────────────────────────────┘
```

Program each item as follows:

NOTE

For more information about the entry patterns, see the "Basic Instructions" section.

• **PRICE (Use the numeric entry)**
 Unit price (max. 6 digits)

NOTE

When the zero-value department entry (unit price "0") is made, a text of the department is only displayed/printed.

• **SIGN (Use the selective entry)**
 +: Assigns a plus sign to departments for normal sales transactions.
 −: Assigns a minus sign for minus transactions.

• **DESCRIPTION (Use the character entry)**
 Description for a department. Up to 16 characters can be entered.

• **KEY DESCRIPTION (Use the character entry)**
 Description of the key label for a department.
 Up to 16 characters can be entered.

• **KEY COLOR (Use the selective entry)**
 Select a key color from the colors list (16 different colors).
 BLACK/BLUE/GREEN/CYAN/RED/MAGENTA/ORANGE/
 LIGHT GRAY/SLATE GRAY/DODGER BLUE/LIGHT
 GREEN/LIGHT CYAN/SALMON/LIGHT MAGENTA/
 YELLOW/WHITE

• **TARE TABLE No. (Use the numeric entry)**
 Tare table number associated with scale entry (1 thru 9).

• **SCALE (Use the selective entry)**
 INHIBIT: Inhibits a scale entry.
 COMPULSORY: Makes a scale entry compulsory.
 ENABLE: Enables a scale entry.

• **DEPT. TYPE (Use the selective entry)**
 Department type selection
 HASH: Hash department
 NORMAL: Normal department
  • A hash department is used to enter the amount of a special "sale," such as a gift certificate, etc., i.e. "no-sale" entries. Any amounts entered in this department are not added to the grand total exclusive of tax amounts.

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■ Department (continued)

• AMT. ENTRY TYPE (Use the selective entry)
Type of unit price entry for departments
OPEN & PRESET: Open & preset
PRESET: Preset only
OPEN: Open only
INHIBIT: Inhibited

• TAXABLE 1 thru 4 (Use the selective entry)
Tax status
NO : Non-taxable
YES : Taxable
• When an entry of a taxable department is made in a transaction, tax is automatically computed according to the associated tax table or rate.

• HALO (Use the numeric entry)
• You can set an upper limit amount (HALO) for each department. The limit is effective for the REG-mode operations and can be overridden in the MGR mode.
• AB is the same as $A \times 10^B$
A: Significant digit for HALO (1 thru 9)
B: Number of zeros to follow the significant digit for HALO (0 thru 7)

• LALO (Use the numeric entry)
• You can set a lower limit amount (LALO). The limit is effective for the REG-mode operations and can be overridden in the MGR mode.
• AB is the same as $A \times 10^B$
A: Significant digit for LALO (1 thru 9)
B: Number of zeros to follow the significant digit for LALO (0 thru 7)

• SERVER Gr. No. (Use the numeric entry)
Server group number (0 thru 9)
Every department can be assigned to any of the server department groups. The sales total of each department group is printed on the server group.

• GROUP No. (Use the numeric entry)
Group number (0 thru 9)
You can assign departments to a maximum of nine groups. This programming enables you to take group sales reports.

• MODIFIED OUTPUT (Use the selective entry)
NO : Disables output to network remote printers.
YES : Enables output to network remote printers.

• OUTPUT KP No. 1 and 2 (Use the numeric entry)
ID number of the network remote printer 1 or 2 (1 thru 9)
If the number "0" is entered, no remote printer will operate.

• CHIT RECEIPT (Use the selective entry)
YES : Prints the department sales information on the chit receipt in the remote printer format.
NO : Prints nothing on the chit receipt.

• CVM CTRL CHAR. (Use the numeric entry)
CVM (Color Video Monitor) control character (0 thru 255)
• This programming enables you to assign each department with a number that can be used as a CVM control character. This number is converted to a two-digit character code that is transmitted for use with a CVM device.

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■ PLU

Procedure

Select a pertinent PLU no. from the PLUs list.

↓

```
                            PGM2  00
┌000001──────────────────────────────┐
│ ASSOCIATED DEPT.              01     │
│ SIGN                          +      │
│ PRICE 1                    0.01      │
│ PRICE 2                    0.01      │
│ PRICE 3                    0.01      │
│ PRICE 4                    0.01      │
│ PRICE 5                    0.01      │
│ NAME FOR PRICE1         PL000001     │
│ NAME FOR PRICE2         PL000001     │
│ NAME FOR PRICE3         PL000001     │
│ NAME FOR PRICE4         PL000001     │
│ CANCEL  ENTER                 [▼ ]   │
└─────────────────────────────────────┘
```

↓

```
                            PGM2
┌000001──────────────────────[▲ ]─────┐
│ NAME FOR PRICE5         PL000001     │
│ KEY NAME PRICE1           000001     │
│ KEY NAME PRICE2           000001     │
│ KEY NAME PRICE3           000001     │
│ KEY NAME PRICE4           000001     │
│ KEY NAME PRICE5           000001     │
│ KEY COLOR                 YELLOW     │
│ AMT.ENTRY TYPE            PRESET      │
│ BASE QTY                       0     │
│ MINIMUM STOCK              0.000     │
│ PRICE SHIFT               ENABLE     │
│ CANCEL  ENTER                 [▼ ]   │
└─────────────────────────────────────┘
```

↓

```
                            PGM2  00
┌000001──────────────────────[▲ ]─────┐
│ ZERO PRICE OF P1        ALLOWED      │
│ ZERO PRICE OF P2       DISALLOWED    │
│ ZERO PRICE OF P3       DISALLOWED    │
│ ZERO PRICE OF P4       DISALLOWED    │
│ ZERO PRICE OF P5       DISALLOWED    │
│ CP OBJECT PLU             000000     │
│ MENU TYPE                 NORMAL     │
│ LINK TBL#                     00     │
│ MIX&MATCH TBL#                00     │
│ CONDIMENT TBL#                01     │
│ RECIPE TBL#1                 000     │
│ CANCEL  ENTER                 [▼ ]   │
└─────────────────────────────────────┘
```

↓

Program each item as follows:

• **ASSOCIATED DEPT. (Use the numeric entry)**
Department number to be associated with the entered PLU (01 through 50)
When a PLU is associated with a department, the following functions of the PLU depend on the programming for the department.
  • Type (Hash/normal)
  • HALO (only for subdepartments)

• **SIGN (Use the selective entry)**
+: Plus PLU/subdepartment
−: Minus PLU/subdepartment
The function of every PLU/subdepartment varies according to the combination of its sign and the sign of its associated department as follows:

Department: +
PLU/subdept.: + ⎱ Serves as a normal plus PLU/subdepartment

Department: −
PLU/subdept.: − ⎱ Serves as a normal minus PLU/subdepartment

Department: +
PLU/subdept.: − ⎱ Accepts store coupon entries, but not split-pricing entries

Department: −
PLU/subdept.: + ⎱ Not valid; not accepted

• **PRICE 1 thru 5 (Use the numeric entry)**
Unit price of each price level (max. 6 digits).

• **NAME FOR PRICE 1 thru 5 (Use the character entry)**
Name for each price level (max. 8 characters). Up to 16 characters can be entered (ex: SMALL, MEDIUM, LARGE, etc.).

• **KEY NAME PRICE 1 thru 5 (Use the character entry)**
Description of the key label for each price level.
Up to 16 characters can be entered.

■ PLU (continued)

```
                           PGM2  00
000001                     [▲ ]
 RECIPE TBL#2               000
 RECIPE TBL#3               000
 RECIPE TBL#4               000
 RECIPE TBL#5               000
 TARE TBL#                    0
 CONDIMENT TYPE              NO
 CONDIMENT ENTRY   NON-COMPULSORY
 SCALE                  INHIBIT
 TAXABLE 1                   NO
 TAXABLE 2                   NO
 TAXABLE 3                   NO
 CANCEL ENTER              [▼ ]
```

```
                           PGM2  00
000001                     [▲ ]
 TAXABLE 4                   NO
 HOURLY Gr.#1                 0
 HOURLY Gr.#2                 0
 HOURLY Gr.#3                 0
 GROUP1                      00
 GROUP2                      00
 GROUP3                      00
 PRIORITY GROUP               0
 MODIFIED OUTPUT             NO
 OUTPUT KP No.1               0
 OUTPUT KP No.2               0
 CANCEL ENTER              [▼ ]
```

The screen continues.

• **KEY COLOR (Use the selective entry)**
Select a key color from the colors list (16 different colors).
BLACK/BLUE/GREEN/CYAN/RED/MAGENTA/ORANGE/
LIGHT GRAY/SLATE GRAY/DODGER BLUE/LIGHT
GREEN/LIGHT CYAN/SALMON/LIGHT MAGENTA/
YELLOW/WHITE

• **AMT. ENTRY TYPE (Use the selective entry)**
Mode parameter
OPEN & PRESET: PLU/subdepartment mode
PRESET: PLU mode
OPEN: Subdepartment mode
INHIBIT: Inhibit mode

• **BASE QTY (Use the numeric entry)**
Base quantity for each PLU/subdepartment which is counted
each time the item is entered. (max. 2 digits)

• **MINIMUM STOCK (Use the numeric entry)**
Minimum stock quantity for a PLU (max. 7 digits)

• **PRICE SHIFT (Use the selective entry)**
COMPULSORY: Makes PLU price level shift compulsory.
INHIBIT: Inhibits PLU price level shift.
ENABLE: Enables PLU price level shift.

NOTE

*When "COMPULSORY" is selected for a PLU, repeat entries of
the PLU are inhibited.*

• **ZERO PRICE OF P1 thru 5 (Use the selective entry)**
ALLOW: Allows a zero-price entry.
DISALLOW: Disallows a zero-price entry.

• **CP OBJECT PLU (Use the numeric entry)**
Select an object PLU number (max. 6 digits).
A coupon-like PLU is able to link to another PLU (object
PLU).
By this programming, the associated coupon PLU cannot be
entered unless the object PLU has been rung up.
(However, the quantity is not affected.)

NOTE

• *Any object PLU should not be programmed as a minus PLU or
belong to any minus department.*

■ PLU (continued)

• MENU TYPE (Use the selective entry)
PLU menu type selection
LINK: Link PLU
NORMAL: Normal PLU

• LINK TBL# (Use the numeric entry)
Table number for link PLUs (1 thru 99)

• MIX&MATCH TBL# (Use the numeric entry)
Table number for mix and match (1 thru 99)

• CONDIMENT TBL# (Use the numeric entry)
Table number for condiment entry (1 thru 99)

• RECIPE TBL#1 thru 5 (Use the numeric entry)
Table number for recipe (1 thru 500)

• TARE TBL# (Use the numeric entry)
Tare table number associated with scale entry (1 thru 9)

• CONDIMENT TYPE (Use the selective entry)
YES : Condiment type
NO   : Non-condiment type

• CONDIMENT ENTRY (Use the selective entry)
COMPULSORY: Makes a condiment entry compulsory.
NON-COMPULSORY: Makes a condiment entry non-compulsory.

• SCALE (Use the selective entry)
COMPULSORY: Makes a scale entry compulsory.
ENABLE: Enables a scale entry.
INHIBIT: Inhibits a scale entry.

• TAXABLE 1 thru 4 (Use the selective entry)
YES : Makes the PLU taxable.
NO   : Makes the PLU non-taxable.

• HOURLY Gr.#1 thru 3 (Use the numeric entry)
PLU group number to classify PLUs for PLU hourly group reports (1 thru 9)

• GROUP 1 thru 3 (Use the numeric entry)
PLU group number (00 thru 99)

• PRIORITY GROUP (Use the numeric entry)
PLU group which is to be given the highest priority to in printing on the remote printer (1 thru 9)

• MODIFIED OUTPUT (Use the selective entry)
NO   : Will not follow previous PLUs which has the remote printer assignment.
YES : Will follow previous PLUs which has the remote printer assignment.

■ PLU (continued)

• OUTPUT KP No.1 and 2 (Use the numeric entry)
    ID number of the network remote printer 1 or 2 (1 thru 9)
    If the number "0" is entered, no remote printer will operate.

• CHIT RECEIPT (Use the selective entry)
    YES : Prints the PLU sales information on the chit receipt in the remote printer format.
    NO : Prints nothing on the chit receipt.

• CVM CTRL CHAR. (Use the numeric entry)
    CVM (Color Video Monitor) control character (0 thru 255)

■ PLU range

You can program the PLUs by a range as follows:

Procedure

```
                                    PGM2  00
┌PLU RANGE──────────────────────┐
│ START                  000000 │
│ END                    000000 │
│ OPERATION       NEW&MAINTENANCE│
│CANCEL─ENTER─                   │
```

```
                                    PGM2  00
┌000001-000020──────────────────┐
│ ASSOCIATED DEPT.           01 │
│ SIGN                          │
│ PRICE 1                       │
│ PRICE 2                       │
│ PRICE 3                       │
│ PRICE 4                       │
│ PRICE 5                       │
│ NAME FOR PRICE1               │
│ NAME FOR PRICE2               │
│ NAME FOR PRICE3               │
│ NAME FOR PRICE4               │
│CANCEL─ENTER─            [▼ ]  │
```

The screen continues in the same
format as screens shown in section
"■ PLU."

Enter a value or select an option for each item as follows:

• START (Use the numeric entry)
    Starting PLU number (max. 6 digits)

• END (Use the numeric entry)
    Ending PLU number (max. 6 digits)

• OPERATION (Use the selective entry)
    MAINTENANCE: Enables you to change the setting
                           you have programmed.
    NEW&MAINTENANCE: Enables you to change the current
                           setting when the specified numbers
                           have already been created or to
                           create new numbers when the
                           specified numbers have not been
                           created yet.
    DEL: Enables you to delete a specified
                           range of PLUs.

■ PLU stock

You can assign a stock quantity to each PLU number.
Shown below is an example of selecting "1 OVER WRITE."

Procedure
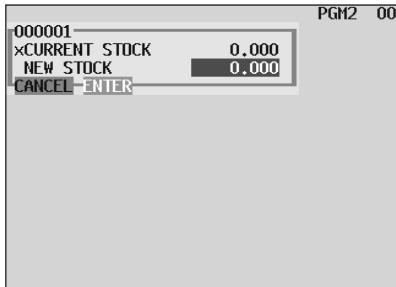
```
                              PGM2  00
┌PLU STOCK─────────────┐
│ 1 OVER WRITE         │
│ 2 ADD                │
│ 3 SUB                │
│CANCEL─ENTER──────────┘
```

↓

Select a pertinent PLU no. from the PLUs list.

↓

```
                              PGM2  00
┌000001────────────────┐
│xCURRENT STOCK    0.000│
│ NEW STOCK        0.000│
│CANCEL─ENTER──────────┘
```

After selecting "1 OVER WRITE," select a pertinent PLU number. Then the next screen will appear to show the following items:

- **CURRENT STOCK**
  The current stock is displayed.

- **NEW STOCK (Use the numeric entry)**
  Enter a new stock quantity (max. 7 digits: 1 to 9999.999)

NOTE

- *If you need to add or subtract a stock quantity to or from the current stock quantity, select "2 ADD" or "3 SUB" and enter a value to be added or subtracted.*
- *You cannot enter any values for the item marked with "x."*
- *The entry of a new stock value will update to the PLU stock counter.*

■ Ingredient

You can program an ingredient table number, description and cost for the ingredient of each PLU.
The ingredient table numbers can be assigned to each recipe table. The cost needs to be programmed to analyze the food cost of each item.

```
                              PGM2  00
┌INGREDIENT─────────────────────┐
│─── NOTHING ───                │
│                               │
│                               │
│                               │
│                               │
│                               │
│                               │
│                               │
│CANCEL─ENTER─                  │
└───────────────────────────────┘
```

Selected ingredient
table no.   →   [ENTER]

```
                              PGM2  00
┌001────────────────────────────┐
│ DESCRIPTOR      ▓▓▓▓▓▓         │
│ COST              0.00         │
│CANCEL─ENTER─                   │
│                               │
│                               │
│                               │
│                               │
│                               │
└───────────────────────────────┘
```

Program each item as follows:

• **INGREDIENT (Use the numeric entry)**
  Ingredient table number (1 thru 300)

NOTE

• *When you create a new number, enter the number, then touch the* [ENTER] *key.*
• *If the* [DEL] *key is touched on the ingredient number selection menu, the ingredient in the cursor position will be deleted.*

• **DESCRIPTOR (Use the character entry)**
  Description for each ingredient. Up to 8 characters can be entered.

• **COST (Use the numeric entry)**
  Cost for each ingredient (max. 6 digits: 1 thru 999999)

NOTE

Food cost is calculated by the following equations:
Food cost (PLU cost) =   (Ingredient cost x Usage q'ty)
Food cost% = (Sales q'ty x Food cost)/(Sales amount)

■ Ingredient stock
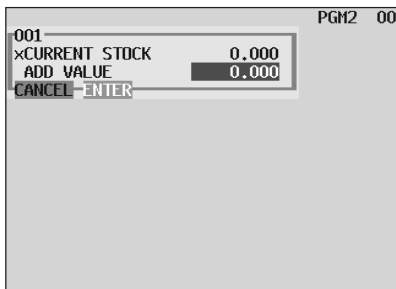
You can assign a stock quantity to each ingredient.
Shown below is an example of selecting "2 ADD."

Procedure

```
                              PGM2  00
INGREDIENT STOCK
 1 OVER WRITE
 2 ADD
 3 SUB
CANCEL ENTER
```

Selected ingredient → [ENTER]
table no.

```
                              PGM2  00
001
xCURRENT STOCK       0.000
 ADD VALUE           0.000
CANCEL ENTER
```

Program each item as follows:

• **CURRENT STOCK**
    The current stock is displayed.

• **ADD VALUE (Use the numeric entry)**
    Enter a value to be added (max. 7 digits: 1 thru 9999.999).

NOTE

• *If you need of overwrite or subtract a stock quantity to or from
    the current stock quantity, select "1 OVER WRITE" or "3 SUB"
    and enter a value to be overwritten or subtracted.*
• *You cannot enter any values for the item marked with "x."*

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■ Link PLU table
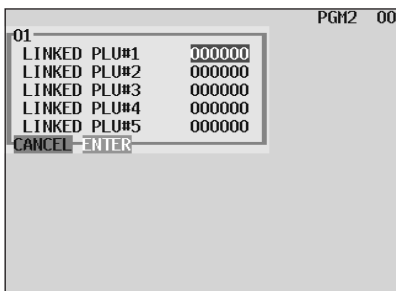
It is possible to link PLUs together so that all PLUs linked together are rung up upon a single key depression. However, the number of links is a maximum of five. Even if more than five PLUs are linked, the sixth or higher link is not actualized.

Procedure

```
                              PGM2  00
┌LINK PLU TABLE─────────
│─── NOTHING ───



│
│
│CANCEL─ENTER─
└────────────────────────
```

↓

Selected link PLU table no. → [ENTER]

↓

```
                              PGM2  00
┌01────────────────
│ LINKED PLU#1    000000
│ LINKED PLU#2    000000
│ LINKED PLU#3    000000
│ LINKED PLU#4    000000
│ LINKED PLU#5    000000
│CANCEL─ENTER─
└────────────────────────
```

Program each item as follows:

• **LINK PLU TABLE (Use the numeric entry)**
    Link PLU table number (1 thru 99)

• **LINKED PLU#X**
    Select linked PLUs (max. 5 PLUs) from the list.

NOTE

• *PLU numbers should be defined before programming a link PLU table.*
• *If the* [DEL] *key is touched on the table number selection menu, the selected table will be deleted.*

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■ Condiment table

The "condiment entry" is intended to guide the operator in making menu entries which require special cooking instructions. For example, a server can make such entries as "garnishing potato," "with salad," and "grilling steak rate." When a server enters a menu-item PLU to which PLUs for the condiment entry have been assigned, these orders (such as "garnishing potato") will be printed on the receipt and conveyed to the kitchen.

Before you program for the condiment entry, prepare a condiment table. The following shows an example of a condiment table:

Condiment table

Table number	PLU numbers for condiment entry (programmed text)					
01	22 (HOWCOOK?)	23 (RARE)	25 (MED.RARE)	27 (WELLDONE)	....	02
02	41 (WITH?)	44 (SALAD)	45 (FRUITS)			
⋮	⋮	⋮	⋮	⋮	⋮	⋮
04	31 (POTATO?)	33 (P.CHIPS)	37 (MASHED.P)	38 (BAKED.P)		99
99	62 (DRINK?)	63 (TEA)	65 (MILK)	67 (A.JUICE)	....	

Condiment tables (Up to 99)

First PLU — Following PLUs (Up to 51) — Next condiment table number

The condiment table should contain the following:

Condiment table: The condiment table is a group of condiment PLUs, which is assigned to each menu-item PLU. A table consists of a "First PLU" and "Following PLUs." It can contain one "First PLU" and up to 51 "Following PLUs." Also, you can assign the next condiment table number to a condiment table to link them.

The "First PLU" is used for displaying a prompting message. The "Following PLU" is used for the special order setting. For example, when a server enters a menu-item PLU, a display message programmed for the "First PLU," such as "HOWCOOK?." will appear. Then specify one of the "Following PLUs" programmed for text such as "RARE."

Table number: The table number is intended to identify each condiment table.

Procedure

```
                              PGM2  00
CONDIMENT TABLE
01
02
03
04
05
06
07
08
09
10
CANCEL ENTER
```
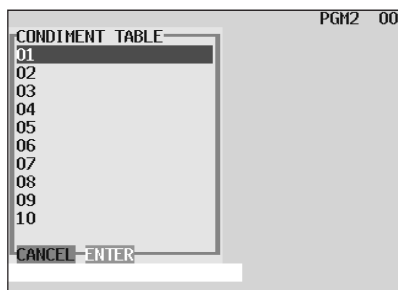
Program each item as follows:

• **CONDIMENT TABLE (Use the numeric entry)**
Condiment table number (1 thru 99)

• **REPEAT TIMES**
Repeat times (1 thru 9)
When REPEAT TIMES is programmed either of 2 thru 9, its table shows repeatedly until accomplishment of a programmed times, then next table will be shows.

• **NEXT TABLE# (Use the numeric entry)**
Enter the next condiment table number (max. 2 digits).

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■ Condiment table (continued)

Selected
condiment table → [ENTER]
number

```
                                  PGM2  00
01
  REPEAT TIMES          1
  NEXT TABLE#          00
  PLU#01           000051
  PLU#02           000052
  PLU#03           000053
  PLU#04           000054
  PLU#05           000055
  PLU#06           000000
  PLU#07           000000
  PLU#08           000000
  PLU#09           000000
CANCEL  ENTER           [▼ ]
```

• **PLU#XX (Use the numeric key)**
   Select condiment PLUs contained in the table (max. 51 PLUs) from the list.

NOTE

• *The description of the first PLU is used as the display prompt.*
• *PLU numbers should be defined before programming a condiment table.*
• *If the* [DEL] *key is touched on the table number selection menu, the table in the cursor position will be deleted.*

■ Mix & Match table

Procedure

```
                                  PGM2  00
MIX&MATCH TABLE
  ─── NOTHING ───



CANCEL  ENTER
```

Program each item as follows:

• **MIX&MATCH TABLE (Use the numeric entry)**
   Mix & match table number (1 thru 99)

• **BASE QTY (Use the numeric entry)**
   Base quantity for each mix & match table (max. 2 digits)

• **PRICE (Use the numeric entry)**
   Unit price for each mix & match table (max. 7 digits)

NOTE

• *If the* [DEL] *key is touched on the table number selection menu, the table in the cursor position will be deleted.*

Selected
mix & match → [ENTER]
table number

```
                                  PGM2  00
01
  BASE QTY              0
  PRICE             0.00
CANCEL  ENTER
```

■ Recipe table

You can make a recipe table which contains up to twenty ingredients.

Procedure

```
                              PGM2  00
RECIPE TABLE
 --- NOTHING ---




CANCEL  ENTER
```

↓

Selected
recipe table → [ENTER]
number

↓

```
                              PGM2  00
001
 INGREDIENT #01        000
 QTY             0.00000
 INGREDIENT #02        000
 QTY             0.00000
 INGREDIENT #03        000
 QTY             0.00000
 INGREDIENT #04        000
 QTY             0.00000
 INGREDIENT #05        000
 QTY             0.00000
 INGREDIENT #06        000
CANCEL  ENTER            [▼ ]
```

Program each item as follows:

- **RECIPE TABLE (Use the numeric entry)**
  Recipe table number (1 thru 500)

- **INGREDIENT #XX (Use the numeric entry)**
  Select ingredient numbers (max. 20 ingredients).

- **QTY (Use the numeric entry)**
  Enter the quantity usage of each ingredient (max. 7 digits).

NOTE

- *Ingredient numbers should be defined before programming a recipe table.*
- *If the [DEL] key is touched on the table number selection menu, the table in the cursor position will be deleted.*

■ Combo meal table

When two or more menu items, consisting of PLUs related to a special offered, are to be programmed together, the combo meal function should be specified. Up to 20 combo keys (tables) can be programmed. And each combo key can be associated with 9 PLUs (items).

Procedure

```
                                PGM2   00
COMBO MEAL TBL
01 COMBO01 MENU
02 COMBO02 MENU
03 COMBO03 MENU
04 COMBO04 MENU
05 COMBO05 MENU
06 COMBO06 MENU
07 COMBO07 MENU
08 COMBO08 MENU
09 COMBO09 MENU
10 COMBO10 MENU
11 COMBO11 MENU
CANCEL  ENTER      [▼ ]
```

↓

Selected combo table no. → [ENTER]

↓

```
                                PGM2
01
COMBO TITLE          COMBO01 MENU
KEY DESCRIPTION            COMBO1
KEY COLOR                 YELLOW
CONDIMENT TBL#                00
CONDIMENT ENTRY   NON-COMPULSORY
PRIORITY GROUP                0
MODIFIED OUTPUT              NO
OUTPUT KP No.1               0
OUTPUT KP No.2               0
CHIT RECEIPT                NO
CVM CTRL CHAR.             000
CANCEL  ENTER              [▼ ]
```

↓

```
                                PGM2   00
01                         [▲ ]
COMBO PLU#1              000246
PRICE                     0.01
COMBO PLU#2              000247
PRICE                     0.01
COMBO PLU#3              000248
PRICE                     0.01
COMBO PLU#4              000000
PRICE                     0.00
COMBO PLU#5              000000
PRICE                     0.00
COMBO PLU#6              000000
CANCEL  ENTER              [▼ ]
```

↓

Program each item as follows:

• **COMBO MEAL TBL (Use the numeric entry)**
Combo meal table number (1 thru 20)

• **COMBO TITLE (Use the character entry)**
Title of each combo meal table (max. 16 characters).

• **KEY DESCRIPTION (Use the character entry)**
Description of the key label for a combo key.
Up to 16 characters can be entered.

• **KEY COLOR (Use the selective entry)**
Select a key color from the colors list (16 different colors).
BLACK/BLUE/GREEN/CYAN/RED/MAGENTA/ORANGE/
LIGHT GRAY/SLATE GRAY/DODGER BLUE/LIGHT
GREEN/LIGHT CYAN/SALMON/LIGHT MAGENTA/
YELLOW/WHITE

• **CONDIMENT TBL# (Use the numeric entry)**
Table number for condiment entry (1 thru 99)

• **CONDIMENT ENTRY (Use the selective entry)**
COMPULSORY: Makes a condiment entry
                   compulsory.
NON-COMPULSORY: Makes a condiment entry non-
                   compulsory.

• **PRIORITY GROUP (Use the numeric entry)**
Combo group which is to be given the highest priority to in printing on the remote printer (1 thru 9).

• **MODIFIED OUTPUT (Use the selective entry)**
NO : Will not follow previous PLUs which has the remote printer assignment.
YES : Will follow previous PLUs which has the remote printer assignment.

• **OUTPUT KP No.1 and 2 (Use the numeric entry)**
ID number of the network remote printer 1 or 2 (1 thru 9).
If the number "0" is entered, no remote printer will operate.

• **CHIT RECEIPT (Use the selective entry)**
YES : Print the combo sales information on the chit receipt in the remote printer format.
NO : Print nothing on the chit receipt.

• **CVM CTRL CHAR. (Use the numeric entry)**
CVM (Color Video Monitor) control character (0 thru 255)

■ Combo meal table (continued)

```
                                PGM2  00
01─────────────────────────────[▲ ]
 PRICE                           0.00
 COMBO PLU#5                    000000
 PRICE                           0.00
 COMBO PLU#6                    000000
 PRICE                           0.00
 COMBO PLU#7                    000000
 PRICE                           0.00
 COMBO PLU#8                    000000
 PRICE                           0.00
 COMBO PLU#9                    000000
 PRICE                           0.00
CANCEL  ENTER
```

• **COMBO PLU#X (Use the numeric entry)**
  Select associated PLUs (max. 9 PLUs) from the list.

• **PRICE (Use the numeric entry)**
  Unit price of each associated PLU (max. 6 digits).

NOTE

• *PLU numbers should be defined before programming a combo meal table.*
• *If the [DEL] key is touched on the table number selection menu, the programmed data in the cursor position will be deleted.*

■ Scale table

The POS terminal can be programmed with up to nine tare tables and allows different tares to be assigned to scalable items (for auto scale entries).

Procedure

```
                                PGM2  00
SCALE TABLE
1
2
3
4
5
6
7
8
9
CANCEL  ENTER
```

Program each item as follows:

• **SCALE TABLE (Use the numeric entry)**
  Tare table number (1 thru 9)

• **WEIGHT (Use the numeric entry)**
  Enter a tare weight for the scale table number (max. 4 digits: 1 to 99.99).

NOTE

Your POS terminal may also be set to accommodate 1-integer + 3-decimal weights. For more details, please consult your authorized SHARP dealer.

Selected
tare table → [ENTER]
number

```
                                PGM2  00
1
 WEIGHT              0.00lb
CANCEL  ENTER
```

Direct Key Programming

Use the following procedures to select direct-key programming:

Procedure

```
                          PGM2  00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
```
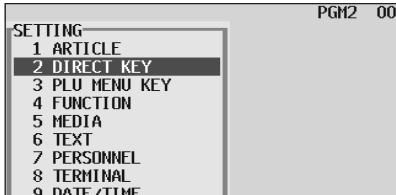
1. In the SETTING window, select "2 DIRECT KEY."
   - The DIRECT KEY window will appear.

```
                          PGM2  00
DIRECT KEY
  1 HOME
  2 MAIN2
  3 MAIN3
  4 SUB
  5 SUB2
  6 SUB3
  7 CONDIMENT/MENU
  8 CONDIMENT/MENU2
  9 CONDIMENT/MENU3
 10 FUNC.MENU01
 11 FUNC.MENU02
CANCEL ENTER    [▼ ]
```
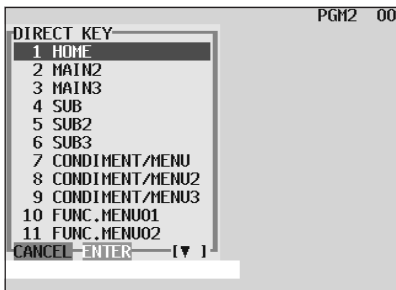
2. Select a desired keyboard to program from the keyboard list.

3. Select SETTING or COPY. If SETTING is selected, the programming can be performed.

When COPY is selected, the key layout data can be copied from the keyboard list.

```
                          PGM2  00
HOME
  1 SETTING
  2 COPY
CANCEL ENTER
```

Select copied key layout from the list.

```
                          PGM2  00
COPY
  1 HOME
  2 MAIN2
  3 MAIN3
  4 SUB
  5 SUB2
  6 SUB3
  7 CONDIMENT/MENU
  8 CONDIMENT/MENU2
  9 CONDIMENT/MENU3
 10 FUNC.MENU01
 11 FUNC.MENU02
CANCEL ENTER    [▼ ]
```
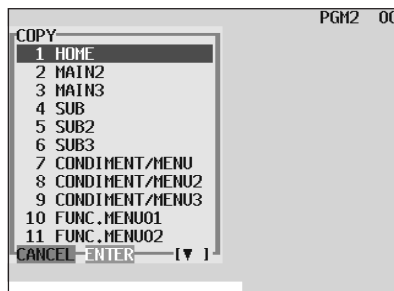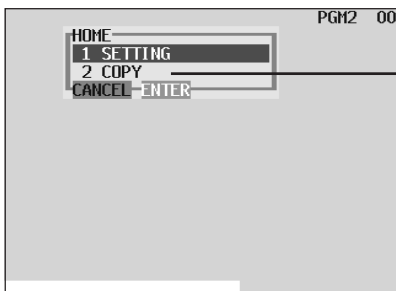
Leads to the programming for each key

■ Direct PLU/COMBO/dept. key (except menu PLU/condiment PLU)

You can assign PLUs, combo meals and departments directly to the keyboard. In the case of combo meals or PLUs, you may assign up to 10-levels to be accessed directly on the keyboard.

Procedure

In the case of setting "000001 DIRECT PLU"

Take **STEP 1** thru **STEP 3** shown above to open the window for programming each direct key.

Touch a pertinent key.

```
                                        PGM2   00
016
  TYPE                              PLU
CANCEL ENTER
```

```
                                        PGM2   00
016
  LEVEL1          000016
  LEVEL2          000000
  LEVEL3          000000
  LEVEL4          000000
  LEVEL5          000000
  LEVEL6          000000
  LEVEL7          000000
  LEVEL8          000000
  LEVEL9          000000
  LEVEL10         000000
CANCEL ENTER
```

• **TYPE (Use the selective entry)**
  PLU: Assigns the key as a direct PLU key.
  COMBO: Assigns the key as a direct combo key.
  DEPT: Assigns the key as a direct department key.

NOTE

• *When selecting a department, the screen on which a department number is to be entered (the message "DEPT. CODE") will appear.*
• *When selecting a combo, the screen on which a combo table number is to be entered ("COMBO TBL#") will appear.*

• **LEVEL1 thru 10 (Use the numeric entry)**
  Enter a PLU number or combo table number for each level. For example, if you want to use this key as PLU no.1 (level 1) and PLU no.101 (level 2), enter 1 for the "LEVEL1" and 101 for the "LEVEL2."

NOTE

• *You cannot assign a PLU, a combo meal, or a department to the position to which a function key has been assigned.*

■ Direct condiment/menu PLU key
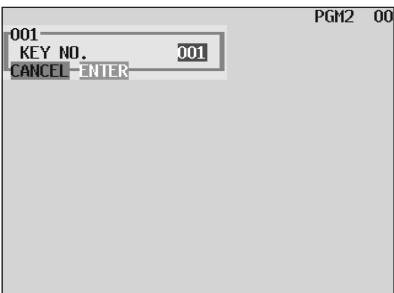
You can assign condiment PLUs or menu PLUs directly to the keyboard up to 50 keys.

Procedure

In the case of setting "MENU1"

Take **STEP 1** thru **STEP 3** shown above to open the window for programming each direct key.

↓

Touch a pertinent key.

↓

```
                              PGM2  00
┌001─────────────────────┐
│ KEY NO.         001     │
└CANCEL─ENTER─────────────┘
```

• **KEY NO. (Use the numeric entry)**
  Enter a menu key number (1 thru 50).

NOTE

• *You cannot assign a condiment/menu PLU to the position to which a function key has been assigned.*

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PLU Menu Key Programming

Use the following procedures to select PLU menu key programming:

■ PLU menu key

When you enter PLUs, using the PLU menu key makes it easy to find categorized PLU items from the menu list.
Your POS terminal allows you to program a max. of 50 PLU menu keys. You can program a max. of 30 PLUs/sub-menus for each PLU menu key.

Procedure
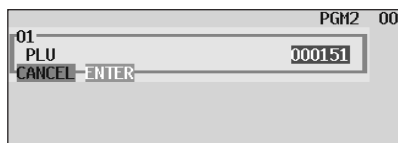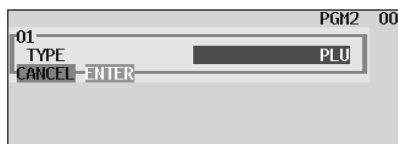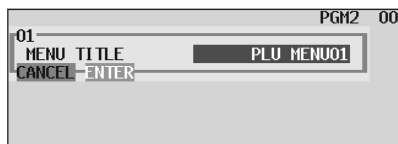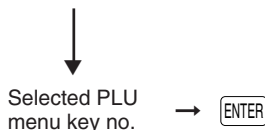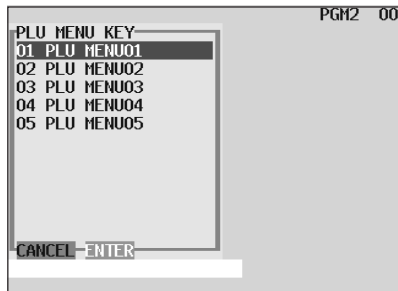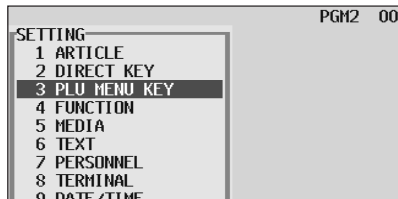
Use the following procedure to program a PLU menu key:

In the SETTING window, select "3 PLU MENU KEY" and program each item as follows:

```
                              PGM2   00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
```

```
                              PGM2   00
PLU MENU KEY
01 PLU MENU01
02 PLU MENU02
03 PLU MENU03
04 PLU MENU04
05 PLU MENU05




CANCEL  ENTER
```

↓

Selected PLU menu key no. → [ENTER]

↓

```
                              PGM2   00
01
 MENU TITLE         PLU MENU01
CANCEL  ENTER
```

```
                              PGM2   00
01
 TYPE                      PLU
CANCEL  ENTER
```

```
                              PGM2   00
01
 PLU                    000151
CANCEL  ENTER
```

• **PLU MENU KEY (Use the numeric entry)**
  PLU menu key number (1 thru 50)
    1 thru 50 : For the direct PLU menu key.

• **MENU TITLE (Use the character entry)**
  Description for the PLU menu key. Up to 16 characters can be entered.

• **TYPE (Use the selective entry)**
  PLU: Selects to program a PLU.
  MENU: Selects to program a sub-menu.

• **PLU or MENU (Use the numeric entry)**
  Select a menu PLU or sub-menu from the list.

NOTE

When selecting a sub-menu, the screen on which a sub-menu number is to be entered (the message "MENU") will appear.

NOTE

- *PLU number should be defined before programming a PLU menu key.*
- *If the [DEL] key is touched on the menu key number selection menu, the menu list will be canceled.*
- *If the [DEL] key is touched on the menu PLU number selection menu, the menu in the cursor position will be deleted.*

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Functional Programming

Use the following procedures to select any option included in the functional programming group:

Procedure

```
                              PGM2  00
┌SETTING─────────────────────────────
│  1 ARTICLE
│  2 DIRECT KEY
│  3 PLU MENU KEY
│  4 FUNCTION
│  5 MEDIA
│  6 TEXT
│  7 PERSONNEL
│  8 TERMINAL
│  9 DATE/TIME
│ 10 OPTIONAL
│ 11 SECRET CODE
└CANCEL─ENTER────[▼ ]─
```
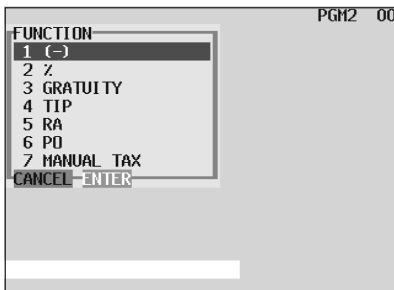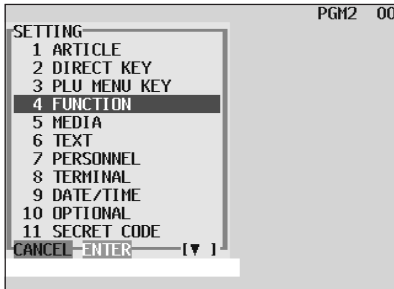
1. In the SETTING window, select "4 FUNCTION."

  • The FUNCTION window will appear.

```
                              PGM2  00
┌FUNCTION────────────────────────────
│  1 (−)
│  2 %
│  3 GRATUITY
│  4 TIP
│  5 RA
│  6 PO
│  7 MANUAL TAX
└CANCEL─ENTER─
```

2. Select any option from the following options list:

1	(−):	Discount key
2	%:	Percent key
3	GRATUITY:	Gratuity
4	TIP:	Tip
5	RA:	Received on account
6	PO:	Paid out
7	MANUAL TAX:	Manual tax

The following illustration shows those options included in the functional programming group.

4 FUNCTION	1 (−)	➡ See "■ Discount key" on page 121.
	2 %	➡ See "■ Percent key" on page 122.
	3 GRATUITY	➡ See "■ Gratuity" on page 123.
	4 TIP	➡ See "■ Tip" on page 123.
	5 RA	➡ See "■ RA" on page 124.
	6 PO	➡ See "■ PO" on page 124.
	7 MANUAL TAX	➡ See "■ Manual tax" on page 125.

■ Discount key ($(-)1$ thru $(-)9$)

Select a discount key from the discount keys list.

```
                              PGM2   00
┌ ( - )1 ────────────────────────┐
  AMOUNT                    -0.00
  TEXT                   =(=-=) =1
  SIGN                         -
  TAXABLE1                    NO
  TAXABLE2                    NO
  TAXABLE3                    NO
  TAXABLE4                    NO
  HALO                        17
  ENTRY TYPE                SBTL
  ASSOCIATED PLU1         000000
  ASSOCIATED PLU2         000000
  CANCEL─ENTER─────────────[▼ ]
```

```
                              PGM2   00
┌ ( - )1 ───────────────────[▲ ]┐
  ASSOCIATED PLU3         000000
  ASSOCIATED PLU4         000000
  ASSOCIATED PLU5         000000
  ASSOCIATED PLU6         000000
  ASSOCIATED PLU7         000000
  ASSOCIATED PLU8         000000
  ASSOCIATED PLU9         000000
  ASSOCIATED PLU10        000000
  ASSOCIATED PLU11        000000
  ASSOCIATED PLU12        000000
  ASSOCIATED PLU13        000000
  CANCEL─ENTER─────────────[▼ ]
```

The screen continues.

Program each item as follows:

- **AMOUNT (Use the numeric entry)**
  Discount amount (max. 6 digits: 0 to 999999)

- **TEXT (Use the character entry)**
  Description for the discount key. Up to 8 characters can be entered.

- **SIGN (Use the selective entry)**
  Programming of the + or – sign assigns the premium or discount function to each discount key.
  –: Minus amount (discount)
  +: Plus amount (premium)

- **TAXABLE1 thru 4 (Use the selective entry)**
  YES: Taxable
  NO: Non-taxable

- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 7)
  AB is the same as A x 10^B.

- **ENTRY TYPE (Use the selective entry)**
  ITEM: Item (–)
  SBTL: Subtotal (–)

- **ASSOCIATED PLU1 thru 20 (Use the numeric entry)**
  Program PLU number which is allowed for the corresponding (–) key. (1 thru 999999)

  NOTE
  For the Markdown coupon entry (item (–)):
  The coupon entry will be allowed only for a PLU which is listed in this table.
  For the Discount coupon entry (ST (–)):
  The coupon entry will be allowed only when all PLUs which is listed in this table have been entered.

■ Percent key (%1 thru %9)

Select a percent key from the percent keys list.

```
                              PGM2  00
  %1
  RATE                    -0.00%
  TEXT                      =%=1
  SIGN                         -
  TAXABLE1                    NO
  TAXABLE2                    NO
  TAXABLE3                    NO
  TAXABLE4                    NO
  %HALO                   100.00%
  ENTRY TYPE                SBTL
  ASSOCIATED PLU1         000000
  ASSOCIATED PLU2         000000
  CANCEL  ENTER               [▼ ]
```

```
                              PGM2  00
  %1                          [▲ ]
  ASSOCIATED PLU3         000000
  ASSOCIATED PLU4         000000
  ASSOCIATED PLU5         000000
  ASSOCIATED PLU6         000000
  ASSOCIATED PLU7         000000
  ASSOCIATED PLU8         000000
  ASSOCIATED PLU9         000000
  ASSOCIATED PLU10        000000
  ASSOCIATED PLU11        000000
  ASSOCIATED PLU12        000000
  ASSOCIATED PLU13        000000
  CANCEL  ENTER               [▼ ]
```

The screen continues.

Program each item as follows:

• **RATE (Use the numeric entry)**
Percent rate (0.00 to 100.00)

• **TEXT (Use the character entry)**
Description for the percent key. Up to 8 characters can be entered.

• **SIGN (Use the selective entry)**
Programming of the + or – sign assigns the premium or discount function to each percent key.
–: Minus (discount)
+: Plus (premium)

• **TAXABLE1 thru 4 (Use the selective entry)**
YES: Taxable
NO: Non-taxable

• **%HALO (High Amount Lockout: use the numeric entry)**
HALO (High Amount Lockout) for the percent key (0.00 to 100.00)

• **ENTRY TYPE (Use the selective entry)**
ITEM: Item %
SBTL: Subtotal %

• **ASSOCIATED PLU1 thru 20 (Use the numeric entry)**
Program the PLU numbers which are allowed for the corresponding % key. (1 thru 999999)

NOTE

For the Markdown % entry (item %):
The % entry will be allowed only for a PLU which is listed in this table.
For the Discount % entry (ST %):
The % entry will be allowed only when all PLUs which is listed in this table have been entered.

■ Gratuity

```
                            PGM2  00
GRATUITY
 RATE                        0.00%
 TEXT                      GRATUITY
 SIGN                            +
 TAXABLE1                       NO
 TAXABLE2                       NO
 TAXABLE3                       NO
 TAXABLE4                       NO
CANCEL  ENTER
```

Program each item as follows:

- **RATE (Use the numeric entry)**

  Percent rate (0.00 to 100.00)

- **TEXT (Use the character entry)**

  Description for the gratuity. Up to 8 characters can be entered.

- **SIGN (Use the selective entry)**

  Programming of the + or – sign assigns the premium or discount function for the gratuity.

  –:   Minus (discount)

  +:   Plus (premium)

- **TAXABLE1 thru 4 (Use the selective entry)**

  YES: Taxable

  NO: Non-taxable

■ Tip

Procedure

```
                            PGM2  00
TIP
 RATE                        0.00%
 TEXT(CASH TIP)             CA TIP
 TEXT(CHARGE TIP)           CH TIP
 HALO                           17
CANCEL  ENTER
```
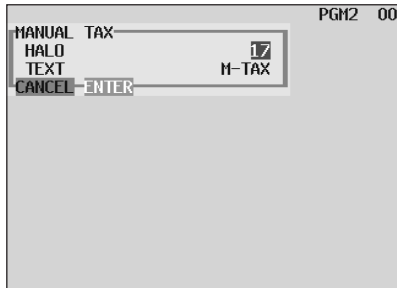
Program each item as follows:

- **RATE (Use the numeric entry)**

  Percent rate (0.00 to 100.00)

- **TEXT(CASH TIP) (Use the character entry)**

  Description for the cash tip. Up to 8 characters can be entered.

- **TEXT(CHARGE TIP) (Use the character entry)**

  Description for the non-cash tip. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: use the numeric entry)**

  A: Significant digit for HALO (1 thru 9)

  B: Number of zeros to follow the significant digit for HALO (0 thru 8)

  AB is the same as A x 10^B.

■ RA

You can program an upper limit amount and description for each received-on-account key.

Procedure

Select a received-on-account key from the RA keys list.

↓

```
                          PGM2  00
***RA
HALO                        18
TEXT                     ***RA
CANCEL  ENTER
```

Program each item as follows:

• **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^B.

• **TEXT (Use the character entry)**
  Description for the received-on-account key. Up to 8 characters can be entered.

■ PO

You can program an upper limit amount and description for each paid-out key.

Procedure

Select a paid-out key from the PO keys list.

↓

```
                          PGM2  00
***PO
HALO                        18
TEXT                     ***PO
CANCEL  ENTER
```

Program each item as follows:

• **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^B.

• **TEXT (Use the character entry)**
  Description for the paid-out key. Up to 8 characters can be entered.

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■ Manual tax

You can program an upper limit amount and description for the manual tax key.

Procedure

```
                              PGM2  00
┌MANUAL TAX─────────────────┐
│ HALO                   17 │
│ TEXT                M-TAX │
│ CANCEL─ENTER              │
└───────────────────────────┘
```

Program each item as follows:

• **HALO (High Amount Lockout: use the numeric entry)**
   A: Significant digit for HALO (1 thru 9)
   B: Number of zeros to follow the significant digit for HALO
        (0 thru 8)
   AB is the same as A x 10^B.

• **TEXT (Use the character entry)**
   Description for the manual tax key. Up to 8 characters can
   be entered.

Media Key Programming

Use the following procedures to select any option included in the media group:

Procedure
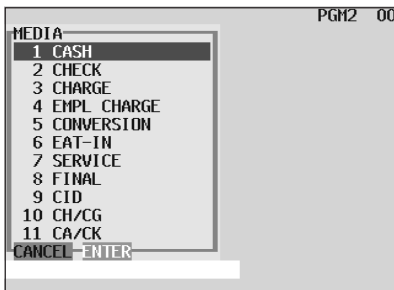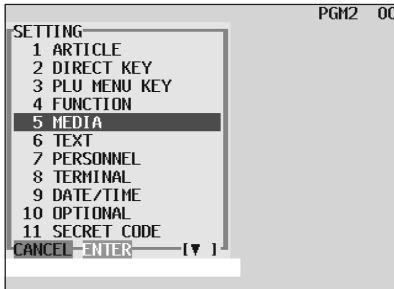
1. In the SETTING window, select "5 MEDIA."

• The MEDIA window will appear.

```
                                    PGM2  00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
CANCEL  ENTER      [▼ ]
```

```
                                    PGM2  00
MEDIA
  1 CASH
  2 CHECK
  3 CHARGE
  4 EMPL CHARGE
  5 CONVERSION
  6 EAT-IN
  7 SERVICE
  8 FINAL
  9 CID
 10 CH/CG
 11 CA/CK
CANCEL  ENTER
```

2. Select a media key from the following options list:

1	CASH:	Cash key
2	CHECK:	Check key
3	CHARGE:	Charge key
4	EMPL CHARGE:	Employee charge key
5	CONVERSION:	Currency conversion keys
6	EAT-IN:	Eat-in key
7	SERVICE:	Service key
8	FINAL:	Final key
9	CID:	Cash in drawer
10	CH/CG:	Check change
11	CA/CK:	Check cashing

The following illustration shows those options included in the media key programming group.
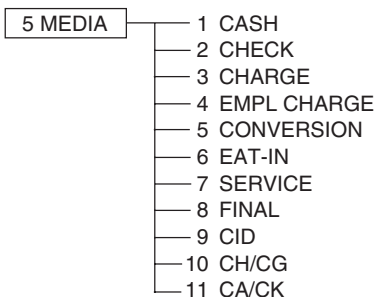
■ Cash key

Select a cash key from the cash
keys list.

```
                              PGM2  00
 ┌CASH──────────────────────────────
 │TEXT                        =CASH
 │HALO                           18
 │GLU/PBLU                   ENABLE
 │SHORT TENDER               ENABLE
 │HEADER ON BILL                 NO
 │FOOTER ON BILL                 NO
 │CAT OPERATION      NON-COMPULSORY
 │CAT1 ACTION CODE     NOT TRANSMIT
 │CAT2 ACTION CODE        POST-AUTH
 │CAT2 TYPE                  CREDIT
 │CAT3 ACTION CODE         CHG-SALE
 └CANCEL─ENTER──────────────[▼ ]
```

The screen continues.

Program each item as follows:

• **TEXT (Use the character entry)**
    Description for the cash key. Up to 8 characters can be
    entered.

• **HALO (High Amount Lockout: use the numeric entry)**
    AB is the same as A x 10^B.
    A: Significant digit (1 thru 9)
    B: Number of zeros to follow the significant digit (0 thru 8)
    You can set AB at 18 for no limitation.

• **GLU/PBLU (Use the selective entry)**
    GLU/PBLU entry
    COMPULSORY: Makes the GLU/PBLU entry
                     compulsory.
    INHIBIT: Inhibits GLU/PBLU entry.
    ENABLE: Enables GLU/PBLU entry.

• **SHORT TENDER (Use the selective entry)**
    Short amount tender
    DISABLE: Disables short amount tender.
    ENABLE: Enables short amount tender.

• **HEADER ON BILL (Use the selective entry)**
    YES: Enables header printing on the bill.
    NO: Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
    YES: Enables footer printing on the bill.
    NO: Disables footer printing on the bill.

• **CAT OPERATION (Use the selective entry)**
    You can select compulsory or non-compulsory CAT. Your
    machine allows you to select CAT1, CAT2, and CAT3.
    CAT3 COMPULSORY: Compulsory CAT3
    CAT2 COMPULSORY: Compulsory CAT2
    CAT1 COMPULSORY: Compulsory CAT1
    NON-COMPULSORY: Non-compulsory CAT3/CAT2/
                        CAT1.

• **CAT1 ACTION CODE (Use the selective entry)**
    Select the CAT1 ACTION CODE from the following items:
    • DEBIT
    • DIAL
    • NOT TRANSMIT

■ Cash key (continued)

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the CAT2 ACTION CODE from the following items:
  - AUTH-ONLY
  - DIAL
  - POST-AUTH

- **CAT2 TYPE (Use the selective entry)**
  Select the CAT2 type from the following items:
  - CHECK
  - DEBIT
  - CREDIT

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the CAT3 ACTION CODE from the following items:

COMPANY CHECK:	Company check
TIP ENTRY:	Tip Entry
DEBIT-FORCE:	Debit Force
CREDIT-FORCE:	Credit Force
CHECK:	Check
POST-AUTH:	Post authorization
DEBIT-SALE:	Debit Sale
CHG-SALE:	Charge Sale (dial up)

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the CAT3 transaction type (max. 3 characters).

- **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

- **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

- **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

- **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

- **EXPIRATION PRT. (Use the selective entry)**
  YES: Prints the card expiration date.
  NO: Not prints the card expiration date.

- **NUMBER OF RCPT (Use the numeric entry)**
  Number of authorization receipts to be issued (1 digit: 1 to 9)
  If the number "0" is entered, no authorization receipt is issued.

■ Cash key (continued)

- **CLOSED GC FILE (Use the selective entry)**
  RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
  NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

- **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  This item decides whether or not your POS terminal should print a message at the foot of a receipt
  when a specified cash key is used.
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  You can enforce the non-add code entry when a cash entry is accepted.
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  You can program each cash key to delete the tax (i.e. tax 1, tax 2, tax 3, and tax 4) when it finalized a
  transaction.
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  You can program each cash key to open the drawer.
  NO: Disables drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  You may select compulsory or non-compulsory amount tender.
  COMPULSORY: Compulsory amount tendered entry
  NON-COMPULSORY: Non-compulsory amount tendered entry

- **OUTPUT KP No.1 and No.2 (Use the numeric entry)**
  KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints a chit receipt in a remote printer format.
  NO: Prints nothing on the chit receipt.

■ Check key

Select a check key from the check keys list.

```
                          PGM2  00
┌CHECK1─────────────────────────
│ TEXT                    CHECK1
│ HALO                        18
│ GLU/PBLU                ENABLE
│ SHORT TENDER            ENABLE
│ HEADER ON BILL              NO
│ FOOTER ON BILL              NO
│ CAT OPERATION   NON-COMPULSORY
│ CAT1 ACTION CODE  NOT TRANSMIT
│ CAT2 ACTION CODE    POST-AUTH
│ CAT2 TYPE              CREDIT
│ CAT3 ACTION CODE     CHG-SALE
│CANCEL─ENTER───────────── [▼ ]
```

The screen continues.

Program each item as follows:

• **TEXT (Use the character entry)**
Description for the check key. Up to 8 characters can be entered.

• **HALO (High Amount Lockout: use the numeric entry)**
AB is the same as A x 10^B.
A: Significant digit (1 thru 9)
B: Number of zeros to follow the significant digit (0 thru 8)
You can set AB at 18 for no limitation.

• **GLU/PBLU (Use the selective entry)**
COMPULSORY: Makes GLU/PBLU entry compulsory.
INHIBIT: Inhibits GLU/PBLU entry.
ENABLE: Enables GLU/PBLU entry.

• **SHORT TENDER (Use the selective entry)**
DISABLE: Disables short amount tender.
ENABLE: Enables short amount tender.

• **HEADER ON BILL (Use the selective entry)**
YES: Enables header printing on the bill.
NO: Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
YES: Enables footer printing on the bill.
NO: Disables footer printing on the bill.

• **CAT OPERATION (Use the selective entry)**
CAT3 COMPULSORY: Compulsory CAT3
CAT2 COMPULSORY: Compulsory CAT2
CAT1 COMPULSORY: Compulsory CAT1
NON-COMPULSORY: Non-compulsory CAT3/CAT2/CAT1

• **CAT1 ACTION CODE (Use the selective entry)**
Select the CAT1 ACTION CODE from the following items:
• DEBIT
• DIAL
• NOT TRANSMIT

• **CAT2 ACTION CODE (Use the selective entry)**
Select the CAT2 ACTION CODE from the following items:
• AUTH-ONLY
• DIAL
• POST-AUTH

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■ Check key (continued)

• CAT2 TYPE (Use the selective entry)
Select the CAT2 type from the following items:
  • CHECK
  • DEBIT
  • CREDIT

• CAT3 ACTION CODE (Use the selective entry)
Select the CAT3 ACTION CODE from the following items:
COMPANY CHECK: Company check
TIP ENTRY: Tip Entry
DEBIT-FORCE: Debit Force
CREDIT-FORCE: Credit Force
CHECK: Check
POST-AUTH: Post authorization
DEBIT-SALE: Debit Sale
CHG-SALE: Charge Sale (dial up)

• CAT3 TRANS. TYPE (Use the character entry)
Enter the CAT3 transaction type (max. 3 characters).

• CARD# PRT. (Use the selective entry)
YES: Prints the card number.
NO: Not prints the card number.

• CARD# FORMAT (Use the selective entry)
FULL: Prints the entire card number.
PARTIAL: Prints only part of the card number.

• SIGN.LINE PRT. (Use the selective entry)
YES: Prints the signature line.
NO: Not prints the signature line.

• CARD HOLDER PRT. (Use the selective entry)
YES: Prints the name of the card holder.
NO: Not prints the name of the card holder.

• EXPIRATION PRT. (Use the selective entry)
YES: Prints the card expiration date.
NO: Not prints the card expiration date.

• NUMBER OF RCPT (Use the numeric entry)
Number of authorization receipts to be issued (1 digit: 1 to 9)
If the number "0" is entered, no authorization receipt is issued.

• CLOSED GC FILE (Use the selective entry)
RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

• BILL PRINT (Use the selective entry)
COMPULSORY: Compulsory bill printing
NON-COMPULSORY: Non-compulsory bill printing

■ Check key (continued)

- **FOOTER ON RCPT (Use the selective entry)**
  - YES: Enables footer printing on the receipt.
  - NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  - COMPULSORY: Compulsory non-add code entry
  - NON-COMPULSORY: Non-compulsory non-add code entry

- **CHANGE DUE (Use the selective entry)**
  - Either change enable or disable can be selected for each check key.
  - DISABLE: Disables change calculation.
  - ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  - You can program each check key to delete the tax (i.e. tax 1, tax 2, tax 3, and tax 4) when it finalized a transaction.
  - YES: Deletes tax X (1 thru 4).
  - NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  - NO: Disables drawer opening.
  - YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  - COMPULSORY: Compulsory amount tendered entry
  - NON-COMPULSORY: Non-compulsory amount tendered entry

- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
  - KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  - If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  - YES: Prints a chit receipt in a remote printer format.
  - NO: Prints nothing on the chit receipt.

■ Charge key

Select a charge key from the charge keys list.

```
                          PGM2  00
CHARGE1
 TEXT(GROSS)              CHARGE1
 TEXT(REFUND)            CHARGE1-
 HALO                         18
 GLU/PBLU                 ENABLE
 SHORT TENDER             ENABLE
 HEADER ON BILL               NO
 FOOTER ON BILL               NO
 CAT OPERATION    NON-COMPULSORY
 CAT1 ACTION CODE   NOT TRANSMIT
 CAT2 ACTION CODE      POST-AUTH
 CAT2 TYPE                CREDIT
CANCEL ENTER                [▼ ]
```

The screen continues.

Program each item as follows:

• **TEXT(GROSS) (Use the character entry)**
    Description for the charge (gross) key. Up to 8 characters can be entered.

• **TEXT(REFUND) (Use the character entry)**
    Description for the charge (refund) key. Up to 8 characters can be entered.

• **HALO (High Amount Lockout: use the numeric entry)**
    AB is the same as A x 10^B.
    A: Significant digit (1 thru 9)
    B: Number of zeros to follow the significant digit (0 thru 8)
    You can set AB at 18 for no limitation.

• **GLU/PBLU (Use the selective entry)**
    COMPULSORY: Makes GLU/PBLU entry compulsory.
    INHIBIT: Inhibits GLU/PBLU entry.
    ENABLE: Enables GLU/PBLU entry.

• **SHORT TENDER (Use the selective entry)**
    DISABLE: Disables short amount tender.
    ENABLE: Enables short amount tender.

• **HEADER ON BILL (Use the selective entry)**
    YES: Enables header printing on the bill.
    NO: Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
    YES: Enables footer printing on the bill.
    NO: Disables footer printing on the bill.

• **CAT OPERATION (Use the selective entry)**
    CAT3 COMPULSORY: Compulsory CAT3
    CAT2 COMPULSORY: Compulsory CAT2
    CAT1 COMPULSORY: Compulsory CAT1
    NON-COMPULSORY: Non-compulsory CAT3/CAT2/
                                           CAT1

• **CAT1 ACTION CODE (Use the selective entry)**
    Select the CAT1 ACTION CODE from the following items:
    • DEBIT
    • DIAL
    • NOT TRANSMIT

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■ Charge key (continued)

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the CAT2 ACTION CODE from the following items:
  - AUTH-ONLY
  - DIAL
  - POST-AUTH

- **CAT2 TYPE (Use the selective entry)**
  Select the CAT2 type from the following items:
  - CHECK
  - DEBIT
  - CREDIT

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the CAT3 ACTION CODE from the following items:
  COMPANY CHECK: Company check
  TIP ENTRY: Tip Entry
  DEBIT-FORCE: Debit Force
  CREDIT-FORCE: Credit Force
  CHECK: Check
  POST-AUTH: Post authorization
  DEBIT-SALE: Debit Sale
  CHG-SALE: Charge Sale (dial up)

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the CAT3 transaction type (max. 3 characters).

- **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

- **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

- **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

- **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

- **EXPIRATION PRT. (Use the selective entry)**
  YES: Prints the card expiration date.
  NO: Not prints the card expiration date.

- **NUMBER OF RCPT (Use the numeric entry)**
  Number of authorization receipts to be issued (1 digit: 1 to 9)
  If the number "0" is entered, no authorization receipt is issued.

■ Charge key (continued)

- **CLOSED GC FILE (Use the selective entry)**
  RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
  NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

- **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **CHANGE DUE (Use the selective entry)**
  DISABLE: Disable change calculation.
  ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  NO: Disables drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory amount tendered entry
  INHIBIT: Inhibits amount tendered entry

- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
  KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints a chit receipt in a remote printer format.
  NO: Prints nothing on the chit receipt.

■ Employee charge key

Procedure

Select the employee charge key.

```
                              PGM2  00
┌EMPL CH─
│ TEXT(GROSS)              EMPL CH
│ TEXT(REFUND)             EMPL CH-
│ HALO                           18
│ SHORT TENDER               ENABLE
│ HEADER ON BILL                 NO
│ FOOTER ON BILL                 NO
│ CAT OPERATION       NON-COMPULSORY
│ CAT1 ACTION CODE     NOT TRANSMIT
│ CAT2 ACTION CODE        POST-AUTH
│ CAT2 TYPE                  CREDIT
│ CAT3 ACTION CODE         CHG-SALE
│CANCEL─ENTER─                  [▼ ]
```

The screen continues.

Program each item as follows:

• **TEXT(GROSS) (Use the character entry)**
　Description for the charge (gross) key. Up to 8 characters can be entered.

• **TEXT(REFUND) (Use the character entry)**
　Description for the charge (refund) key. Up to 8 characters can be entered.

• **HALO (High Amount Lockout: use the numeric entry)**
　AB is the same as A x 10^B.
　A:　Significant digit (1 thru 9)
　B:　Number of zeros to follow the significant digit (0 thru 8)
　You can set AB at 18 for no limitation.

• **SHORT TENDER (Use the selective entry)**
　DISABLE:　Disables short amount tender.
　ENABLE:　　Enables short amount tender.

• **HEADER ON BILL (Use the selective entry)**
　YES:　Enables header printing on the bill.
　NO:　　Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
　YES:　Enables footer printing on the bill.
　NO:　　Disables footer printing on the bill.

• **CAT OPERATION (Use the selective entry)**
　CAT3 COMPULSORY:　Compulsory CAT3
　CAT2 COMPULSORY:　Compulsory CAT2
　CAT1 COMPULSORY:　Compulsory CAT1
　NON-COMPULSORY:　　Non-compulsory CAT3/CAT2/CAT1

• **CAT1 ACTION CODE (Use the selective entry)**
　Select the CAT1 ACTION CODE from the following items:
　• DEBIT
　• DIAL
　• NOT TRANSMIT

• **CAT2 ACTION CODE (Use the selective entry)**
　Select the CAT2 ACTION CODE from the following items:
　• AUTH-ONLY
　• DIAL
　• POST-AUTH

• **CAT2 TYPE (Use the selective entry)**
　Select the CAT2 type from the following items:
　• CHECK
　• DEBIT
　• CREDIT

■ Employee charge key (continued)

• **CAT3 ACTION CODE (Use the selective entry)**
  Select the CAT3 ACTION CODE from the following items:
  COMPANY CHECK: Company check
  TIP ENTRY: Tip Entry
  DEBIT-FORCE: Debit Force
  CREDIT-FORCE: Credit Force
  CHECK: Check
  POST-AUTH: Post authorization
  DEBIT-SALE: Debit Sale
  CHG-SALE: Charge Sale (dial up)

• **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the CAT3 transaction type (max. 3 characters).

• **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

• **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

• **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

• **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

• **EXPIRATION PRT. (Use the selective entry)**
  YES: Prints the card expiration date.
  NO: Not prints the card expiration date.

• **NUMBER OF RCPT (Use the numeric entry)**
  Number of authorization receipts to be issued (1 digit: 1 to 9)
  If the number "0" is entered, no authorization receipt is issued.

• **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

• **FOOTER ON RCPT (Use the selective entry)**
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

• **NON-ADD # ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

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■ Employee charge key (continued)

- **CHANGE DUE (Use the selective entry)**
    DISABLE: Disable change calculation.
    ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
    YES: Deletes tax X (1 thru 4).
    NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
    NO: Disables drawer opening.
    YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
    COMPULSORY: Compulsory amount tendered entry
    INHIBIT: Inhibits amount tendered entry

- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
    KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
    If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
    YES: Prints a chit receipt in a remote printer format.
    NO: Prints nothing on the chit receipt.

■ Currency conversion key

Select a currency conversion key from the currency conversion keys list.

```
                                    PGM2  00
CONV 1
  RATE                      0.0000
  TEXT                      CONV 1
  DESCRIPTOR
CANCEL  ENTER
```

Program each item as follows:

- **RATE (Use the numeric entry)**
    Currency conversion rate (0.0000 to 9999.9999)

- **TEXT (Use the character entry)**
    Description for the currency conversion key. Up to 8 characters can be entered.

- **DESCRIPTOR (Use the character entry)**
    Currency descriptor. Up to 4 characters can be entered.

■ Eat-in key

Select an eat-in key from the eat-in keys list.

```
                                    PGM2  00
EAT IN 1
  TEXT                      EAT IN 1
  TAXABLE1 DELETE               NO
  TAXABLE2 DELETE               NO
  TAXABLE3 DELETE               NO
  TAXABLE4 DELETE               NO
CANCEL  ENTER
```

Program each item as follows:

- **TEXT (Use the character entry)**
    Description for the eat-in key. Up to 8 characters can be entered.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
    YES: Deletes tax X (1 thru 4).
    NO: Calculates tax X (1 thru 4).

■ Service key

Procedure

```
                              PGM2  00
SERVICE
 TEXT(GLU)                   SERVICE
 TEXT(DRIVE THRU)           SERVICE2
 HEADER ON BILL                   NO
 FOOTER ON BILL                   NO
 BILL PRINT           NON-COMPULSORY
 CAT OPERATION        NON-COMPULSORY
 CAT1 ACTION CODE       NOT TRANSMIT
 CAT2 ACTION CODE         POST-AUTH
 CAT2 TYPE                   CREDIT
 CAT3 ACTION CODE          CHG-SALE
 CAT3 TRANS. TYPE             SRV
CANCEL ENTER                   [▼ ]
```

The screen continues.

Program each item as follows:

• **TEXT(GLU) (Use the character entry)**
 Description for the service key (GLU). Up to 8 characters can be entered.

• **TEXT(DRIVE THRU) (Use the character entry)**
 Description for the service key (drive-through). Up to 8 characters can be entered.

• **HEADER ON BILL (Use the selective entry)**
 YES: Enables header printing on the bill.
 NO: Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
 YES: Enables footer printing on the bill.
 NO: Disables footer printing on the bill.

• **BILL PRINT (Use the selective entry)**
 COMPULSORY: Compulsory bill printing
 NON-COMPULSORY: Non-compulsory bill printing

• **CAT OPERATION (Use the selective entry)**
 CAT3 COMPULSORY: Compulsory CAT3
 CAT2 COMPULSORY: Compulsory CAT2
 CAT1 COMPULSORY: Compulsory CAT1
 NON-COMPULSORY: Non-compulsory CAT3/CAT2

• **CAT1 ACTION CODE (Use the selective entry)**
 Select the CAT1 ACTION CODE from the following items:
 • DEBIT
 • DIAL
 • NOT TRANSMIT

• **CAT2 ACTION CODE (Use the selective entry)**
 Select the CAT2 ACTION CODE from the following items:
 • AUTH-ONLY
 • DIAL
 • POST-AUTH

• **CAT2 TYPE (Use the selective entry)**
 Select the CAT2 type from the following items:
 • CHECK
 • DEBIT
 • CREDIT

■ Service key (continued)

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the CAT3 ACTION CODE from the following items:
  COMPANY CHECK: Company check
  TIP ENTRY: Tip Entry
  DEBIT-FORCE: Debit Force
  CREDIT-FORCE: Credit Force
  CHECK: Check
  POST-AUTH: Post authorization
  DEBIT-SALE: Debit Sale
  CHG-SALE: Charge Sale (dial up)

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the CAT3 transaction type (max. 3 characters).

- **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

- **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

- **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

- **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

- **EXPIRATION PRT. (Use the selective entry)**
  YES: Prints the card expiration date.
  NO: Not prints the card expiration date.

- **NUMBER OF RCPT (Use the numeric entry)**
  Number of authorization receipts to be issued (1 digit: 1 to 9)
  If the number "0" is entered, no authorization receipt is issued.

- **OUTPUT KP No.1 and 2 (Use the selective entry)**
  KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints a chit receipt in a remote printer format.
  NO: Prints nothing on the chit receipt.

■ Final key

Procedure

```
                              PGM2  00
┌FINAL─────────────────────────────┐
│ HEADER ON BILL        ▓▓▓▓▓▓▓▓▓NO │
│ FOOTER ON BILL                 NO │
│ BILL PRINT         NON-COMPULSORY │
│ CAT OPERATION      NON-COMPULSORY │
│ CAT1 ACTION CODE     NOT TRANSMIT │
│ CAT2 ACTION CODE        POST-AUTH │
│ CAT2 TYPE                  CREDIT │
│ CAT3 ACTION CODE        CHG-SALE  │
│ CAT3 TRANS. TYPE            FIN   │
│ CARD# PRT.                  YES   │
│ CARD# FORMAT            PARTIAL   │
│CANCEL─ENTER────────────────[▼ ]─ │
└──────────────────────────────────┘
```

The screen continues.

Program each item as follows:

• **HEADER ON BILL (Use the selective entry)**
    YES: Enables header printing on the bill.
    NO: Disables header printing on the bill.

• **FOOTER ON BILL (Use the selective entry)**
    YES: Enables footer printing on the bill.
    NO: Disables footer printing on the bill.

• **BILL PRINT (Use the selective entry)**
    COMPULSORY: Compulsory bill printing
    NON-COMPULSORY: Non-compulsory bill printing

• **CAT OPERATION (Use the selective entry)**
    CAT3 COMPULSORY: Compulsory CAT3
    CAT2 COMPULSORY: Compulsory CAT2
    CAT1 COMPULSORY: Compulsory CAT1
    NON-COMPULSORY: Non-compulsory CAT3/CAT2

• **CAT1 ACTION CODE (Use the selective entry)**
    Select the CAT1 ACTION CODE from the following items:
    • DEBIT
    • DIAL
    • NOT TRANSMIT

• **CAT2 ACTION CODE (Use the selective entry)**
    Select the CAT2 ACTION CODE from the following items:
    • AUTH-ONLY
    • DIAL
    • POST-AUTH

• **CAT2 TYPE (Use the selective entry)**
    Select the CAT2 type from the following items:
    • CHECK
    • DEBIT
    • CREDIT

• **CAT3 ACTION CODE (Use the selective entry)**
    Select the CAT3 ACTION CODE from the following items:
    COMPANY CHECK: Company check
    TIP ENTRY: Tip Entry
    DEBIT-FORCE: Debit Force
    CREDIT-FORCE: Credit Force
    CHECK: Check
    POST-AUTH: Post authorization
    DEBIT-SALE: Debit Sale
    CHG-SALE: Charge Sale (dial up)

■ Final key (continued)

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the CAT3 transaction type (max. 3 characters).

- **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

- **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

- **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

- **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

- **EXPIRATION PRT. (Use the selective entry)**
  YES: Prints the card expiration date.
  NO: Not prints the card expiration date.

- **NUMBER OF RCPT (Use the numeric entry)**
  Number of authorization receipts to be issued (1 digit: 1 to 9)
  If the number "0" is entered, no authorization receipt is issued.

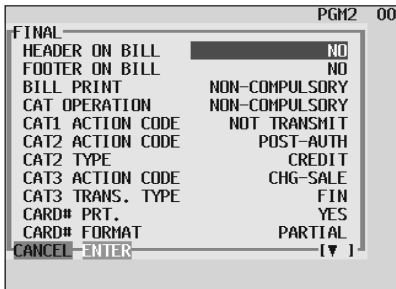- **OUTPUT KP No.1 and 2 (Use the number entry)**
  KP number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints a chit receipt in a remote printer format.
  NO: Prints nothing on the chit receipt.

■ Cash in drawer

You can program the description and the upper limit amounts for the cash in drawer (sentinel).

Procedure

```
                        PGM2  00
CID
 TEXT              ****CID
 HALO            9999999.99
CANCEL ENTER
```

Program each item as follows:

- **TEXT (Use the character entry)**
  Description for the cash in drawer. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 9999999.99

■ Check change

You can program the description and the upper limit amounts for the check change.

Procedure

```
                        PGM2  00
CH/CG
 TEXT               CHK/CG
 HALO             999999.99
CANCEL ENTER
```

Program each item as follows:

- **TEXT (Use the character entry)**
  Description for check change. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 999999.99

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■ Check cashing

You can program the description and the upper limit amounts for the check cashing.

Procedure

Select a check cashing no. from the check cashing numbers list.

↓

```
                           PGM2  00
┌CA/CHK1─────────────────────────
│ TEXT                    CA/CHK1
│ HALO                  999999.99
│ CAT OPERATION     NON-COMPULSORY
│ CAT1 ACTION CODE   NOT TRANSMIT
│ CAT2 ACTION CODE      POST-AUTH
│ CAT2 TYPE                CREDIT
│ CARD# PRT.                  YES
│ CARD# FORMAT            PARTIAL
│ SIGN.LINE PRT.              YES
│ CARD HOLDER PRT.            YES
│ EXPIRATION PRT.             YES
│CANCEL─ENTER────────────── [▼ ]
```

The screen continues.

Program each item as follows:

- **TEXT (Use the character entry)**
  Description for check cashing. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 999999.99

- **CAT OPERATION (Use the selective entry)**
  CAT2 COMPULSORY: Compulsory CAT2
  CAT1 COMPULSORY: Compulsory CAT1
  NON-COMPULSORY: Non-compulsory CAT2/ CAT1

- **CAT1 ACTION CODE (Use the selective entry)**
  Select the CAT1 ACTION CODE from the following items:
  - DEBIT
  - DIAL
  - NOT TRANSMIT

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the CAT2 ACTION CODE from the following items:
  - AUTH-ONLY
  - DIAL
  - POST-AUTH

- **CAT2 TYPE (Use the selective entry)**
  Select the CAT2 type from the following items:
  - CHECK
  - DEBIT
  - CREDIT

- **CARD# PRT. (Use the selective entry)**
  YES: Prints the card number.
  NO: Not prints the card number.

- **CARD# FORMAT (Use the selective entry)**
  FULL: Prints the entire card number.
  PARTIAL: Prints only part of the card number.

- **SIGN.LINE PRT. (Use the selective entry)**
  YES: Prints the signature line.
  NO: Not prints the signature line.

- **CARD HOLDER PRT. (Use the selective entry)**
  YES: Prints the name of the card holder.
  NO: Not prints the name of the card holder.

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■ Check cashing (continued)

• **EXPIRATION PRT. (Use the selective entry)**
> YES: Prints the card expiration date.
> NO: Not prints the card expiration date.

• **NUMBER OF RCPT (Use the numeric entry)**
> Number of authorization receipts to be issued (1 digit: 1 to 9)
> If the number "0" is entered, no authorization receipt is issued.

Text Programming

Use the following procedures to select any option included in the text group:

Procedure

```
                          PGM2   00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
CANCEL  ENTER      [▼ ]
```

1. In the SETTING window, select "6 TEXT."

  • The TEXT window will appear.

```
                          PGM2   00
TEXT
  1 FUNCTION TEXT
  2 DEPT. GROUP
  3 PLU GROUP
  4 PLU HOURLY GR
  5 SERVER GROUP
CANCEL  ENTER
```

2. Select any option from the following options list:

1 FUNCTION TEXT:	Function text
2 DEPT. GROUP:	Department group text
3 PLU GROUP:	PLU group text
4 PLU HOURLY GR:	PLU hourly group text
5 SERVER GROUP:	Server group text

The following illustration shows those options included in the text programming group.
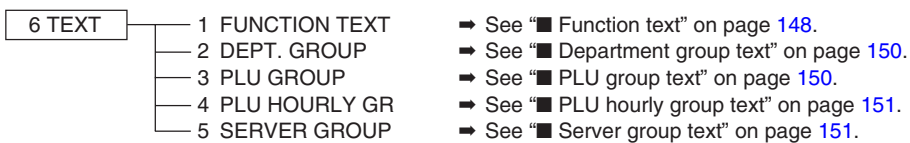
■ Function text

You can program a maximum of eight characters for each function by using the following table:

Procedure

```
                        PGM2  00
FUNCTION TEXT
001 NET1
002 TAX1 ST
003 GRS TAX1
004 RFD TAX1
005 TAX1
006 TX1 EXPT
007 TAX2 ST
008 GRS TAX2
009 RFD TAX2
010 TAX2
011 TX2 EXPT
CANCEL  ENTER    [▼ ]
```

The screen continues.

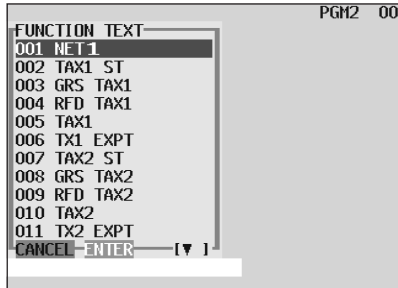| Function no.	Function	Default text
001	Net sales total	**N E T 1**
002	Net taxable 1 subtotal	TAX1 ST
003	Gross tax 1 total	GRS TAX1
004	Tax 1 total of refund entries	RFD TAX1
005	Net tax 1 total	TAX1
006	Exempt tax 1	TX1 EXPT
007	Net taxable 2 subtotal	TAX2 ST
008	Gross tax 2 total	GRS TAX2
009	Tax 2 total of refund entries	RFD TAX2
010	Net tax 2 total	TAX2
011	Exempt tax 2	TX2 EXPT
012	Net taxable 3 subtotal	TAX3 ST
013	Gross tax 3 total	GRS TAX3
014	Tax 3 total of refund entries	RFD TAX3
015	Net tax 3 total	TAX3
016	Exempt tax 3	TX3 EXPT
017	Net taxable 4 subtotal	TAX4 ST
018	Gross tax 4 total	GRS TAX4
019	Tax 4 total of refund entries	RFD TAX4
020	Net tax 4 total	TAX4
021	Exempt tax 4	TX4 EXPT
022	Gross manual tax total	GRS MTAX
023	Refund manual tax total	RFD MTAX
024	Exempt total from GST	GST EXPT
025	PST total	PST TTL
026	GST total	GST TTL
027	Tax total	TTL TAX
028	Net	**N E T**

Function no.	Function	Default text
029	Sales total including tax total	**N E T 2**
030	COMBO 1 (for transaction report)	COMBO1
031	COMBO 2 (for transaction report)	COMBO2
032	COMBO 3 (for transaction report)	COMBO3
033	COMBO 4 (for transaction report)	COMBO4
034	COMBO 5 (for transaction report)	COMBO5
035	COMBO 6 (for transaction report)	COMBO6
036	COMBO 7 (for transaction report)	COMBO7
037	COMBO 8 (for transaction report)	COMBO8
038	COMBO 9 (for transaction report)	COMBO9
039	COMBO 10 (for transaction report)	COMBO10
040	COMBO 11 (for transaction report)	COMBO11
041	COMBO 12 (for transaction report)	COMBO12
042	COMBO 13 (for transaction report)	COMBO13
043	COMBO 14 (for transaction report)	COMBO14
044	COMBO 15 (for transaction report)	COMBO15
045	COMBO 16 (for transaction report)	COMBO16
046	COMBO 17 (for transaction report)	COMBO17
047	COMBO 18 (for transaction report)	COMBO18
048	COMBO 19 (for transaction report)	COMBO19
049	COMBO 20 (for transaction report)	COMBO20
050	Coupon-like PLU	CP PLU
051	Direct void	DIR VD
052	Past void	PAST VD
053	Subtotal void	SBTL VD
054	Manager void	MGR VD
055	Void mode	**V O I D**
056	Refund	REFUND

■ Function text (continued)

Function no.	Function	Default text
057	Return	RETURN
058	Hash direct void	HASH VD
059	Hash past void	HA P.VD
060	Hash item refund	HASH RF
061	Hash item return	HASH RT
062	No sale	NO SALE
063	Bill counter	BILL CNT
064	Tray counter	TRAY CNT
065	Drawer counter	DRW CNT
066	Transfer out	TRAN.OUT
067	Transfer in	TRAN.IN
068	Previous balance (for GLU)	∗∗∗PBAL
069	Previous balance (for drive-through)	∗∗∗PBAL2
070	Cover count	COVER CT
071	Customer counter	TRANS CT
072	Sales total	N E T 3
073	Hash net total	HASH TTL
074	Cash+check in drawer	CA+CH ID
075	Deposit	DEPOSIT
076	Deposit refund	DPST RF
077	Tip paid	TIP PAID
078	(+) dept. total	∗DEPT TL
079	(–) dept. total	DEPT(–)
080	Hash (+) dept. total	∗HASH TL
081	Hash (–) dept. total	HASH(–)
082	Subtotal	SUBTOTAL
083	Merchandise subtotal	MDSE ST
084	Total	∗∗∗TOTAL
085	Change	CHANGE
086	Due	DUE
087	Tip due	TIP DUE
088	Tray total	TRAY TL
089	Items	ITEMS
090	Balance	BALANCE
091	Copy	C O P Y
092	B.T. title	B . T .
093	B.S. title	B . S .
094	Final balance	FIN.BAL
095	Balance forward	BAL FWD
096	Close check	CLOSE CK
097	Open check	OPEN CK
098	Percent of net sales	(%)SALES
099	Remaining charge	CHARGE
100	Cost	COST

Function no.	Function	Default text
101	Cost %	COST%
102	Total cost	TTL COST
103	Location #	LOC#
104	Labor cost	L.COST
105	Total hours	TTL HOUR
106	Over time	OVR TIME
107	Time-in	TIME-IN
108	Time-out	TIME-OUT
109	Break-in	BRK-IN
110	Break-out	BRK-OUT
111	Labor %	LABOR%
112	Person code	PERSON#
113	Manager code	MANAGER#
114	Exempt VAT	VAT EXPT
115	Individual payment	IND.PAY
116	Tare weight	TARE WT.
117	Receipt switch	RCP S.W.
118	Free GLU	FREE GLU
119	WASTE title	WASTE
120	Average sales	AVE SALE
121	ST(–) total	ST(–) TL
122	ST% total	ST % TL
123	Item(–) total	(–) TL
124	Item% total	% TL
125	CASH total	CASH TL
126	RA total	RA TL
127	PO total	PO TL
128	CA/CK total	CA/CK TL
129	CONV total	CONV TL
130	CHARGE total	CHR TL
131	CHECK total	CHECK TL
132	COMBO (for PLU report)	COMBO
133	WASTE (for PLU report)	WASTE
134	RF (for PLU report)	RF
135	CP (for PLU report)	CP
136	NET SLS (for PLU report)	NET SLS
137	COMBO TL (for PLU report)	COMBO TL
138	WASTE TL (for PLU report)	WASTE TL
139	RF TL (for PLU report)	RF TL
140	NET TL (for PLU report)	NET TL
141	Over cost	OVR COST
142	GLU text	G L U #
143	Drive thru text	C A R #

■ Department group text

You can program a maximum of eight characters for each department group (1~9).

Select a department group number from the department groups list.

```
                           PGM2  00
┌DPT GR-1──────────────────
│              ┌DPT GR-1 │
│CANCEL─ENTER──────────────
```

Program the item as follows:
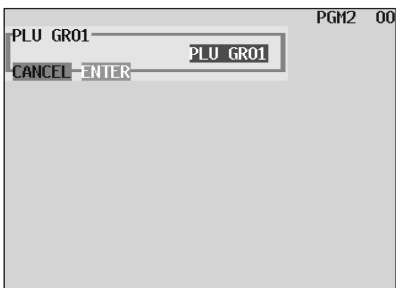
• **TEXT (Use the character entry)**
  Description for the department group. Up to 8 characters can be entered.

■ PLU group text

You can program a maximum of eight characters for each PLU group (1~99).

Select a PLU group number from the PLU groups list.

```
                           PGM2  00
┌PLU GR01──────────────────
│              ┌PLU GR01 │
│CANCEL─ENTER──────────────
```

Program the item as follows:

• **TEXT (Use the character entry)**
  Description for the PLU group. Up to 8 characters can be entered.

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■ PLU hourly group text

You can program a maximum of eight characters for each PLU hourly group (1~9).

Select a PLU hourly group no. from the hourly groups list.

```
                                    PGM2  00
HOUR GR1
                      HOUR GR1
CANCEL ENTER
```

Program the item as follows:
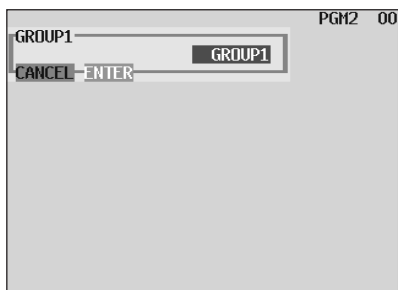
• **TEXT (Use the character entry)**
Description for the PLU hourly group. Up to 8 characters can be entered.

■ Server group text

You can program a maximum of eight characters for each server group (1~9).

Select a server group no. from the server groups list.

```
                                    PGM2  00
GROUP1
                      GROUP1
CANCEL ENTER
```

Program the item as follows:

• **TEXT (Use the character entry)**
Description for the server group. Up to 8 characters can be entered.

Personnel Programming

Use the following procedures to select any option included in the personnel group:
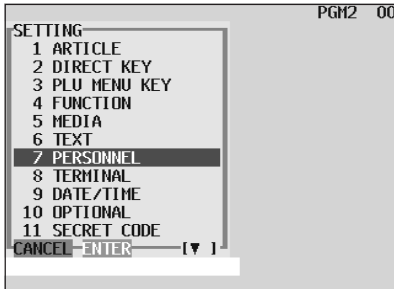
1. In the SETTING window, select "7 PERSONNEL."

• The PERSONNEL window will appear.

```
                           PGM2   00
 SETTING
   1 ARTICLE
   2 DIRECT KEY
   3 PLU MENU KEY
   4 FUNCTION
   5 MEDIA
   6 TEXT
   7 PERSONNEL
   8 TERMINAL
   9 DATE/TIME
  10 OPTIONAL
  11 SECRET CODE
 CANCEL  ENTER      [▼ ]
```

2. Select any option from the following options list:

```
                           PGM2   00
 PERSONNEL
   1 SERVER
   2 MANAGER
   3 EMPLOYEE
   4 JOB LOCATE TBL
 CANCEL  ENTER
```

1 SERVER:	Server
2 MANAGER:	Manager
3 EMPLOYEE:	Employee
4 JOB LOCATE TBL:	Job location table

The following illustration shows those options included in the personnel programming group.

■ **Server**

Program each item as follows:

• **SECRET CODE (Use the numeric entry)**
Secret code (max. 4 digits: 0001 to 9999/0000)
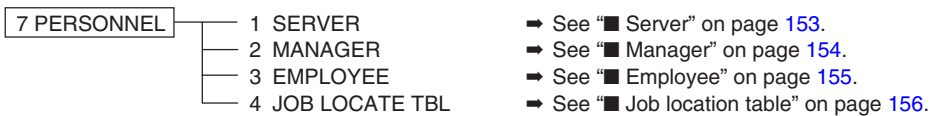
```
                                PGM2   00
SERVER
0001 SERV.001
0002 SERV.002
0003 SERV.003
0004 SERV.004
0005 SERV.005
0006 SERV.006
0007 SERV.007
0008 SERV.008
0009 SERV.009
0010 SERV.010

CANCEL  ENTER
```

• **NAME (Use the character entry)**
Name for the server. Up to 8 characters can be entered.

• **ENTRY COMPULSORY (Use the selective entry)**
GLU(PBLU):   Compulsory GLU(PBLU)
DRIVE THRU: Compulsory drive-through
NON-COMPULSORY: Non-compulsory GLU(PBLU)/drive-through

• **DRAWER# (Use the numeric entry)**
Drawer number (1 or 2/0)

```
                                PGM2   00
0001
  SECRET CODE                   0000
  NAME                       SERV.001
  ENTRY COMPULSORY     NON-COMPULSORY
  DRAWER#                           1
  START CODE(GLU)           00000001
  END CODE(GLU)             99999999
  NET SALES/RATE               0.00%
CANCEL  ENTER
```

• **START CODE(GLU) (Use the numeric entry)**
Start GLU/PBLU code (max. 8 digits: 1 to 99999999)

• **END CODE(GLU) (Use the numeric entry)**
End GLU/PBLU code (max. 8 digits: 1 to 99999999)

• **NET SALES%RATE (Use the numeric entry)**
Net sales percent rate (max. 5 digits: 0.00 to 100.00)

■ Manager

You can program a secret code for each manager.

Procedure

Program the item as follows:

- **MANAGER (Use the numeric entry)**
  Manager code (max. 2 digits: 01 to 99)

- **SECRET CODE (Use the numeric entry)**
  Secret code (max. 4 digits: 0001 to 9999/0000)

```
                              PGM2  00
MANAGER
--- NOTHING ---




CANCEL  ENTER
```

Pertinent manager code → [ENTER]

```
                              PGM2  00
01
  SECRET CODE      0000
CANCEL  ENTER
```

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■ Employee

You can program various items for each employee.

Procedure


```
                        PGM2  00
 EMPLOYEE
 --- NOTHING ---



 CANCEL  ENTER
```

Pertinent
employee code → ENTER


```
                        PGM2  00
 0000000001
  SECRET CODE        0000
  NAME
  SERVER CODE        0000
  MANAGER CODE         00
  DAILY STD.HOURS       0
  DAILY OT HOURS        0
  WEEKLY STD.HOURS      0
  WEEKLY OT HOURS       0
  LOCATION#1           00
  LOCATION#2           00
  LOCATION#3           00
 CANCEL  ENTER        [▼ ]
```

The screen continues.

Program each item as follows:

• **EMPLOYEE (Use the numeric entry)**
Employee code (max. 10 digits: 0000000001 to 9999999999)

• **SECRET CODE (Use the numeric entry)**
Secret code (max. 4 digits: 0001 to 9999/0000)

• **NAME (Use the character entry)**
Name for the employee. Up to 12 characters can be entered.

• ***1 SERVER CODE (Use the numeric entry)**
Server code (max. 4 digits: 0001 to 9999)

• ***2 MANAGER CODE (Use the numeric entry)**
Manager code (max. 2 digits: 01 to 99)

• ***3 DAILY STD. HOURS (Use the numeric entry)**
Standard number of hours for which the employee should work a day. (max. 3 digits: 0 to 999)

• ***3 DAILY OT HOURS (Use the numeric entry)**
Number of hours for which the employee may overtime-work a day. (max. 3 digits)

• ***3 WEEKLY STD. HOURS (Use the numeric entry)**
Standard number of hours for which the employee should work a week. (max. 3 digits)

• ***3 WEEKLY OT HOURS (Use the numeric entry)**
Number of hours for which the employee may overtime-work a week. (max. 3 digits)

• ***4 LOCATION#1 thru #7 (Use the numeric entry)**
Job location table number (max. 2 digits: 01 to 99/00)

• **EMPL SAL. LIMIT (Use the numeric entry)**
Program the limitation (HALO) amount for the employee sale.
AB is the same as $A \times 10^B$.
A: Significant digit (1 thru 9)
B: Number of zero to follow the significant digit (0 thru 8)
You can set AB at 18 for no limitation.

NOTE

The checking method is:
[Programmed limit amount] ≥ [Previous sales total] + [The merchandise subtotal of the current transaction]

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■ Employee (continued)

*1 *The server whom an employee code has been assigned cannot sign on unless the corresponding employee clocks in.*

*2 *Assign the manager who is responsible for adjustments to the employee's hours.*

*3 *For the details of these settings, refer to Note on "Job location table" described on the following page.*

*4 *If no job location table number is assigned for an employee time-in operation, job location no. 1 will automatically be assigned.*
Make sure to assign a job location table number for "LOCATION#1."
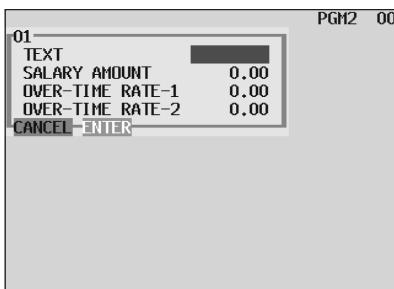
■ Job location table

You can program three functions for each job location table number which is assigned to employees.

Procedure

```
                          PGM2  00
┌JOB LOCATE TBL─┐
│── NOTHING ──  │
│               │
│               │
│               │
│               │
│               │
│CANCEL ENTER   │
└───────────────┘
```

Pertinent
job location   → [ENTER]
table no.

```
                          PGM2  00
┌01─────────────────┐
│ TEXT              │
│ SALARY AMOUNT  0.00│
│ OVER-TIME RATE-1 0.00│
│ OVER-TIME RATE-2 0.00│
│CANCEL ENTER       │
└───────────────────┘
```

Program each item as follows:

• **JOB LOCATE TBL (Use the numeric entry)**
Job location table number (1 to 99)

• **TEXT (Use the character entry)**
Description for the job location table. Up to 8 characters can be entered.

• **SALARY AMOUNT (Use the numeric entry)**
Salary amount paid for the employee (max. 4 digits: 0 to 9999)

• *** OVER-TIME RATE-1 (Use the numeric entry)**
Rate 1 for overtime work (max. 3 digits: 0.01 to 9.99)

• *** OVER-TIME RATE-2 (Use the numeric entry)**
Rate 2 for overtime work (max. 3 digits: 0.01 to 9.99)

■ Job location table (continued)

* *You can use job location table settings for corresponding new labor law:*

Use the job location table for allocation of days of a week; set Monday through Sunday to LOCATION #1 thru LOCATION #7, and set salary amount (per hour) which is paid for standard work hours.
For employees' overtime control, you can program overtime rate 1 and overtime rate 2.
- Overtime rate 1 and 2 are commonly used for employee's daily salary amount calculation and their weekly salary amount calculation.
- When overtime rate is not set, and when an employee works longer than his or her standard hours, the salary amount is also applied to his or her overtime payment.
When overtime rate 2 only is set, overtime payment is calculated using overtime rate 2 rate only.
When both the overtime rate 1 and overtime rate 2 are set, the overtime rate 1 is applied to the basic overtime hours set in DAILY OT HOURS and WEEKLY OT HOURS in EMPLOYEE programming, and the overtime rate 2 is applied to overtime hours that exceed the basic overtime hours.
- However, note that the over time rate is applied only when employee's actual working time (daily and weekly) exceeded the standard number of hours set in DAILY STD HOURS and WEEKLY STD HOURS respectively in EMPLOYEE programming. Also, when both the overtime rate 1 and 2 are set, note that the overtime rate 2 is applied only when employee's overtime work time exceeded his basic overtime hours.
Overtime payment is calculated as SALARY AMOUNT x OVER-TIME RATE.
Daily work starting time is controlled by setting in STARTING TIME in Hourly report programming. For example, it is set from 11:00 am, a day starts from 11:00 am and ends 11:00 am of the following day. And, if an employee worked from 10:00 am to 6:00 pm, one hour from 10:00 to 11:00 is calculated as working hour of the previous day.
For an actual operation, each employee must enter the time-in, time-out, break-in and break-out times, and job location number for time-in and break-out entry. (You can either include or exclude employees' break time for their salary amount calculation. For the programming details, refer to "Employee reports".)

Terminal Programming

Use the following procedures to select any option included in the terminal group:

Procedure
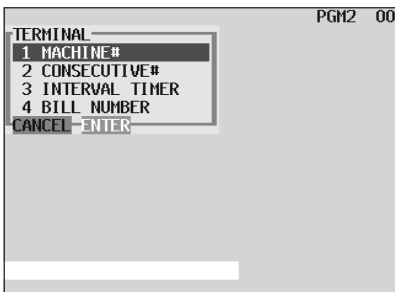
1. In the SETTING window, select "8 TERMINAL."

  • The TERMINAL window will appear.

```
                    PGM2  00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
CANCEL  ENTER      [▼ ]
```

```
                    PGM2  00
TERMINAL
  1 MACHINE#
  2 CONSECUTIVE#
  3 INTERVAL TIMER
  4 BILL NUMBER
CANCEL  ENTER
```

2. Select any option from the following options list:

1 MACHINE#:	Machine number
2 CONSECUTIVE#:	Consecutive number
3 INTERVAL TIMER:	Interval timer
4 BILL NUMBER:	Bill number

The following illustration shows those options included in the terminal programming group.
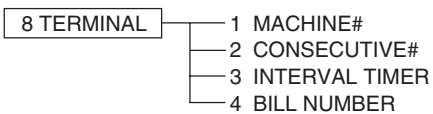
8 TERMINAL
— 1 MACHINE# ➡ See "■ Machine number" on page 159.
— 2 CONSECUTIVE# ➡ See "■ Consecutive number" on page 159.
— 3 INTERVAL TIMER ➡ See "■ Interval timer" on page 159.
— 4 BILL NUMBER ➡ See "■ Bill number" on page 160.

■ Machine number

When your store has two or more POS terminals, it is practical to assign a unique machine number for their identification.

Procedure

```
                          PGM2  00
┌MACHINE#─────────────────
 MACHINE#        000000
CANCEL─ENTER─
```
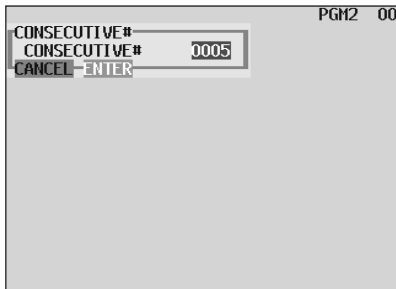
Program the item as follows:

- **MACHINE# (Use the numeric entry)**
  Machine number (max. 6 digits: 0 to 999999)

■ Consecutive number

The consecutive number increases by one each time a receipt is issued.

Procedure

```
                          PGM2  00
┌CONSECUTIVE#─────────────
 CONSECUTIVE#     0005
CANCEL─ENTER─
```

Program the item as follows:

- **CONSECUTIVE# (Use the numeric entry)**
  Enter a number (max. 4 digits: 0 to 9999) that is one less than a desired starting number.

■ Interval timer

You can program the timer for THE TILL TIMER^{TM} and the screen save mode timer.

Procedure

```
                          PGM2  00
┌INTERVAL TIMER───────────
 TILL TIMER       000
 SCREEN SAVE      00
CANCEL─ENTER─
```

Program each item as follows:

- **TILL TIMER (Use the numeric entry)**
  The POS terminal counts the number of times the drawer is left open for longer than a programmed time limit. The counter will be incremented by one each time a programmed time limit is reached. The time limit for THE TILL TIMER^{TM} can be preset for 0 to 255 seconds. The count is printed on the transaction report and server report. If the number "0" is entered, this function is unavailable.

- **SCREEN SAVE (Use the numeric entry)**
  Screen save mode timer (max. 2 digits: 0 to 99 minutes)
  If the number "0" is entered, the POS terminal will turn the display off after 100 min., if it remains idle.

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■ Bill number

The consecutive bill number increases each time a bill is issued or GLU/PBLU/drive-through is opened.

Procedure

```
                                    PGM2   00
 BILL NUMBER
  BILL NUMBER      0000
 CANCEL  ENTER
```
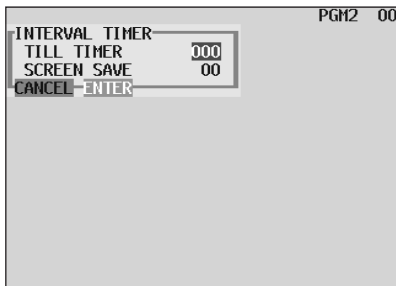
Program the item as follows:

• **BILL NUMBER (Use the numeric entry)**
   Enter a number (max. 4 digits: 0 to 9999) that is one less than a desired starting number.
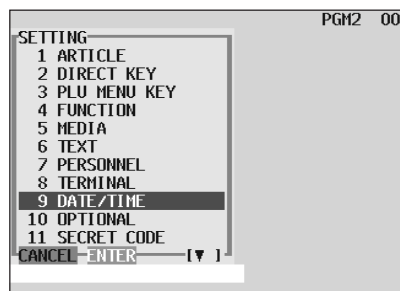
Date/Time Setting

Use the following procedures to set the date and time:

■ Date/time

You can set the date and time for the POS terminal.

Procedure
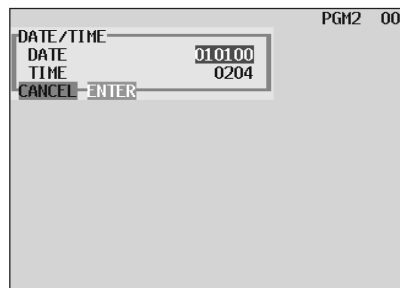
```
                                    PGM2  00
┌SETTING─────────────────────
│ 1 ARTICLE
│ 2 DIRECT KEY
│ 3 PLU MENU KEY
│ 4 FUNCTION
│ 5 MEDIA
│ 6 TEXT
│ 7 PERSONNEL
│ 8 TERMINAL
│ 9 DATE/TIME
│ 10 OPTIONAL
│ 11 SECRET CODE
└CANCEL─ENTER──────[▼]
```

```
                                    PGM2  00
┌DATE/TIME──────────────────
│ DATE              010100
│ TIME                0204
└CANCEL─ENTER
```

Set each item as follows:

• **DATE (Use the numeric entry)**

Enter the month (2 digits), day (2 digits), and year (2 digits) in this sequence.

• **TIME (Use the numeric entry)**

Set the time (max. 4 digits) on the military time (24-hour) system. For example, to set the time to 2:30 AM, enter 0230; and to set the time to 2:30 PM, enter 1430. The time will be printed and displayed on the real-time system. Once you set the time, the internal clock unit will continue to run as long as the battery pack is charged and also update the date (month, day, year) properly.

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Optional Feature Selection

Use the following procedures to select any option included in the optional group:
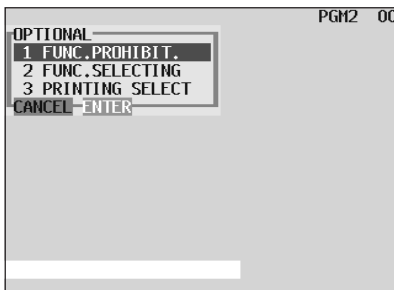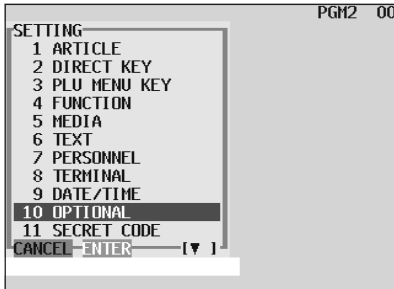
1. In the SETTING window, select "10 OPTIONAL."

  • The OPTIONAL window will appear.

```
                                    PGM2  00
 SETTING
   1 ARTICLE
   2 DIRECT KEY
   3 PLU MENU KEY
   4 FUNCTION
   5 MEDIA
   6 TEXT
   7 PERSONNEL
   8 TERMINAL
   9 DATE/TIME
  10 OPTIONAL
  11 SECRET CODE
 CANCEL  ENTER      [▼]
```

2. Select any option from the following options list:

1 FUNC.PROHIBIT.:	Function prohibition
2 FUNC.SELECTING:	Function selection
3 PRINTING SELECT:	Printing selection

```
                                    PGM2  00
 OPTIONAL
   1 FUNC.PROHIBIT.
   2 FUNC.SELECTING
   3 PRINTING SELECT
 CANCEL  ENTER
```

The following illustration shows those options included in the optional feature programming group.

10 OPTIONAL
— 1 FUNC.PROHIBIT. ➡ See "■ Function prohibition" on page 163.
— 2 FUNC.SELECTING ➡ See "■ Function selection" on page 164.
— 3 PRINTING SELECT ➡ See "■ Printing selection" on page 165.

■ Function prohibition

Your POS terminal allows you to select whether to enable or disable various functions.

Program each item as follows:

- **SRV REPO IN OPXZ (Use the selective entry)**
  DISABLE: Disables a server report printing in the OP X/Z mode.
  ENABLE: Enables a server report printing in the OP X/Z mode.

- **PO ENTRY IN REG (Use the selective entry)**
  DISABLE: Disables a paid-out entry in the REG mode.
  ENABLE: Enables a paid-out entry in the REG mode.

- **RF/RETURN IN REG (Use the selective entry)**
  DISABLE: Disables a refund & return entry in the REG mode.
  ENABLE: Enables a refund & return entry in the REG mode.

- **1st LAST ITEM VD (Use the selective entry)**
  DISABLE: Disables first-item direct void.
  ENABLE: Enables first-item direct void.

- **DIRECT VD IN REG (Use the selective entry)**
  DISABLE: Disables direct void in the REG mode.
  ENABLE: Enables direct void in the REG mode.

- **INDIR. VD IN REG (Use the selective entry)**
  DISABLE: Disables indirect void in the REG mode.
  ENABLE: Enables indirect void in the REG mode.

- **SBTL VD IN REG (Use the selective entry)**
  DISABLE: Disables subtotal void in the REG mode.
  ENABLE: Enables subtotal void in the REG mode.

- **VD MODE IN REG (Use the selective entry)**
  DISABLE: Disables a void-mode entry in the REG mode.
  ENABLE: Enables a void-mode entry in the REG mode.

- **(–) ENTRY IN REG (Use the selective entry)**
  DISABLE: Disables a (–) entry in the REG mode.
  ENABLE: Enables a (–) entry in the REG mode.

- **NO SALE IN REG (Use the selective entry)**
  DISABLE: Disables no-sale operation in the REG mode.
  ENABLE: Enables no-sale operation in the REG mode.

- **PAY WHEN SBTL=0 (Use the selective entry)**
  DISABLE: Disables finalization in the REG mode when the subtotal is zero.
  ENABLE: Enables finalization in the REG mode when the subtotal is zero.

- **TIP PAID IN REG (Use the selective entry)**
  DISABLE: Disables a tip paid entry in the REG mode.
  ENABLE: Enables a tip paid entry in the REG mode.

- **TR IN/OUT IN REG (Use the selective entry)**
  DISABLE: Disables transfer in/out in the REG mode.
  ENABLE: Enables transfer in/out in the REG mode.

- **INDIR. VD IN GLU (Use the selective entry)**
  DISABLE: Disables the indirect void/refund/return entry at the GLU re-order.
  ENABLE: Enables the indirect void/refund/return entry at the GLU re-order.

```
                              PGM2  00
┌FUNC.PROHIBIT.─────────────────────┐
│ SRV REPO IN OPXZ         ENABLE    │
│ PO ENTRY IN REG          ENABLE    │
│ RF/RETURN IN REG         ENABLE    │
│ 1st LAST ITEM VD         ENABLE    │
│ DIRECT VD IN REG         ENABLE    │
│ INDIR. VD IN REG         ENABLE    │
│ SBTL VD IN REG           ENABLE    │
│ VD MODE IN REG           ENABLE    │
│ (−) ENTRY IN REG         ENABLE    │
│ NO SALE IN REG           ENABLE    │
│ PAY WHEN SBTL=0          ENABLE    │
│CANCEL─ENTER────────────────[▼ ]    │
└───────────────────────────────────┘
```

The screen continues.

■ Function selection

Your POS terminal enables you to select various functional selections.

Program each item as follows:

- **LEVEL SFT METHOD (Use the selective entry)**
    MANUAL: Lock shift mode
    AUTO: Automatic return mode

- **LEVEL SFT IN (Use the selective entry)**
    MGR: Allows PLU level shift only in the MGR mode.
    MGR&REG: Allows PLU level shift in the MGR and REG
                        modes.

- **PRICE SFT METHOD (Use the selective entry)**
    MANUAL: Lock shift mode
    AUTO: Automatic return mode

```
┌─────────────────────────── PGM2   00
│FUNC.SELECTING
│ LEVEL SFT METHOD            AUTO
│ LEVEL SFT IN             MGR&REG
│ PRICE SFT METHOD           AUTO
│ PRICE SFT IN             MGR&REG
│ RETURN TO LEVEL1     BY ONE ITEM
│ RETURN TO PRICE1     BY ONE ITEM
│ PERSON NUMBER            INHIBIT
│ COVER COUNT       NON-COMPULSORY
│ TABLE NUMBER             INHIBIT
│ TIP ENTRY METHOD         AMOUNT
│ SRVR DRW ASSIGN         INHIBIT
│CANCEL ENTER                 [▼ ]
```

The screen continues.

- **PRICE SFT IN (Use the selective entry)**
    MGR: Permits PLU price level shift only in the MGR
                        mode.
    MGR&REG: Permits PLU price level shift in the MGR and
                        REG modes.

- **RETURN TO LEVEL1 (Use the selective entry)**
    When the PLU level shift system is set to "AUTO," the PLU level can be returned to level 1 by one of the
    following methods:
    BY ONE RECEIPT: Returns the PLU level to level 1 by one receipt.
    BY ONE ITEM: Returns the PLU level to level 1 by one item.

- **RETURN TO PRICE1 (Use the selective entry)**
    When the PLU price shift method is set to "AUTO," the price level can be returned to price 1 by one of
    the following methods:
    BY ONE RECEIPT: Returns the price level to price1 by one receipt.
    BY ONE ITEM: Returns the price level to price 1 by one item.

- **PERSON NUMBER (Use the selective entry)**
    COMPULSORY: Compulsory person number entry (GLU operations)
    INHIBIT: Inhibited person number entry (GLU operations)

- **COVER COUNT (Use the selective entry)**
    COMPULSORY: Compulsory cover count entry (GLU operations)
    NON-COMPULSORY: Non-compulsory cover count entry (GLU operations)

- **TABLE NUMBER (Use the selective entry)**
    COMPULSORY: Compulsory table number entry (GLU operations)
    INHIBIT: Inhibited table number entry (GLU operations)

- **TIP ENTRY METHOD (Use the selective entry)**
    FIX RATE: Tip entry using a programmed rate
    AMOUNT: Manual tip entry

- **SRVR DRW ASSIGN (Use the selective entry)**
    COMPULSORY: Compulsory server drawer assignment at sign-on
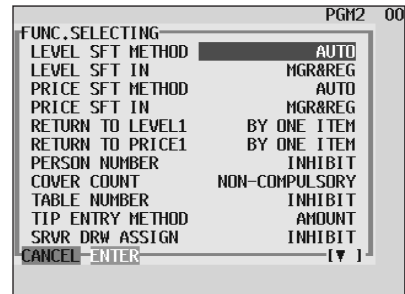   INHIBIT: Inhibited server drawer assignment at sign-on

- **SHIFT KEY ACTION (Use the selective entry)**
    CAPS LOCK: Locks the upper-case letter mode once the shift key is touched.
    SHIFT: Shifts the upper-case letter mode to the lower-case letter mode after a letter is
                         entered.

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■ Function selection (continued)

• EMPLOYEE SALE (Use the selective entry)
DETAIL: Selects "DETAIL" for employee sales.
CHARGE AMOUNT: Selects "CHARGE AMOUNT" for employee sales.

• AUTO HOURLY REPO (Use the selective entry)
DISABLE: Disables automatic hourly report.
ENABLE: Enables automatic hourly report.
If "ENABLE" is selected, a hourly report may be issued at hourly intervals automatically.

• DRIVE SCREEN (Use the selective entry)
MANUAL: Only when the function key for the drive-through screen is touched, the drive-through screen appears.
AUTO: When the drive-through registration is made, the drive-through screen becomes the default screen automatically. If the function key for the drive-through screen is touched, the drive-through screen appears also.
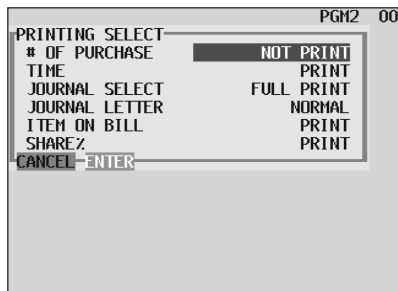
• COMP.COND.CANCEL (Use the selective entry)
Select the active mode for the cancel operation from the following items.
MGR&REG: MGR or REG mode
MGR: Only MGR mode

■ Printing selection

You can program various printing functions.

Procedure

```
                              PGM2  00
┌PRINTING SELECT─────────────────────┐
 # OF PURCHASE           NOT PRINT
 TIME                        PRINT
 JOURNAL SELECT         FULL PRINT
 JOURNAL LETTER            NORMAL
 ITEM ON BILL               PRINT
 SHARE%                     PRINT
┌CANCEL─ENTER┐
```

Program each item as follows:

• # OF PURCHASE (Use the selective entry)
PRINT: Prints the number of purchases.
NOT PRINT: Does not print the number of purchases.

• TIME (Use the selective entry)
NOT PRINT: Does not print the time on the receipt and journal.
PRINT: Prints the time on the receipt and journal.

• JOURNAL SELECT (Use the selective entry)
JOURNAL SELECT: Prints the summary information on the journal.
FULL PRINT: Prints the detailed information on the journal.

• JOURNAL LETTER (Use the selective entry)
NORMAL: Prints the normal-size letters on the journal.
SMALL: Prints the compressed-size letters on the journal.

• ITEM ON BILL (Use the selective entry)
NOT PRINT: Prints no items in a GLU/PBLU transaction on the bill printer.
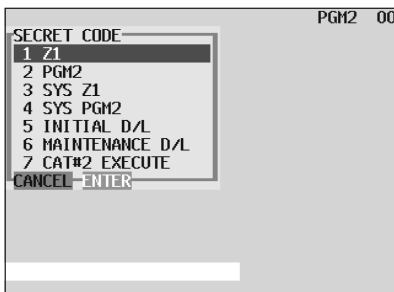PRINT: Prints items in a GLU/PBLU transaction on the bill printer.

• SHARE% (Use the selective entry)
NOT PRINT: Does not print the share percentages on the department report.
PRINT: Prints the share percentages on the department report.

Secret Code Programming

Use the following procedures to program a secret code:

Procedure
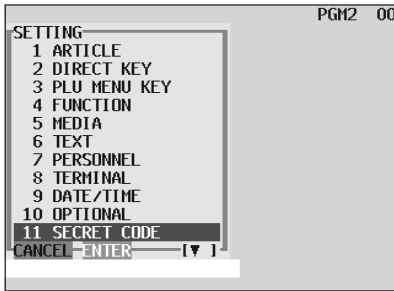
1. In the SETTING window, select "11 SECRET CODE."

- The SECRET CODE window will appear.

```
                              PGM2  00
SETTING
  1 ARTICLE
  2 DIRECT KEY
  3 PLU MENU KEY
  4 FUNCTION
  5 MEDIA
  6 TEXT
  7 PERSONNEL
  8 TERMINAL
  9 DATE/TIME
 10 OPTIONAL
 11 SECRET CODE
CANCEL  ENTER      [▼ ]
```

2. Select any option from the following options list:

```
                              PGM2  00
SECRET CODE
  1 Z1
  2 PGM2
  3 SYS Z1
  4 SYS PGM2
  5 INITIAL D/L
  6 MAINTENANCE D/L
  7 CAT#2 EXECUTE
CANCEL  ENTER
```

1	Z1:	Z1 reports
2	PGM2:	PGM2 operations
3	SYS Z1:	System Z1 reports
4	SYS PGM2:	System PGM2 operations
5	INITIAL D/L:	Initial down-loading
6	MAINTENANCE D/L:	Maintenance down-loading
7	CAT#2 EXECUTE:	CAT#2 execute

The following illustration shows those options included in the secret code programming group.
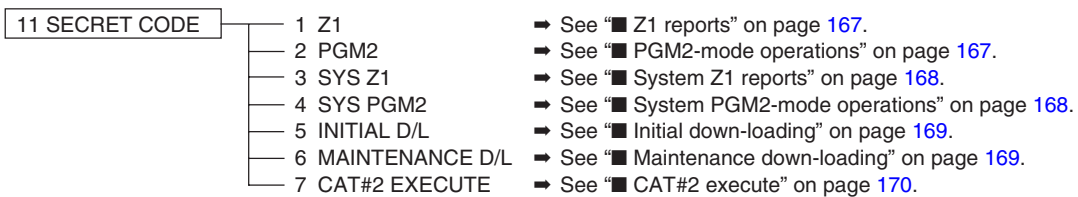
■ Z1 reports

You can assign a secret code for each report.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                                    PGM2   00
 ┌Z1─────────────────────────────┐
   DEPARTMENT         0000
   PLU                0000
   PLU BY DEPT        0000
   PLU HOURLY GROUP   0000
   TRANSACTION        0000
   ALL SERVER         0000
   IND. SERVER        0000
   HOURLY             0000
   GLU                0000
   GLU BY SERVER      0000
   CLOSED GLU         0000
  CANCEL  ENTER        [▼ ]
```

The screen continues.

Program each item as follows:

DEPARTMENT	Department report
PLU	PLU report
PLU BY DEPT	PLU by department report
PLU HOURLY GROUP	PLU hourly group report
TRANSACTION	Transaction report
ALL SERVER	All server report
IND. SERVER	Individual server report
HOURLY	Hourly report
GLU	GLU report
GLU BY SERVER	GLU by server report
CLOSED GLU	Closed GLU report
CL-GLU BY SERVER	Closed GLU by server report
DRIVE THRU	Drive-through report
D-THRU BY SERVER	Drive-through by server report
CLOSED D-THRU	Closed drive-through report
CL-DT BY SERVER	Closed drive-through by server report
SERVICE TIME	Service time report
STACKED REPORT	Stacked report

■ PGM2-mode operations

You can assign a secret code for each programming operation in the PGM2 mode.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                                    PGM2   00
 ┌PGM2───────────────────────────┐
   ARTICLE            0000
   DIRECT KEY         0000
   PLU MENU KEY       0000
   FUNCTION           0000
   MEDIA              0000
   TEXT               0000
   PERSONNEL          0000
   TERMINAL           0000
   DATE/TIME          0000
   OPTIONAL           0000
   SECRET CODE        0000
  CANCEL  ENTER        [▼ ]
```

The screen continues.

Program each item as follows:

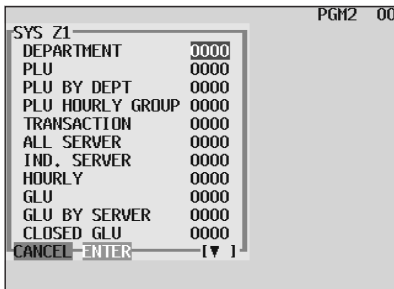| ARTICLE	Article programming
DIRECT KEY	Direct key programming
PLU MENU KEY	PLU menu key programming
FUNCTION	Function programming
MEDIA	Media programming
TEXT	Text programming
PERSONNEL	Personnel programming
TERMINAL	Terminal programming
DATE/TIME	Date/time programming
OPTIONAL	Optional programming
SECRET CODE	Secret code programming
REPORT	Report programming
LOGO TEXT	Logo programming
PRINTER	Printer programming
GLU CODE	GLU code programming
TAX	Tax programming
FUNCTION KEY	Function key programming
TRAINING	Training mode
DATA SEND	Data send
DATA RECEIVE	Data receive

■ System Z1 reports

You can assign a secret code for each system report.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                              PGM2  00
┌SYS Z1─────────────────
│ DEPARTMENT        0000
│ PLU               0000
│ PLU BY DEPT       0000
│ PLU HOURLY GROUP  0000
│ TRANSACTION       0000
│ ALL SERVER        0000
│ IND. SERVER       0000
│ HOURLY            0000
│ GLU               0000
│ GLU BY SERVER     0000
│ CLOSED GLU        0000
│CANCEL─ENTER──────[▼ ]
```

The screen continues.

Program each item as follows:

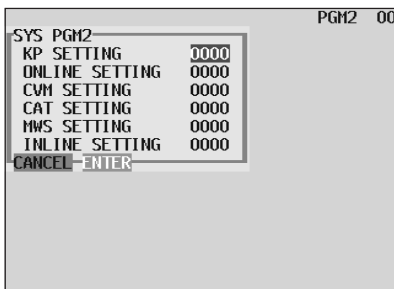| DEPARTMENT	Department report
PLU	PLU report
PLU BY DEPT	PLU by department report
PLU HOURLY GROUP	PLU hourly group report
TRANSACTION	Transaction report
ALL SERVER	All server report
IND. SERVER	Individual server report
HOURLY	Hourly report
GLU	GLU report
GLU BY SERVER	GLU by server report
CLOSED GLU	Closed GLU report
CL-GLU BY SERVER	Closed GLU by server report
DRIVE THRU	Drive-through report
D-THRU BY SERVER	Drive-through by server report
CLOSED D-THRU	Closed drive-through report
CL-DT BY SERVER	Closed drive-through by server report
SERVICE TIME	Service time report
STACKED REPORT	Stacked report

■ System PGM2-mode operations

You can assign a secret code for each system programming operation in the PGM2 mode.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                              PGM2  00
┌SYS PGM2────────────
│ KP SETTING        0000
│ ONLINE SETTING    0000
│ CVM SETTING       0000
│ CAT SETTING       0000
│ MWS SETTING       0000
│ INLINE SETTING    0000
│CANCEL─ENTER─
```

Program each item as follows:

KP SETTING	Kitchen printer setting
ONLINE SETTING	Online setting
CVM SETTING	CVM setting
CAT SETTING	CAT setting
MWS SETTING	Manager work station setting
INLINE SETTING	Inline setting

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■ Initial down-loading (with clearing of memory)

You can assign a secret code for each preset data to be downloaded.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                              PGM2  00
┌INITIAL D/L─────
│DEPT              ▐0000▌
│DIRECT KEY         0000
│PLU                0000
│LINK PLU           0000
│CONDIMENT          0000
│MIX&MATCH          0000
│RECIPE             0000
│INGREDIENT         0000
│PLU MENU KEY       0000
│COMBO MEAL         0000
│TRANSACTION        0000
│CANCEL─ENTER────[▼ ]
```

The screen continues.

Program each item as follows:

DEPT	Department preset
DIRECT KEY	Direct department/PLU preset
PLU	PLU/Link preset
LINK PLU	Link PLU preset
CONDIMENT	Condiment PLU preset
MIX&MATCH	Mix & Match preset
RECIPE	Recipe preset
INGREDIENT	Ingredient preset
PLU MENU KEY	PLU menu key preset
COMBO MEAL	Combo meal preset
TRANSACTION	Transaction preset
MANAGER	Manager preset
OPTION	Other preset
DATE/TIME	Date/time preset
LOGO	Logo text preset
FUNCTION KEY	Function key preset
TAX	Tax preset
ONLINE PRESET	Online preset
INLINE PRESET	Inline preset
KP PRESET	Kitchen printer preset
ALL PGM	All PGM preset

■ Maintenance down-loading (without clearing of memory)

You can assign a secret code for each preset data to be downloaded.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                              PGM2  00
┌MAINTENANCE D/L─────
│DEPT              ▐0000▌
│DEPT PRICE         0000
│PLU                0000
│PLU PRICE          0000
│LINK PLU           0000
│CONDIMENT          0000
│MIX&MATCH          0000
│RECIPE             0000
│INGREDIENT         0000
│COMBO MEAL         0000
│TRANSACTION        0000
│CANCEL─ENTER
```

Program each item as follows:

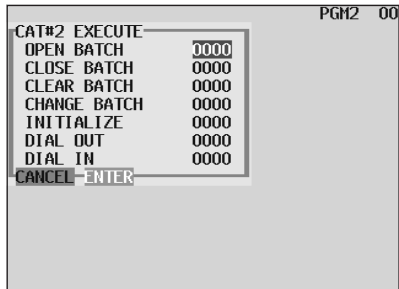| DEPT	Department preset
DEPT PRICE	Department price preset
PLU	PLU preset
PLU PRICE	PLU price preset
LINK PLU	Link PLU preset
CONDIMENT	Condiment PLU preset
MIX&MATCH	Mix & Match preset
RECIPE	Recipe preset
INGREDIENT	Ingredient preset
COMBO MEAL	Combo meal preset
TRANSACTION	Transaction preset

■ CAT#2 execute

You can assign a secret code for execution of CAT#2.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" is inhibited.*

Procedure

```
                                    PGM2  00
CAT#2 EXECUTE
 OPEN BATCH        0000
 CLOSE BATCH       0000
 CLEAR BATCH       0000
 CHANGE BATCH      0000
 INITIALIZE        0000
 DIAL OUT          0000
 DIAL IN           0000
CANCEL  ENTER
```

Program each item as follows:

OPEN BATCH	Open batch processing
CLOSE BATCH	Close batch processing
CLEAR BATCH	Clear batch processing
CHANGE BATCH	Change batch processing
INITIALIZE	Initialization
DIAL OUT	Dial out
DIAL IN	Dial in

Report Programming

Use the following procedures to select any option included in the report group:

Procedure
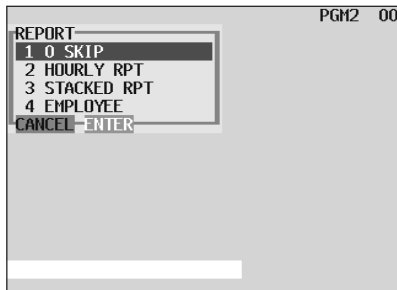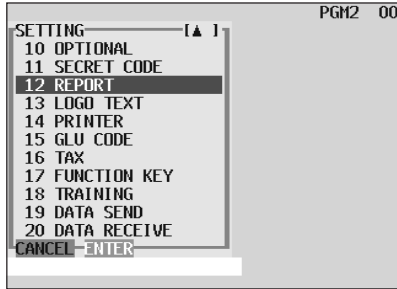
1. In the SETTING window, select "12 REPORT."

• The REPORT window will appear.

2. Select any option from the following options list:

1	0 SKIP:	Zero skip
2	HOURLY RPT:	Hourly report
3	STACKED RPT:	Stacked report
4	EMPLOYEE:	Employee report

The following illustration shows those options included in the report programming group.
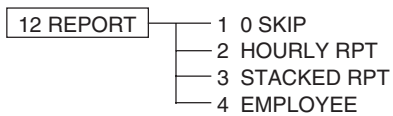
12 REPORT	1 0 SKIP	➡ See "■ Zero skip" on page 172.
	2 HOURLY RPT	➡ See "■ Hourly report" on page 172.
	3 STACKED RPT	➡ See "■ Stacked report" on page 173.
	4 EMPLOYEE	➡ See "■ Employee report" on page 176.

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■ Zero skip

You can program whether or not to skip "0" totals in each report.

Procedure

```
                              PGM2   00
0 SKIP
 SERVER                        SKIP
 TRANSACTION                   SKIP
 DEPARTMENT                    SKIP
 PLU                           SKIP
 HOURLY                        SKIP
 DAILY NET                     SKIP
CANCEL  ENTER
```

Program each item as follows:

• **SERVER (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the server report.

SKIP: Skips those data that are "0" sales in the server report.

• **TRANSACTION (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the transaction report.

SKIP: Skips those data that are "0" sales in the transaction report.

• **DEPARTMENT (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the department report.

SKIP: Skips those data that are "0" sales in the department report.

• **PLU (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the PLU report.

SKIP: Skips those data that are "0" sales in the PLU report.

• **HOURLY (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the hourly report.

SKIP: Skips those data that are "0" sales in the hourly report.

• **DAILY NET (Use the selective entry)**

NOT SKIP: Does not skip those data that are "0" sales in the daily net report.

SKIP: Skips those data that are "0" sales in the daily net report.

■ Hourly report

You can program the memory type and the starting time for the hourly report.

Procedure

```
                              PGM2   00
HOURLY RPT
 MEMORY TYPE                  30MIN
 STARTING TIME                  00
CANCEL  ENTER
```

Program each item as follows:

• **MEMORY TYPE (Use the selective entry)**

15MIN: Selects the 15-minute type.

30MIN: Selects the 30-minute type.

60MIN: Selects the 60-minute type.

• **STARTING TIME (Use the numeric entry)**

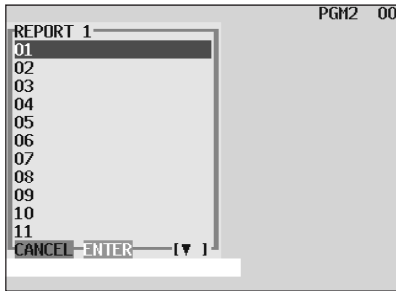Starting time entry (max. 2 digits: 0 to 23)

NOTE

The hourly report must be cleared to change the memory type.
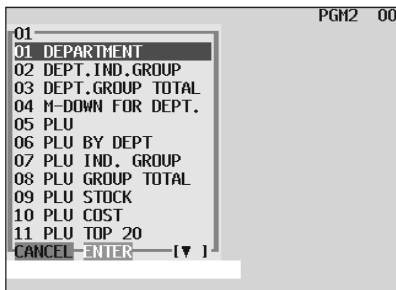
■ Stacked report

Your POS terminal is equipped with the stacked report printing function that enables multiple X/Z reports to be printed in sequence with a single request.

Procedure

Select a stacked report no. from the stacked reports list.

↓

```
                              PGM2  00
┌REPORT 1─────────────────┐
│01                       │
│02                       │
│03                       │
│04                       │
│05                       │
│06                       │
│07                       │
│08                       │
│09                       │
│10                       │
│11                       │
│CANCEL ─ENTER──── [▼ ]   │
└─────────────────────────┘
```

The screen continues.

↓

```
                              PGM2  00
┌01───────────────────────┐
│01 DEPARTMENT            │
│02 DEPT.IND.GROUP        │
│03 DEPT.GROUP TOTAL      │
│04 M-DOWN FOR DEPT.      │
│05 PLU                   │
│06 PLU BY DEPT           │
│07 PLU IND. GROUP        │
│08 PLU GROUP TOTAL       │
│09 PLU STOCK             │
│10 PLU COST              │
│11 PLU TOP 20            │
│CANCEL ─ENTER──── [▼ ]   │
└─────────────────────────┘
```

The screen continues.

You can select a maximum of twenty reports from the stacked reports list. Some reports must be set with their parameters such as "START CODE" and "END CODE."

• **01 DEPARTMENT (Use the numeric entry)**
  Full department report
  Parameter: Start department no./end department no. (1 thru 50)

• **02 DEPT.IND.GROUP (Use the numeric entry)**
  Individual group report on departments
  Parameter: Department group no. (1 thru 9)

• **03 DEPT.GROUP TOTAL**
  Full group total report on departments

• **04 M-DOWN FOR DEPT. (Use the numeric entry)**
  Markdown for department report
  Parameter: Start department no./end department no. (1 thru 50)

• **05 PLU (Use the numeric entry)**
  PLU report by designated range
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

• **06 PLU BY DEPT (Use the numeric entry)**
  PLU report by associated departments
  Parameter: Department no. (1 thru 50)

• **07 PLU IND. GROUP (Use the numeric entry)**
  PLU report by individual group
  Parameter: PLU group no. (00 thru 99)

• **08 PLU GROUP TOTAL**
  Full group total report on PLUs

• **09 PLU STOCK (Use the numeric entry)**
  PLU stock report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

• **10 PLU COST (Use the numeric entry)**
  PLU cost report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

• **11 PLU TOP 20 (Use the numeric entry)**
  PLU top 20 report
  Parameter: AMOUNT/QUANTITY

■ Stacked report (continued)

- **12 PLU ZERO SALES (Use the selective/numeric entry)**
  PLU zero sales report
  Parameter: 1 ALL/2 BY DEPT.
  When "2 BY DEPT." is selected, enter a department no. (1 thru 50).

- **13 PLU MIN. STOCK (Use the numeric entry)**
  PLU minimum stock report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

- **14 PLU HOURLY GROUP (Use the numeric entry)**
  PLU hourly group report
  Parameter: Start time/end time (0 thru 2345)

- **15 TRANSACTION**
  Transaction report

- **16 CID**
  Cash in drawer report

- **17 TAX**
  Tax report

- **18 ALL SERVER**
  Full server report

- **19 IND. SERVER (Use the numeric entry)**
  Individual server report
  Parameter: Server code (1 thru 9999)

- **20 EMPLOYEE (Use the numeric entry)**
  Employee report
  Start employee code/end employee code (1 thru 9999999999)

- **21 EMP. ADJUSTMENT (Use the numeric entry)**
  Employee adjustment report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **22 EMP. ACTIVE STS. (Use the numeric entry)**
  Employee active status report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **23 EMP.SALE(DETAIL) (Use the numeric entry)**
  Detailed employee sales report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **24 EMP.SALE(ALL CL) (Use the numeric entry)**
  Employee sales (limited) report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

■ Stacked report (continued)

• **25 HOURLY (Use the numeric entry)**
Hourly report
Parameter: Start time/end time (0 thru 2345)

NOTE

To take the hourly Z report, you have to specify the full-range hourly report.

• **26 LABOR COST%**
Labor cost percent report

• **27 OVER TIME (Use the numeric entry)**
Employee over time report
Parameter: Start employee code/end employee code (1 thru 9999999999)

• **28 EMPLOYEE SUMMARY (Use the numeric entry)**
Employee summary report
Parameter: Start employee code/end employee code (1 thru 9999999999)

• **29 PAY PERIOD (Use the numeric entry)**
Payment period report
Parameter: Start employee code/end employee code (1 thru 9999999999)

• **30 PAY PERIOD SUM. (Use the numeric entry)**
Payment period summary report
Parameter: Start employee code/end employee code (1 thru 9999999999)

• **31 DAILY NET**
Daily net report

• **32 INGREDIENT STOCK (Use the numeric entry)**
Ingredient stock report
Parameter: Start ingredient code/end ingredient code (1 thru 999)

• **33 GLU (Use the numeric entry)**
GLU/PBLU report
Parameter: Start GLU code/end GLU code (1 thru 99999999)

• **34 GLU BY SERVER (Use the numeric entry)**
GLU/PBLU report by server
Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

• **35 CLOSED GLU (Use the numeric entry)**
Closed GLU/PBLU report
Parameter: Start bill number/end bill number (1 thru 9999)

• **36 CL-GLU BY SERVER (Use the numeric entry)**
Closed GLU/PBLU report by server
Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

• **37 DRIVE THRU (Use the numeric entry)**
Drive-through report
Parameter: Start drive-through code/end drive-through code (1 thru 99999999)

■ Stacked report (continued)

- **38 D-THRU BY SERVER (Use the numeric entry)**
  Drive-through report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **39 CLOSED D-THRU (Use the numeric entry)**
  Closed drive-through report
  Parameter: Start bill number/end bill number (1 thru 9999)

- **40 CL-DT BY SERVER (Use the numeric entry)**
  Closed drive-through report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **41 SERVICE TIME**
  Drive-through service time report

■ Employee report

You can program items for payment for the employees' salary.

Procedure

```
                              PGM2  00
┌EMPLOYEE─────────────────────────────┐
│ PAYMENT PERIOD         NOT USED │
│ PERIOD-1 START              01 │
│ PERIOD-2 START              01 │
│ PAY FOR BREAK               NO │
│CANCEL ENTER                    │
│                                │
│                                │
│                                │
│                                │
└────────────────────────────────┘
```
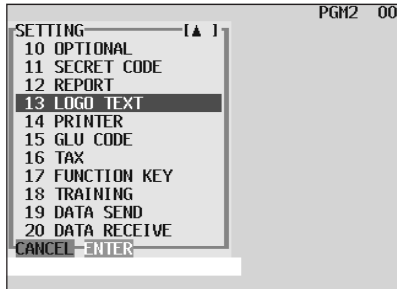
Program each item as follows:

- **PAYMENT PERIOD (Use the selective entry)**
  NOT USED: Does not specify payment period.
  MONTHLY: Payment is done once a month.
  SEMI-MONTHLY: Payment is done twice a month.

- **PERIOD-1 START (Use the numeric entry)**
  Starting day of payment for monthly payment, or starting day of first-half payment for semi-monthly payment.

- **PERIOD-2 START (Use the numeric entry)**
  Starting day of second-half payment for semi-monthly payment.

- **PAY FOR BREAK (Use the selective entry)**
  NO: Does not make payment for break period (that is, break period is not included in the working time.)
  YES: Makes payment for break period (that is, break period is included in the working time.)

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Logo Text Programming

Use the following procedures to select any option included in the logo text group.

Procedure

```
                              PGM2  00
SETTING────────[▲ ]
 10 OPTIONAL
 11 SECRET CODE
 12 REPORT
 13 LOGO TEXT
 14 PRINTER
 15 GLU CODE
 16 TAX
 17 FUNCTION KEY
 18 TRAINING
 19 DATA SEND
 20 DATA RECEIVE
CANCEL─ENTER
```

1. In the SETTING window, select "13 LOGO TEXT."
   • The LOGO TEXT window will appear.

```
                              PGM2  00
LOGO TEXT
 1 RECEIPT LOGO
 2 BILL LOGO
CANCEL─ENTER
```

2. Select any option from the following options list:

   1 RECEIPT LOGO: Receipt logo
   2 BILL LOGO: Bill logo

The following illustration shows those options included in the logo text programming group.

| 13 LOGO TEXT | — | 1 RECEIPT LOGO | ➡ See "■ Receipt logo" on page 178. |
| | | 2 BILL LOGO | ➡ See "■ Bill logo" on page 178. |

■ Receipt logo

Your POS terminal can print a programmed message on every receipt.

Procedure

```
                              PGM2
┌RECEIPT LOGO────────────────────┐
│           =S=H=A=R=P           │
│          PRESENTS THE          │
│        =U=P=-=3=3=0=1          │
│           =S=H=A=R=P           │
│        =I=S  =T=H=E            │
│            =B=E=S=T            │
│CANCEL ENTER                    │
└────────────────────────────────┘
```

Program the item as follows:

• **RECEIPT LOGO (Use the character entry)**
  Logo text for the receipt (max. 40 characters x 6 lines)

NOTE

The programmable number of lines for a message varies according to the message type: the "3-line header message" type, "3-line footer message" type, "6-line header message" type and "Stamp only" type. Please contact your authorized SHARP dealer.

■ Bill logo

Your POS terminal can print a programmed message on the bill.

Procedure

```
                          PGM2  00
┌BILL LOGO───────────────────────┐
│ 1 HEADER                       │
│ 2 FOOTER                       │
│CANCEL ENTER                    │
│                                │
│                                │
│                                │
│                                │
│                                │
│                                │
│_____        │
└────────────────────────────────┘
```

It is assumed that you have selected "1 HEADER."

```
                          PGM2  00
┌HEADER──────────────────────────┐
│                                │
│                                │
│CANCEL ENTER                    │
│                                │
│                                │
│                                │
│                                │
└────────────────────────────────┘
```

When "1 HEADER" is selected:

• **BILL HEADER (Use the character entry)**
  Header text for the bill (max. 40 characters x 3 lines)

When "2 FOOTER" is selected:

• **BILL FOOTER (Use the character entry)**
  Footer text for the bill (max. 40 characters x 6 lines)

NOTE

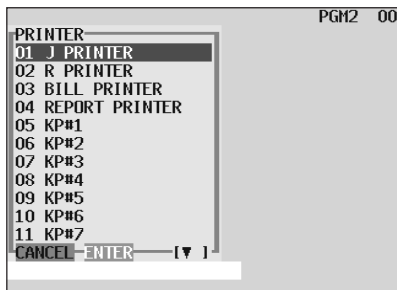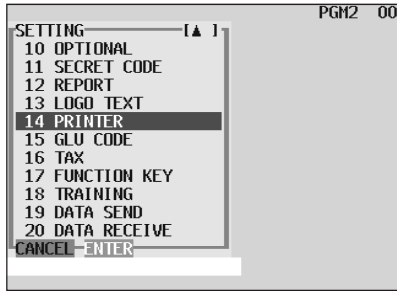*Header/Footer text for bill printer programming.*

Printer Programming

Use the following procedures to select a printer programming:

Procedure

```
                            PGM2   00
┌SETTING────────[▲ ]┐
│ 10 OPTIONAL        │
│ 11 SECRET CODE     │
│ 12 REPORT          │
│ 13 LOGO TEXT       │
│ 14 PRINTER         │
│ 15 GLU CODE        │
│ 16 TAX             │
│ 17 FUNCTION KEY    │
│ 18 TRAINING        │
│ 19 DATA SEND       │
│ 20 DATA RECEIVE    │
└CANCEL─ENTER────────┘
```

```
                            PGM2   00
┌PRINTER───────────┐
│ 01 J PRINTER     │
│ 02 R PRINTER     │
│ 03 BILL PRINTER  │
│ 04 REPORT PRINTER│
│ 05 KP#1          │
│ 06 KP#2          │
│ 07 KP#3          │
│ 08 KP#4          │
│ 09 KP#5          │
│ 10 KP#6          │
│ 11 KP#7          │
└CANCEL─ENTER──[▼ ]┘
```

The screen continues.

1. In the SETTING window, select "14 PRINTER."
- The PRINTER window will appear.

2. Select any option from the following options list:

01	J PRINTER:	Journal printer
02	R PRINTER:	Receipt printer
03	BILL PRINTER:	Bill printer
04	REPORT PRINTER:	Report printer
05	KP#1:	Remote printer #1
06	KP#2:	Remote printer #2
07	KP#3:	Remote printer #3
08	KP#4:	Remote printer #4
09	KP#5:	Remote printer #5
10	KP#6:	Remote printer #6
11	KP#7:	Remote printer #7
12	KP#8:	Remote printer #8
13	KP#9:	Remote printer #9

The following illustration shows those options included in the printer programming group.

14 PRINTER		
	01 J PRINTER:	➡ See "■ Printer" on page 180.
	02 R PRINTER:	➡ See "■ Printer" on page 180.
	03 BILL PRINTER:	➡ See "■ Printer" on page 180.
	04 REPORT PRINTER:	➡ See "■ Printer" on page 180.
	05 KP#1:	➡ See "■ Printer" on page 180.
	06 KP#2:	➡ See "■ Printer" on page 180.
	07 KP#3:	➡ See "■ Printer" on page 180.
	08 KP#4:	➡ See "■ Printer" on page 180.
	09 KP#5:	➡ See "■ Printer" on page 180.
	10 KP#6:	➡ See "■ Printer" on page 180.
	11 KP#7:	➡ See "■ Printer" on page 180.
	12 KP#8:	➡ See "■ Printer" on page 180.
	13 KP#9:	➡ See "■ Printer" on page 180.

■ Printer

You can program various printing functions for each printer.

Select a printer type from the printer's list.

```
                              PGM2  00
┌J PRINTER──────────────────────┐
│ PRINTER NAME        ER-01PU    │
│ AUTO CUTTER              NO    │
│ PAPER SHEET       ONE SHEET    │
│CANCEL ENTER                    │
│                               │
│                               │
│                               │
│                               │
└───────────────────────────────┘
```

Program each item as follows:

• **PRINTER NAME (Use the selective entry)**

Select the printer to be used.

TM-T85/T88(3):	TM-T85/T88 manufactured by EPSON
TM-300:	TM-300 manufactured by EPSON
TM-T80:	TM-T80 manufactured by EPSON
UP-T80BP:	UP-T80BP manufactured by EPSON
TM-U200/U230:	TM-U200/U230 manufactured by EPSON
ER-01PU:	ER-01PU manufactured by SHARP
TM-T88(3)+LOGO:	TM-T88(3) + Logo

• **AUTO CUTTER (Use the selective entry)**

Auto cutter function
NO: Disables auto cutter function.
YES: Enables auto cutter function.

• **PAPER SHEET (Use the selective entry)**

Select a paper type.
TWO OR MORE: Uses two or more sheets.
ONE SHEET: Uses one sheet.

NOTE

This option is available when the "TM-300" is selected.

• **TRAY ST FEED# (Use the numeric entry)**

Tray subtotal feed line (max. 1 digit: 0 to 9)

NOTE

This option is displayed only in the "R PRINTER" window.

• **LOGO TEXT PRINT (Use the selective entry)**

Select the logo text printing status.
NOT PRINT: Logo text is not printed.
PRINT: Logo text is printed.

NOTE

This option is displayed only in the "REPORT PRINTER" window.

GLU/PBLU Code Programming

Use the following procedures to select any option included in the GLU code group:

Procedure
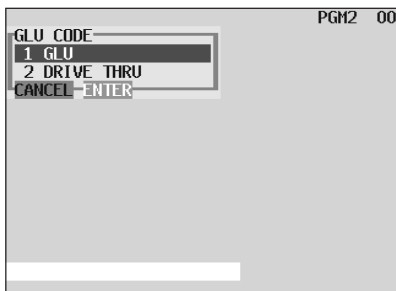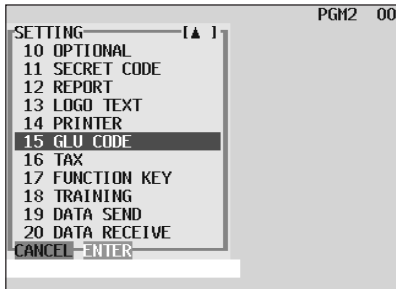
1. In the SETTING window, select "15 GLU CODE."

• The GLU CODE window will appear.

```
                              PGM2  00
SETTING          [▲ ]
 10 OPTIONAL
 11 SECRET CODE
 12 REPORT
 13 LOGO TEXT
 14 PRINTER
 15 GLU CODE
 16 TAX
 17 FUNCTION KEY
 18 TRAINING
 19 DATA SEND
 20 DATA RECEIVE
CANCEL ENTER
```

2. Select any item from the following options list:

```
                              PGM2  00
GLU CODE
 1 GLU
 2 DRIVE THRU
CANCEL ENTER
```

    1 GLU: GLU/PBLU code
    2 DRIVE THRU: Drive-through code

The following illustration shows those options included in the GLU/PBLU code programming group.

| 15 GLU CODE | 1 GLU | ➡ See "■ GLU/PBLU code" on page 182. |
| | 2 DRIVE THRU | ➡ See "■ Drive-through code" on page 182. |

■ GLU/PBLU code

You can program the range of available guest check codes.

Procedure

```
                          PGM2  00
 GLU
  START CODE     00000001
  END CODE       99999999
 CANCEL ENTER
```

Program each item as follows:

- **START CODE (Use the numeric entry)**
  Start GLU code (max. 8 digits: 1 to 99999999)

- **END CODE (Use the numeric entry)**
  End GLU code (max. 8 digits: 1 to 99999999)

■ Drive-through code

You can program the range of available drive-through codes.

Procedure

```
                          PGM2  00
 DRIVE THRU
  START CODE     00000001
  END CODE       99999999
  TIME               0100
 CANCEL ENTER
```

Program each item as follows:

- **START CODE (Use the numeric entry)**
  Start drive-through code (max. 8 digits: 1 to 99999999)

- **END CODE (Use the numeric entry)**
  End drive-through code (max. 8 digits: 1 to 99999999)

- **TIME (Use the numeric entry)**
  Drive-through target time:
  Enter the minute (2 digits) and the second (2 digits) in this sequence.

  NOTE
  When the waiting time exceeds the programmed target time, the terminal will display a warning.

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Tax Programming

Use the following procedures to select any option included in the tax group:

Procedure

```
                              PGM2  00
┌SETTING────────[▲ ]┐
│ 10 OPTIONAL        │
│ 11 SECRET CODE     │
│ 12 REPORT          │
│ 13 LOGO TEXT       │
│ 14 PRINTER         │
│ 15 GLU CODE        │
│ 16 TAX             │
│ 17 FUNCTION KEY    │
│ 18 TRAINING        │
│ 19 DATA SEND       │
│ 20 DATA RECEIVE    │
│CANCEL─ENTER        │
└────────────────────┘
```

```
                              PGM2  00
┌TAX──────────────┐
│ 1 TAX1          │
│ 2 TAX2          │
│ 3 TAX3          │
│ 4 TAX4          │
│CANCEL─ENTER     │
└─────────────────┘
```
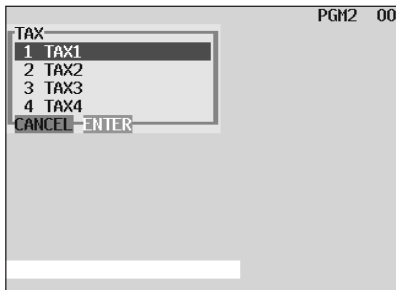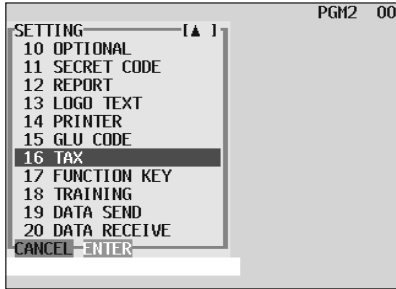
1. In the SETTING window, select "16 TAX."
  • The TAX window will appear.

2. Select any option from the following options list:

1 TAX1:	Tax1
2 TAX2:	Tax2
3 TAX3:	Tax3
4 TAX4:	Tax4
5 DOUGHNUT EXEMPT:	Doughnut exemption (for the Canadian tax system)

NOTE

• *The option "DOUGHNUT EXEMPT" appears only when the Canadian tax system is selected.*
• *If the* DEL *key is touched on the tax number selection menu, the tax table or the tax in the cursor position will be deleted.*

The following illustration shows those options included in the tax programming group.

16 TAX		
	── 1 TAX1	➡ See "■ Table tax" on page 184 or "■ Rate (%) tax" on page 186.
	── 2 TAX2	➡ See "■ Table tax" on page 184 or "■ Rate (%) tax" on page 186.
	── 3 TAX3	➡ See "■ Table tax" on page 184 or "■ Rate (%) tax" on page 186.
	── 4 TAX4	➡ See "■ Table tax" on page 184 or "■ Rate (%) tax" on page 186.
	── 5 DOUGHNUT EXEMPT	➡ See "■ Doughnut tax exempt" on page 186.
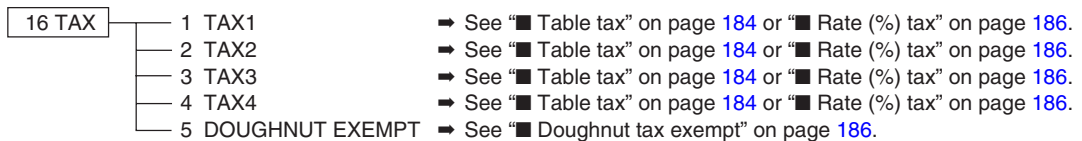
■ Table tax

Your POS terminal has an automatic tax calculation feature which allows you to program four tax tables to avoid calculating tax manually.
Automatic tax calculations require you to program, in addition to the tax table, the tax status of each department, PLU, and function keys.

Sample tax table

New Jersey tax table: 6%

Tax	Range of sales amount		
	Minimum breakpoint		**Maximum breakpoint**
.00	.01	to	.10
.01 – T	.11 – Q	to	.22
.02	.23	to	.38
.03	.39	to	.56
.04	.57	to	.72
.05	.73	to	.88
.06	.89	to	1.10
.07	1.11 – M1	to	1.22
.08	1.23	to	1.38
.09	1.39	to	1.56
.10	1.57	to	1.72
.11	1.73	to	1.88
.12	1.89	to	2.10
.13	2.11 – M2	to	2.22

A: Difference between a minimum breakpoint and the next one (¢)	
-	B: Non-cyclic
10 (0.11 - 0.01)	
12 (0.23 - 0.11)	C: Cyclic 1
16 (0.39 - 0.23)	
18 (0.57 - 0.39)	
16 (0.73 - 0.57)	
16 (0.89 - 0.73)	
22 (1.11 - 0.89)	
12 (1.23 - 1.11)	D: Cyclic 2
16 (1.39 - 1.23)	
18 (1.57 - 1.39)	
16 (1.73 - 1.57)	
16 (1.89 - 1.73)	
22 (2.11 - 1.89)	

To program a tax table, first make a table like the right table shown above.
From the tax table, calculate the differences between a minimum breakpoint and the next one (A). Then, from the differences, find irregular cycles (B) and regular cycles (C and D). These cycles will show you the following items necessary to program the tax table:

T: Tax amount collected on the minimum taxable amount (Q)
Q: Minimum taxable amount
M1: Maximum value of the minimum breakpoint on a regular cycle (C).
We call this point "MAX point."
M2: Maximum value of the minimum breakpoint on a regular cycle (D).
We call this point "MAX point."
M: Range of the minimum breakpoint on a regular cycle: difference between Q and M1 or between M1 and M2

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■ Table tax (continued)

Select a tax no. from the taxes list.

```
TAX1                              PGM2  00
 1 TABLE TAX
 2 %TAX
CANCEL  ENTER
```

```
TABLE TAX                         PGM2  00
 1 INTVL BELOW 0.99
 2 INTVL ABOVE 1.00
CANCEL  ENTER
```

```
TABLE TAX                         PGM2  00
 TAX RATE          0.0000%
 CYCLE                0.00
 INITIAL TAX          0.00
 LOWER TAX LIMIT      0.00
 BREAK POINT1         0.00
 BREAK POINT2         0.00
 BREAK POINT3         0.00
 BREAK POINT4         0.00
 BREAK POINT5         0.00
 BREAK POINT6         0.00
 BREAK POINT7         0.00
CANCEL  ENTER            [▼ ]
```

The screen continues.

Program each item as follows:

- **TAX RATE (Use the numeric entry)**
  Tax rate for the tax table (max. 7 digits: 0.0000 to 999.9999)

- **CYCLE (Use the numeric entry)**
  Range of the minimum breakpoint on a regular cycle for the tax table (max. 4 digits: 0.01 to 99.99)
  See the description "M" shown on the previous page.

- **INITIAL TAX (Use the numeric entry)**
  Initial tax amount for the tax table (max. 3 digits: 0.01 to 9.99)
  See the description "T" shown on the previous page.

- **LOWER TAX LIMIT (Use the numeric entry)**
  Minimum taxable amount for the tax table (max. 5 digits: 0.01 to 999.99)
  See the description "Q" shown on the previous page.

- **BREAK POINT1 thru 72 (Use the numeric entry)**
  Breakpoints programmable for the tax table (max. 5 digits: 0.01 to 999.99)
  Seventy-two breakpoints can be programmed for each tax table. When the interval between breakpoints is one dollar or more and less than one-hundred dollar, 36 breakpoints are programmed for each tax table.

■ Rate (%) tax

You can program a tax rate for the desired percent tax rate.

Procedure

Select a tax no. from the taxes list.

```
                                    PGM2  00
TAX1
 1 TABLE TAX
 2 %TAX
CANCEL  ENTER
```

```
                                    PGM2  00
%TAX
 TAX RATE            0.0000%
 LOWER TAX LIMIT        0.00
CANCEL  ENTER
```

Program each item as follows:

• **TAX RATE (Use the numeric entry)**
   Tax rate (max. 7 digits: 0.0000 to 999.9999%)

• **LOWER TAX LIMIT (Use the numeric entry)**
   Lowest taxable amount (max. 5 digits: 0.01 to 999.99)

■ Doughnut tax exempt (for the Canadian tax system)

Procedure

```
                                    PGM2  00
DOUGHNUT EXEMPT
 QUANTITY            0
CANCEL  ENTER
```

Program the item as follows:

• **QUANTITY (Use the numeric entry)**
   Quantity for the doughnut tax exempt (for Canadian tax)
   (max. 2 digits: 1 to 99/0)

NOTE

This option is available only when the Canadian tax system is selected.

Function Key Programming

Use the following procedures to program a text (key label) or a color for the function key:

Procedure

```
                    PGM2  00
SETTING──────[▲ ]
 10 OPTIONAL
 11 SECRET CODE
 12 REPORT
 13 LOGO TEXT
 14 PRINTER
 15 GLU CODE
 16 TAX
 17 FUNCTION KEY
 18 TRAINING
 19 DATA SEND
 20 DATA RECEIVE
CANCEL ENTER
```
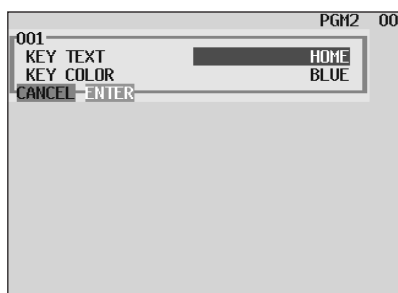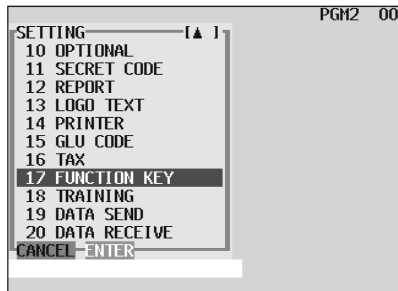
1. In the SETTING window, select "17 FUNCTION KEY."
   • The FUNCTION KEY window will appear.

```
                    PGM2  00
FUNCTION KEY
  1 HOME
  2 CANCEL
  3 CL
  4 MODE
  5 UP
  6 DOWN
  7 LEFT
  8 RIGHT
  9 ENTER
 10 SUB
 11 CA/AT
CANCEL ENTER    [▼ ]
```

2. Select any function key from the key list.

```
                    PGM2  00
001
  KEY TEXT          HOME
  KEY COLOR         BLUE
CANCEL ENTER
```

3. Program a text or a color for the corresponding function key.

   • **KEY TEXT (Use the character entry)**
      Enter a text for the function key.
      The terminal is provided with various text-length in compliance with each key size. (max. 16 characters)

   • **KEY COLOR (Use the selective entry)**
      Select a key color from the colors list (16 different colors).
      BLACK/BLUE/GREEN/CYAN/RED/MAGENTA/ ORANGE/LIGHT GRAY/SLATE GRAY/DODGER BLUE/ LIGHT GREEN/LIGHT CYAN/SALMON/LIGHT MAGENTA/YELLOW/WHITE

TRAINING Mode Selection

Use the following procedures to select the training mode:

■ TRAINING mode

The TRAINING mode is used to train someone with the machine operations without changing the POS terminal's memory. Reports are not available. When training is completed, exit this mode and put your POS terminal back in the normal mode operation.

Procedure

```
                                      PGM2  00
┌SETTING─────────[▲ ]┐
│ 10 OPTIONAL        │
│ 11 SECRET CODE     │
│ 12 REPORT          │
│ 13 LOGO TEXT       │
│ 14 PRINTER         │
│ 15 GLU CODE        │
│ 16 TAX             │
│ 17 FUNCTION KEY    │
│ 18 TRAINING        │
│ 19 DATA SEND       │
│ 20 DATA RECEIVE    │
└CANCEL─ENTER────────┘
```

↓

```
                                      PGM2  00
┌TRAINING────────────┐
│ TRAINING MODE   YES│
└CANCEL─ENTER────────┘
```

Program the item as follows:

- **TRAINING MODE (Use the selective entry)**
  - YES: Allows entering the training mode.
  - NO: Disallows entering the training mode.

NOTE

- *All operations in the training mode are the same as the REG-mode operations.*
- *In the training mode, the consecutive number is incremented.*
- *The cash drawer does not open in the training mode. Items normally sent to the remote printers are not sent.*

Backup Data Send Programming

Use the following procedures to select the menu option.

NOTE *For more information, please consult your authorized SHARP dealer.*

■ Backup data send

Your POS terminal can send data to another device.

Procedure

```
                          PGM2  00
SETTING          [▲ ]
 10 OPTIONAL
 11 SECRET CODE
 12 REPORT
 13 LOGO TEXT
 14 PRINTER
 15 GLU CODE
 16 TAX
 17 FUNCTION KEY
 18 TRAINING
 19 DATA SEND
 20 DATA RECEIVE
CANCEL ENTER
```

```
                          PGM2  00
DATA SEND
 SEND DATA              ALL RAM
 SPEED            PROGRAMMED SPEED
CANCEL ENTER
```
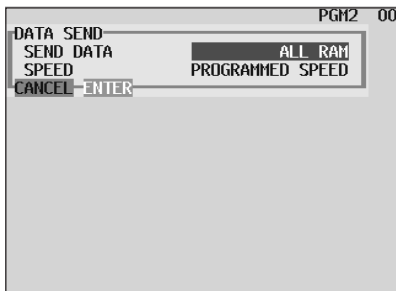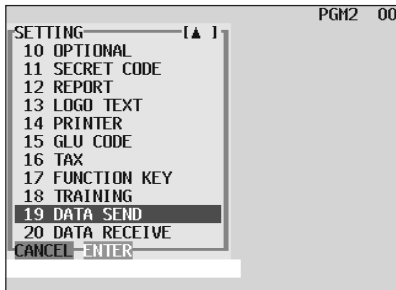
Program each item as follows:

• **SEND DATA (Use the selective entry)**
  Select one of the following options (data sources):
  • ALL RAM   • SSP

• **SPEED (Use the selective entry)**
  Select one of the following options (data transmission speeds):
  PROGRAMMED SPEED: Sends data at a programmed speed.
  115200bps: Sends data at 115200 bps.
  57600bps: Sends data at 57600 bps.
  38400bps: Sends data at 38400 bps.
  19200bps: Sends data at 19200 bps.
  9600bps: Sends data at 9600 bps.
  4800bps: Sends data at 4800 bps.
  2400bps: Sends data at 2400 bps.

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Backup Data Receive Programming

Use the following procedures to select the menu option.

NOTE   *For more information, please consult your authorized SHARP dealer.*

■ **Backup data receive**

Your POS terminal can receive data from another device.

Procedure
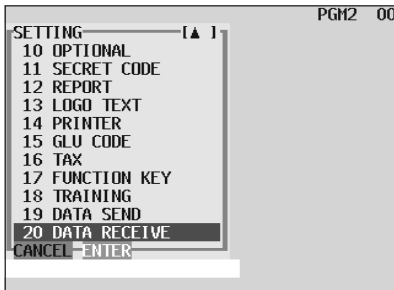
Program the item as follows:

• **SPEED (Use the selective entry)**

Select one of the following options (data transmission speeds):

PROGRAMMED SPEED: Receives data at a programmed speed.

115200bps:	Receives data at 115200 bps.
57600bps:	Receives data at 57600 bps.
38400bps:	Receives data at 38400 bps.
19200bps:	Receives data at 19200 bps.
9600bps:	Receives data at 9600 bps.
4800bps:	Receives data at 4800 bps.
2400bps:	Receives data at 2400 bps.
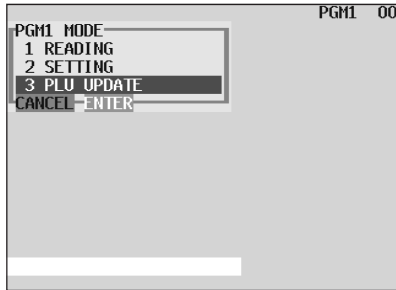
```
                                PGM2  00
SETTING————[▲ ]—
  10 OPTIONAL
  11 SECRET CODE
  12 REPORT
  13 LOGO TEXT
  14 PRINTER
  15 GLU CODE
  16 TAX
  17 FUNCTION KEY
  18 TRAINING
  19 DATA SEND
  20 DATA RECEIVE
CANCEL ENTER
```

```
                                PGM2  00
DATA RECEIVE—
  SPEED            PROGRAMMED SPEED
CANCEL ENTER
```

CAUTION   *The receiving unit must have equal or greater memories than the terminal sending the program.*

PLU Updating (in the PGM1 Mode)
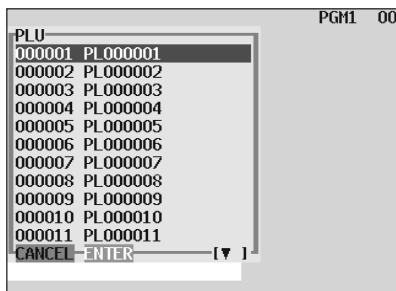
The PLU UPDATE is mainly used for daily changes of the PLU's unit price or name by supervisor or manager.

Procedure

To program a unit price or name for the PLU as follows:

1. In the PGM1 MODE window, touch the `UPDATE` key.
- The PLU list will appear.

```
                              PGM1  00
PGM1 MODE
 1 READING
 2 SETTING
 3 PLU UPDATE
CANCEL  ENTER
```
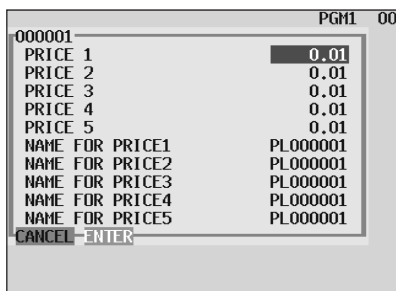
2. Select any PLU number from the list.

```
                              PGM1  00
PLU
000001 PL000001
000002 PL000002
000003 PL000003
000004 PL000004
000005 PL000005
000006 PL000006
000007 PL000007
000008 PL000008
000009 PL000009
000010 PL000010
000011 PL000011
CANCEL  ENTER         [▼ ]
```

3. Program a unit price or name for a corresponding price level.

```
                              PGM1  00
000001
 PRICE 1                  0.01
 PRICE 2                  0.01
 PRICE 3                  0.01
 PRICE 4                  0.01
 PRICE 5                  0.01
 NAME FOR PRICE1      PL000001
 NAME FOR PRICE2      PL000001
 NAME FOR PRICE3      PL000001
 NAME FOR PRICE4      PL000001
 NAME FOR PRICE5      PL000001
CANCEL  ENTER
```

- **PRICE1 thru 5 (Use the numeric entry)**
  Unit price of each price level (max. 6 digits)

- **NAME FOR PRICE1 thru 5 (Use the character entry)**
  Name of each price level (max. 8 characters). Up to 16 characters can be entered.

Unit Price Mode Programming

The UNIT PRICE mode programming is mainly used for daily changes of the PLU's unit price.

Procedure

To program a unit price for a PLU as follows:

```
                              MODE  00
  1 OPXZ MODE
  2 OFF MODE
  3 X1 MODE
  4 Z1 MODE
  5 X2 MODE
  6 Z2 MODE
  7 UNIT PRICE MODE
  8 PGM1 MODE
  9 PGM2 MODE
 10 AUTO KEY MODE
 11 CAT#2 EXECUTE
CANCEL ENTER    [▼ ]
```

1. Select "7 UNIT PRICE MODE" from the mode selection window.

   • The UNIT PRICE MODE window will appear.

```
                             PRICE  00
PLU
000001 PL000001
000002 PL000002
000003 PL000003
000004 PL000004
000005 PL000005
000006 PL000006
000007 PL000007
000008 PL000008
000009 PL000009
000010 PL000010
000011 PL000011
CANCEL ENTER[▼ ]
```

2. Select any PLU number from the list.

```
                             PRICE  00
000001 PL000001
  PRICE 1              0.01
  PRICE 2              0.01
  PRICE 3              0.01
  PRICE 4              0.01
  PRICE 5              0.01
CANCEL ENTER
```

3. Program a unit price for the corresponding price level.

   • **PRICE1 thru 5 (Use the numeric entry)**
     Unit price of each price level (max. 6 digits)

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Automatic Sequencing Key Programming

If you program a frequently performed key operation for the AUTO keys, you can enter those key operations simply by touching the corresponding AUTO keys in key operations.

Procedure

To program an automatic sequencing key as follows:

Select "10 AUTO KEY MODE" from the mode selection window.

↓

Select the keyboard from the keyboard list.

↓

```
                        AUTO  00



        ┌AUTO KEY─────────┐
        │PUSH AUTO KEY    │
        └─────────────────┘



```

1. Touch an automatic sequencing key which you want to program.

[AUTO]

↓

```
                        AUTO  00
┌01──────────────┐
│                │
│                │
│          EXIT  │
│                │
│                │
│                │
└────────────────┘
```

2. Enter the desired sequence to program for the automatic sequencing key.

700 ⟶ [000001] ⟶ [CASH]

↓

```
                        AUTO  00
┌01──────────────┐
│01      7  KEY  │
│02      0  KEY  │
│03      0  KEY  │
│04      P000001 │
│05      CA/AT   │
│          EXIT  │
│                │
└────────────────┘
```

3. Touch the automatic sequencing key again.

[AUTO]

4. Touch the EXIT to finalize the programming.

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Reading of Stored Programs

You can read programs stored in the PGM1 or PGM2 mode.

■ Program reading sequence

To read those programs stored in the PGM1 or PGM2 mode, use the following procedures:

1. Select "1 READING" in the PGM1 or PGM2 mode menu window to display the items list.
2. Select an item listed in the table shown below.
3. If required, enter the start and end codes to specify the range of the selected item.
4. Select a device ("DISPLAY" or "REPORT PRINTER") to read the programs.

	Item:	Description:	Available mode:
1	DEPT *	Department	PGM1 or PGM2
2	PLU *	PLU	PGM1 or PGM2
3	LINK PLU TABLE *	Link PLU table	PGM2
4	CONDIMENT TABLE *	Condiment table	PGM2
5	MIX&MATCH TABLE	Mix-and-match table	PGM2
6	RECIPE TABLE *	Recipe table	PGM2
7	INGREDIENT *	Ingredient table	PGM1 or PGM2
8	COMBO MEAL TABLE *	Combo meal table	PGM2
9	SCALE TABLE	Scale table	PGM2
10	FUNCTION	Function	PGM1 or PGM2
11	MEDIA	Media key	PGM2
12	SERVER	Server	PGM1 or PGM2
13	MANAGER	Manager	PGM2
14	EMPLOYEE *	Employee	PGM2
15	JOB LOCATE TBL	Job location table	PGM2
16	OPTIONAL	Optional feature	PGM2

Item:	Description:	Available mode:
17 FUNCTION TEXT	Function text	PGM2
18 DEPT. GROUP	Department group	PGM2
19 PLU GROUP	PLU group	PGM2
20 PLU HOURLY GR	PLU hourly group	PGM2
21 SERVER GROUP	Server group	PGM2
22 LOGO TEXT	Text	PGM2
23 TAX	Tax	PGM2
24 GLU CODE	GLU	PGM2
25 AUTO KEY	Automatic sequencing key	PGM2
26 PRINTER	Printer	PGM2
27 DIRECT KEY	Direct key	PGM2
28 PLU MENU KEY	PLU menu key	PGM2
29 FUNCTION KEY	Function key	PGM2

NOTE

*You can read those programmed items marked with " * " by range.*

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■ Sample printouts

• Departments (PGM1 or PGM2 mode)

Label (left)	Printout	Label (right)
Date	`08/26/03` `123456`	Machine number
Consecutive number	`#1003  8:03PM` `JACK0001`	Server name/server code
		Time
Operating mode*	`*PGM2*`	
Report type	`DEPT`	
		Tax status
Dept. no.	`D01` `10. 00`	Unit price
Item label	`HAMBURG` `T1` `G01`	Group no.
	`0003` `64`	CVM control character
Server group no.	`S1` `KP0000` `L95/10`	HALO/LALO
Key text	`DPT.01`	Print station
		Key color
	`DODGER BLUE`	
	`D02` `0. 00`	Function programming
	`DPT.02` `G00`	`0 0 0 3`
	`0001` `00`	└ Type of unit price entry (open/open & preset/ preset/inhibit)
	`S0` `KP0000` `L17/10`	└ Hash/normal
	`DPT.02`	└ Scale status (compulsory/allowed/prohibited)
	`DODGER BLUE`	└ Scale table no.
	`D03` `0. 00`	
	`DPT.03` `G00`	
	`0001` `00`	
	`S0` `KP0000` `L17/10`	
	`DPT.03`	
	`DODGER BLUE`	
	`D04` `0. 00`	

Printout	Label
`D10` `−0. 00`	Minus department
`DPT.10` `G00`	
`0001` `00`	
`S0` `KP0000` `L17/10`	
`DPT.10`	
`DODGER BLUE`	

* When you print this report in the PGM1 mode, the PGM2 indication is replaced by a "PGM1."

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• **PLUs (PGM1 or PGM2 mode)**

```
08/26/03          123456
#1005    8:13PM   JACK0001

      *PGM2*
PLU

P000001(02)           / 0
MILK
1                    1.25
COKE
0                    0.80
COFFEE
0                    2.50
TEA
0                    2.70
WINE
0                    5.00
T1       G03 05 07 HG01 00 00
M00 C00  R000 000 000 000 000
#00 T0                  00002
P000000    KP0000  PG0   40
         S  999.000 M  0.000
000001
000001
000001
000001
000001
                     YELLOW
P000002(01)           / 0
PL000002
1                    0.01
PL000002
0                    0.01
```

```
P000020(01)         L / 0
PL000020
1                    0.01
PL000020
0                    0.01
PL000020
0                    0.01
PL000020
0                    0.01
PL000020
0                    0.01
         G00 00 00 HG00 00 00
M00 C03  R000 000 000 000 000
#00 T0                  00002
P000000    KP0000  PG0   00
         S    0.000 M  0.000
000020
000020
000020
000020
000020
                     YELLOW
```

Labels (left side):
- Report type
- Dept. no.
- PLU no.
- Item label for price level 1
- Zero price (allowed/disallowed)
- Item label for price level 2
- Item label for price level 3
- Item label for price level 4
- Item label for price level 5
- Condiment table no.
- Tax status
- Mix & match table no.
- Link PLU table no.
- Coupon object PLU
- Scale table no.
- Print station
- Key text for price 1
- Key text for price 2
- Key text for price 3
- Key text for price 4
- Key text for price 5
- Key color

Labels (right side):
- Group nos.
- Base q'ty
- PLU's menu type
  - Blank : Normal PLU
  - L : Link PLU
  - C : Combo meal
- Price level 1
- Price level 2
- Price level 3
- Price level 4
- Price level 5
- Hourly group nos.
- Recipe table nos.
- CVM control character
- Minimum stock q'ty
- Priority group no.
- Stock q'ty
- Function programming

0 0 0 0 2
- Mode parameter
- Scale status (compulsory/allowed/prohibited)
- Condiment entry to menu item (compulsory/non-compulsory)
- Condiment type/non-condiment type
- Price shift (compulsory/prohibited/allowed)

- **Link PLU table (PGM2 mode)**

```
08/26/03           123456
#1007     8:20PM   JACK0001

      *PGM2*
LINK PLU TABLE ———————— Report type
                      ——— Link PLU
#01 ————————       P000041   table no.
                   P000042
                   P000043  ——— Assigned
                   P000044      PLU nos.
                   P000045
#02                P000046
                   P000047
```

- **Mix & Match table (PGM2 mode)**

```
08/26/03           123456
#1010     8:25PM   JACK0001

      *PGM2*
MIX&MATCH TABLE ——————— Report type
                      ——— Mix & Match
#01   / 3        5.75    table no.
#02   / 5       11.25  ——— Price
#03   /12     250.00
                      ——— Base q´ty
```

- **Condiment table (PGM2 mode)**

```
08/26/03           123456
#1009     8:23PM   JACK0001

      *PGM2*
CONDIMENT TABLE ——————— Report type
                      ——— Condiment
#01 ———— /3       P000061   table no.
                  P000062
                  P000063 ——— Assigned
                  P000064     PLU nos.
#02     /2        P000065
                  P000066
                  P000067

        └————————— Repeat times
```

- **Recipe table (PGM2 mode)**

```
08/26/03           123456
#1011     8:28PM   JACK0001

      *PGM2*
RECIPE TABLE ————————— Report type
                    ——— Ingredient table no.
#001 ————    001 / 1.00000 ——— Q´ty
             003 / 3.50000
             014 / 2.00000 ——— Recipe table no.
             022 / 5.00000
```

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• Ingredient (PGM2 mode)

```
08/26/03          123456
#1013    8:30PM    JACK0001

      *PGM2*
INGREDIENT ──────────────── Report type
                         ┌── Ingredient table no.
I 001 ──────────  SALAD ──── Ingredient text
   3.00          S  100.000 ─ Stock
I 002            POTATO
   1.75          S  100.000 ─ Cost
I 003            SOUP
   3.20          S   50.000
I 004            STEAK
  10.00          S   30.000
I 014
   0.00          S    0.000
I 022
   0.00          S    0.000
```

• Scale tare table (PGM2 mode)

```
08/26/03          123456
#1017    8:37PM    JACK0001

      *PGM2*
SCALE TABLE ─────────────── Report type
                         ┌── Scale table no.
#1 ──────────────  2.75 ─── Weight
#2                 3.50
#3                12.00
#4                 0.00
#5                 0.00
#6                 0.00
#7                 0.00
#8                 0.00
#9                 0.00
```

• Combo meal table (PGM2 mode)

```
08/26/03          123456
#1016    8:35PM    JACK0001

      *PGM2*
COMBO MEAL  TBL ────────── Report type
                        ┌── Combo table no.
#01 ─┐    CHICKEN COMBO ── Combo meal text
          COMB01 ───────── Combo key text
          YELLOW ───────── Combo key color
          C00 0 ────────── Condiment entry to menu item (compulsory/non-compulsory)
KP0000    PG0    00 ─────── Print station/Priority group no./CVM control character
          P000011 ──────── Associated PLU text
             1.21 ──────── Associated PLU unit price
          P000015
             2.50
          P000017
             1.25
```

Condiment table no.

• Functions (PGM1 or PGM2 mode)

```
08/26/03          123456
#1020     8:40PM   JACK0001

      *PGM2*
FUNCTION                  ──── Report type
                          ──── Sign (plus/minus)
(-) 1           -10.00
I  T1             L13     ──── Function text
                P000001
                P000002
                P000003    ── Associated PLUs
                P000004       (max. 20 items)
                P000005
(-) 2            -5.00    ──── Amount
S                 L17     ──── HALO
                P000001
                P000002
(-) 3            -0.00    ──── Tax status
S                 L17
(-) 4            -0.00
S                 L17
(-) 5            -0.00
S                 L17     ──── Type
(-) 6            -0.00          I=Item
S                 L17           S=Subtotal
(-) 9            -0.00
S                 L17
                P000001
                P000003
%1              -0.00%
S             L100.00%
%2              -0.00%
S             L100.00%
%3              -0.00%
S             L100.00%
%4              -0.00%
S             L100.00%
%5              -0.00%
S             L100.00%
%6              -0.00%
S             L100.00%
%9              -0.00%
S             L100.00%
                P000001
                P000003
GRATUITY         10.00%
  T  3
CA TIP            7.25%
CH TIP            L17
***RA             L18
***RA2            L18
***PO             L18
***PO2            L18
M-TAX             L17
```

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- **Media (PGM2 mode)**

```
08/26/03              123456
#1052      8:54PM    JACK0001

     *PGM2*
MEDIA ──────────────────── Report type
                          ── Print station
CASH ─┐         KP000 L18 ── Function text
      └   00000000000000
          CA1 00000000001
CASH2           KP000 L18 ── HALO
          00000000000000 ── Function
          CA2 00000000001     programming
CHECK1          KP000 L18
          00000000000000
          CK1 00000000001
CHECK2          KP000 L18
          00000000000000
          CK2 00000000001
CHECK3          KP000 L18
          00000000000000
          CK3 00000000001
CHECK4          KP000 L18
          00000000000000
          CK4 00000000001
CHARGE1 ─┐      KP000 L18
CHARGE1- ┘ 00000000000000 ── Function text (gross)
          CH1 00000000001 ── Function text (refund)
CHARGE2         KP000 L18
CHARGE2-   00000000000000
          CH2 00000000001
CHARGE3         KP000 L18
CHARGE3-   00000000000000
          CH3 00000000001
CHARGE4         KP000 L18
CHARGE4-   00000000000000
          CH4 00000000001
CHARGE5         KP000 L18
CHARGE5-   00000000000000
          CH5 00000000001
CHARGE6         KP000 L18
CHARGE6-   00000000000000
          CH6 00000000001
CHARGE7         KP000 L18
CHARGE7-   00000000000000
          CH7 00000000001
CHARGE8         KP000 L18
CHARGE8-   00000000000000
          CH8 00000000001
EMPL CH         KP000 L18
EMPL CH-    0000000000000
          CHe 00000000001
CONV 1    PESO      1.3250 ── Rate
CONV 2              0.0000 ── Descriptor
CONV 3              0.0000
CONV 4
```

```
EAT IN 1                 T1 ── Tax status
EAT IN 2
EAT IN 3
SERVICE              KP000
SERVICE2               000 ── Function
          SRV 00000000001     programming
FINAL                KP000
                       000
          FIN 00000000001
****CID          9999999.99 ── Sentinel
CHK/CG            999999.99 ── HALO
CA/CHK1           999999.99
                 0000000001
CA/CHK2           999999.99
                 0000000001
CA/CHK3           999999.99
                 0000000001
CA/CHK4           999999.99
                 0000000001
```

To be continued

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• Server (PGM1 or PGM2 mode)

```
08/26/03          123456
#1023    8:45PM   JACK0001

     *PGM2*
SERVER ──────────────────── Report type
                            Server code
SRV#0001      JACK ──────── Server name
00000001-00000010 ───────── Linked GLU
   0.00%      OD1(0000)     codes
SRV#0002      JIM
                          ── Function
                             programming
                          ── Net sales %

SRV#0010      SERV.010
00000001-99999999
   0.00%      OD1(0000)
```

• Manager (PGM2 mode)

```
08/26/03          123456
#1024    8:48PM   JACK0001

     *PGM2*
MANAGER ─────────────────── Report type
                            Manager code
MGR#01        1425 ──────── Secret code
MGR#02        0541
MGR#03        7210
```

• Employee (PGM2 mode)

```
08/26/03          123456
#1053    8:55PM   JACK0001

     *PGM2*
EMPLOYEE ────────────────── Report type
                            Employee code
EMP#0000000001   JIM ────── Employee name
SRV#0002 MGR#01 ─────────── Linked manager
DAILY: 7- 2 WEEKLY: 35- 10  code
(0435)   L98 L01 L02 L45 ── Daily & weekly
L17      L08 L14 L25        standard number
                            of hours - basic
                            overtime hours
                          ── Job location nos.
                          ── Linked server code
                          ── Secret code
         ── Employee sales limitation (HALO)
```

• Job location table (PGM2 mode)

```
08/26/03          123456
#1054    8:56PM   JACK0001

     *PGM2*
JOB LOCATE TBL ──────────── Report type
                            Job location
#01              MON        table no.
SA 7.00  OT1 1.20 OT2 1.25 ── Text
#02              TUE
SA 7.00  OT1 1.20 OT2 1.25 ── Overtime
#03              WED          payment rate 2
SA 7.00  OT1 1.20 OT2 1.25 ── Overtime
#04              THU          payment rate 1
SA 7.00  OT1 1.20 OT2 1.25 ── Salary payment
#05              FRI          amount
SA 7.00  OT1 1.20 OT2 1.25 ── Salary payment
#06              SAT          amount
SA 7.50  OT1 1.20 OT2 1.25
#07              SUN
SA 8.00  OT1 1.20 OT2 1.25
```

• Optional features (PGM2 mode)

```
08/26/03          123456
#1056    9:00PM   JACK0001


    *PGM2*
OPTIONAL ───────────── Report type


OPTIONAL
FUNC.PROHIBIT.
SRV REPO IN OPXZ     ENABLE ── Setting
PO ENTRY IN REG      ENABLE
RF/RETURN IN REG     ENABLE
1st LAST ITEM VD     ENABLE
DIRECT VD IN REG     ENABLE
INDIR. VD IN REG     ENABLE
SBTL VD IN REG       ENABLE
VD MODE IN REG       ENABLE
(-) ENTRY IN REG     ENABLE
NO SALE IN REG       ENABLE
PAY WHEN SBTL=0      ENABLE
TIP PAID IN REG      ENABLE
TR IN/OUT IN REG     ENABLE
INDIR. VD IN GLU     ENABLE


FUNC.SELECTING
LEVEL SFT METHOD       AUTO
LEVEL SFT IN        MGR&REG
PRICE SFT METHOD       AUTO
PRICE SFT IN        MGR&REG
RETURN TO LEVEL1  BY ONE ITEM
RETURN TO PRICE1  BY ONE ITEM
PERSON NUMBER       INHIBIT
COVER COUNT   NON-COMPULSORY
TABLE NUMBER        INHIBIT
TIP ENTRY METHOD     AMOUNT
SRVR DRW ASSIGN     INHIBIT
SHIFT KEY ACTION  CAPS LOCK
EMPLOYEE SALE  CHARGE AMOUNT
AUTO HOURLY REPO    DISABLE
DRIVE SCREEN         MANUAL
COMP.COND.CANCEL    MGR&REG


PRINTING SELECT
# OF PURCHASE     NOT PRINT
TIME                  PRINT
JOURNAL SELECT   FULL PRINT
JOURNAL LETTER       NORMAL
ITEM ON BILL          PRINT
SHARE%                PRINT


INTERVAL TIMER
TILL TIMER               0
SCREEN SAVE              0


BILL NUMBER
                      0004
```

```
O SKIP
SERVER                SKIP
TRANSACTION           SKIP
DEPARTMENT            SKIP
PLU                   SKIP
HOURLY                SKIP
DAILY NET             SKIP


HOURLY RPT
MEMORY TYPE             30
STARTING TIME           00


STACKED RPT
1
DEPARTMENT          01-10
PLU         000001-000100
EMP.SALE(DETAIL)
        0000000001-0000000100

2
PLU TOP 20          AMOUNT
HOURLY           1000-2200
GLU      00000001-00000100


EMPLOYEE
PAYMENT PERIOD      MONTHLY
PERIOD-1 START          01
PERIOD-2 START          01
PAY FOR BREAK           NO
```

To be continued

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```
08/26/03          123456
#1028      8:59PM   JACK0001

    *PGM2*
FUNCTION TEXT ──────── Report type
                     ──── Function text (default)
NET1       NET1 ──── Text (preset)
TAX1 ST    TAX1 ST
GRS TAX1   GRS TAX1
RFD TAX1   RFD TAX1
TAX1       TAX1
TX1 EXPT   TX1 EXPT
TAX2 ST    TAX2 ST
GRS TAX2   GRS TAX2
RFD TAX2   RFD TAX2
TAX2       TAX2
TX2 EXPT   TX2 EXPT
TAX3 ST    TAX3 ST
GRS TAX3   GRS TAX3
RFD TAX3   RFD TAX3
TAX3       TAX3
TX3 EXPT   TX3 EXPT
TAX4 ST    TAX4 ST
GRS TAX4   GRS TAX4
RFD TAX4   RFD TAX4
TAX4       TAX4
TX4 EXPT   TX4 EXPT
GRS MTAX   GRS MTAX
RFD MTAX   RFD MTAX
GST EXPT   GST EXPT
PST TTL    PST TTL
GST TTL    GST TTL
TTL TAX    TTL TAX
NET        NET
NET2       NET2
COMB01     COMB01
```

```
MDSE ST    MDSE ST
***TOTAL   ***TOTAL
CHANGE     CHANGE
DUE        DUE
TIP DUE    TIP DUE
TRAY TL    TRAY TL
ITEMS      ITEMS
BALANCE    BALANCE
```

To be continued

```
COPY       COPY
B.T.       B.T.
B.S.       B.S.
FIN.BAL    FIN.BAL
BAL FWD    BAL FWD
CLOSE CK   CLOSE CK
OPEN CK    OPEN CK
(%)SALES   (%)SALES
CHARGE     CHARGE
COST       COST
COST%      COST%
TTL COST   TTL COST
LOC#       LOC#
L.COST     L.COST
TTL HOUR   TTL HOUR
OVR TIME   OVR TIME
TIME-IN    TIME-IN
TIME-OUT   TIME-OUT
BRK-IN     BRK-IN
BRK-OUT    BRK-OUT
LABOR%     LABOR%
PERSON#    PERSON#
MANAGER#   MANAGER#
VAT EXPT   VAT EXPT
IND.PAY    IND.PAY
TARE WT.   TARE WT.
RCP S.W.   RCP S.W.
FREE GLU   FREE GLU
WASTE      WASTE
AVE SALE   AVE SALE
ST(-) TL   ST(-) TL
ST % TL    ST % TL
(-) TL     (-) TL
% TL       % TL
CASH TL    CASH TL
RA TL      RA TL
PO TL      PO TL
CA/CK TL   CA/CK TL
CONV TL    CONV TL
CHR TL     CHR TL
CHECK TL   CHECK TL
COMBO      COMBO
WASTE      WASTE
RF         RF
CP         CP
NET SLS    NET SLS
COMBO TL   COMBO TL
WASTE TL   WASTE TL
RF TL      RF TL
NET TL     NET TL
OVR COST   OVR COST
GLU#       GLU#
CAR#       CAR#
```

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• Department group text (PGM2 mode)

```
08/26/03        123456
#1034    9:01PM   JACK0001

      *PGM2*
  DEPT.  GROUP ────────── Report type
                          Function text
  DPT GR-1    DPT GR-1    (default)
  DPT GR-2    DPT GR-2 ── Text (preset)
  DPT GR-3    DPT GR-3
  DPT GR-4    DPT GR-4
  DPT GR-5    DPT GR-5
  DPT GR-6    DPT GR-6
  DPT GR-7    DPT GR-7
  DPT GR-8    DPT GR-8
  DPT GR-9    DPT GR-9
```

• PLU hourly group text (PGM2 mode)

```
08/26/03        123456
#1036    9:03PM   JACK0001

      *PGM2*
  PLU HOURLY  GR ───────── Report type
                           Function text
  HOUR GR1    HOUR GR1     (default)
  HOUR GR2    HOUR GR2 ─── Text (preset)
  HOUR GR3    HOUR GR3
  HOUR GR4    HOUR GR4
  HOUR GR5    HOUR GR5
  HOUR GR6    HOUR GR6
  HOUR GR7    HOUR GR7
  HOUR GR8    HOUR GR8
  HOUR GR9    HOUR GR9
```

• PLU group text (PGM2 mode)

```
08/26/03        123456
#1035    9:02PM   JACK0001

      *PGM2*
  PLU  GROUP ──────────── Report type
                          Function text
  PLU GR01    PLU GR01    (default)
  PLU GR02    PLU GR02 ── Text (preset)
  PLU GR03    PLU GR03

  PLU GR97    PLU GR97
  PLU GR98    PLU GR98
  PLU GR99    PLU GR99
```

• Server group text (PGM2 mode)

```
08/26/03        123456
#1037    9:04PM   JACK0001

      *PGM2*
  SERVER  GROUP ───────── Report type
                          Function text
  GROUP1     GROUP1       (default)
  GROUP2     GROUP2 ───── Text (preset)
  GROUP3     GROUP3
  GROUP4     GROUP4
  GROUP5     GROUP5
  GROUP6     GROUP6
  GROUP7     GROUP7
  GROUP8     GROUP8
  GROUP9     GROUP9
```

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• Text (PGM2 mode)

```
08/26/03              123456
#1041      9:11PM    JACK0001

        *PGM2*
LOGO TEXT ——————————————— Report type

RECEIPT LOGO
         SHARP
      PRESENTS THE
       UP-3301
        SHARP         ——— Receipt logo text
        IS THE
         BEST

BILL LOGO
BILL HEADER ——————————————— Header text for
                            bill printer

BILL FOOTER ——————————————— Footer text for
                            bill printer
```

• GLU code (PGM2 mode)

```
08/26/03              123456
#1043      9:14PM    JACK0001

        *PGM2*
GLU CODE ——————————————— Report type

GLU
         00000010-00000020 ——— Start code
DRIVE THRU                ——— End code
0100     00000001-00000100

     └————— Alarm time
```

• Tax rate (PGM2 mode)

```
08/26/03              123456
#1039      9:11PM    JACK0001

        *PGM2*
TAX ——————————————————————— Report type
                            Tax no.
TAX1         6.0000 % ————— Rate
          /  1.00    ————— Cycle
        1    0.11    ————— Lower tax limit
        2    0.23
        3    0.39
        4    0.57    ————— Breakpoint
        5    0.73          amount
        6    0.89
        7    1.11
TAX2         4.0000 %
             0.12   ————— Lower tax limit
TAX3         5.0000 %
             0.20   ————— Doughnut tax
EXPT COUNT        0        exempt count
TAX4         6.0000 %
             0.30
```

• AUTO key (PGM2 mode)

```
08/26/03              123456
#1044      9:15PM    JACK0001

        *PGM2*
AUTO KEY ——————————————— Report type

#01 ——————————————————— AUTO key no.
 FUNC.MENU01      HOME
 HOME             P000001
 HOME             P000007  ——— Entry sequence
 HOME             FNC.MN1       programmed
#02
 FUNC.MENU01      3 KEY
 FUNC.MENU01      HOME
 HOME             P000007


#23              ————
#24              ————
#25              ————
```

• Printer (PGM2 mode)

```
08/26/03          123456
#1045      9:21PM  JACK0001

        *PGM2*
PRINTER  ──────────────── Report type

J PRINTER ──────────  YES ── Auto cutter
                   ER-01PU ── Model no. of
                 ONE SHEET      printer
R PRINTER          Q / YES ── Paper type
                   ER-01PU ── Line feed count
                 ONE SHEET      for tray subtotal
BILL PRINTER          YES ── Printer type
                   ER-01PU
                 ONE SHEET
REPORT PRINTER        YES
                   ER-01PU
                 ONE SHEET
                     PRINT
KP#1                  YES
                   ER-01PU
                 ONE SHEET
```

• Direct key (PGM2 mode)

```
08/26/03          123456
#1046      9:22PM  JACK0001

        *PGM2*
DIRECT KEY ─────────────── Report type
                          ── Home keyboard
SHARP UP3301 POS ───────── Key no.
001                  ----
002                  ----
003                  ----
004                  ----
005                  ----
006                  ----
007                  ----
008                  ----
009                  ----
010                  ----
011                  ----
012                  ----
013                  ----
014                  ----
015                  ----
016        L 1  P000001 ── PLU no.
           L 2     ----
           L 3     ----

           L 8     ----
           L 9     ----
           L10     ----
```

• PLU menu key (PGM2 mode)

```
08/26/03          123456
#1047      9:29PM  JACK0001

        *PGM2*
PLU MENU KEY

#01          PLU MENU01 ── Title
               P000151 ── Menu
               P000152      PLU
               P000153
               P000154
               P000155
               P000156
               P000157
               P000158
               P000159
               P000160
#02          PLU MENU02
               P000161
               P000162
               P000163
               P000164
               P000165
               P000166
               P000167
               P000168
               P000169

#05          PLU MENU05
               P000191
               P000192
               P000193
               P000194
               P000195
               P000196
               P000197
               P000198
               P000199
               P000200
```

PLU menu key no. ── #01

207

• Function key (PGM2 mode)

```
08/26/03          123456
#1061     9:09PM   JACK0001

     *PGM2*
FUNCTION KEY  ──────── Report type

001              HOME  ── Key text
                 BLUE  ── Key color
002            CANCEL
               YELLOW
003             CLEAR
               YELLOW
004              MODE
                 CYAN
005
            LIGHT GRAY
006
            LIGHT GRAY
007              MORE
            LIGHT CYAN
008              MORE
          DODGER BLUE
009             ENTER
           SLATE GLAY
010               SUB
        LIGHT MAGENTA
011              CASH
                GREEN
012                 0
            LIGHT GRAY
013                 1
            LIGHT GRAY
014                 2
            LIGHT GRAY
015                 3
            LIGHT GRAY
016                 4
            LIGHT GRAY
017                 5
            LIGHT GRAY
018                 6
            LIGHT GRAY
019                 7
            LIGHT GRAY
020                 8
            LIGHT GRAY
021                 9
            LIGHT GRAY
022                00
            LIGHT GRAY
023               000
            LIGHT GRAY
024                 .
            LIGHT GRAY
```

```
216            MENU39
                 CYAN
217            MENU40
                 CYAN
218            MENU41
                 CYAN
219            MENU42
                 CYAN
220            MENU43
                 CYAN
221            MENU44
                 CYAN
222            MENU45
                 CYAN
223            MENU46
                 CYAN
224            MENU47
                 CYAN
225            MENU48
                 CYAN
226            MENU49
                 CYAN
227            MENU50
                 CYAN
228            ED TIP
               YELLOW
```

To be continued

14 Operator Maintenance

In Case of Power Failure

When power is lost, the POS terminal retains its memory contents and all information on sales totals.
• When power failure is encountered in the POS terminal idle state or during an entry, the POS terminal returns to the normal state of operation after power recovery.

Before Calling for Service

The malfunctions shown on the left-hand column below, labeled "Fault," does not necessarily indicate functional faults of the machine. It is therefore advisable to refer to the "Checking" shown on the right-hand column before calling for service.

Fault	Checking
• The display does not illuminate.	• Is power supplied to the electric outlet? • Is the power cord plug out or loosely connected to the electrical outlet? • Is the power switch in the "ON" position? • Are the brightness control and the contrast control adjusted correctly? • Is the terminal in screen-save mode?
• No receipt is issued.	• See the printer manual.
• No journal paper is taken up.	
• Printing is unusual.	

15 Options

List of Options

For your UP-3301 POS terminal, the following options are available:
For details, contact your authorized SHARP dealer. Do no try to install any options yourself.

1. RAM memory board model UP-S02MB2M
2. External printer model ER-01PU
3. Remote drawer model ER-03DW or ER-04DW
4. Coin case model ER-75CC3 or ER-55CC2
5. Magnetic card reader model UP-E12MR2
6. Built-in printer model UP-T80BP
7. RS-232 I/F board model ER-A7RS2

16 Specifications

Model:	UP-3301
External dimensions:	11.6(W) x 16.3(D) x 12.8(H) in. (295(W) x 414.5(D) x 325(H) mm)
Weight:	14.6 lbs. (6.6 kg)
Power source:	120 V AC ±10%, 60 Hz
Power consumption:	Stand-by: 29 W Operating: 50 W
Working temperatures:	32 to 104 °F (0 to 40 °C)
Electronics:	LSI (CPU) etc.
Built-in battery:	Rechargeable battery pack, memory holding time of approx. 1 month (with fully charged built-in battery pack, at room temperature)
Display:	Operator display: Color LCD module and Touch panel 640(W) x 480(H) (dots) Customer display: 16-position dot matrix display (5 x 7 dots) and 11-position 7-segment display
Accessories:	Leaflet 1 copy Ferrite cores 3 pieces (used for communications cabling installation) Gum leg (for UP-E12MR2) 2 pieces

* Specifications and appearance subject to change without notice for improvement.

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17 Appendix

Error Messages

Error message:	State:
MISOPERATION	Misoperation
ENTRY ERROR	Entry error
ENTRY INHIBITED	Entry is inhibited by PGM programming.
ENTRY OVERFLOW	Entry data overflow
TRANS OVERFLOW	One transaction limitation overflow
LACKING MEMORY	Not enough file or memory size.
ENTRY COMPULSORY	Entry compulsory
NO AUTHORITY	No authority assigned
UNDEFINED CODE	Undefined code
NOT ASSIGNED	Not assigned.
CODE NOT FREE	The code is not free.
OUT OF STOCK	Stock overflow error
OVER LIMITATION	Digit limitation overflow
TIP ERROR	Tip error
SECRET # ERROR	Secret code mismatch
PAPER EMPTY	Printer's paper empty
NON RESET	IRC initial download before resetting
OFF LINE	Remote printer off-line error
MOTOR LOCK	Remote printer motor lock error
TYPE ERROR	IRC download file type mismatch
POWER OFF	Power of the IRC terminal is off.
BUSY	IRC communication busy
LINE ERROR	Transmission error
SYSTEM OPENED	Resetting executed in open store state (only when the resetting operation is inhibited).
IS SIGNED ON	IRC server sign-on error (when all server resetting is executed.)
NO REPLY/MASTER	The master does not reply to the request.
NO REPLY/BACKUP	The backup master does not reply to the request.
SENDING DATA	Data sending message
T-LOG FULL	T-log file is full.
ATTEMPT RETRY?	Manager retry message
IR SEND OK	IR data has normally been sent.
IR RECEIVE OK	IR data has normally been received.
IR COM.ERROR	IR communication error
IR DATA ERROR	IR data error
IR COM.TIME-OUT	IR communication time out
IR COM.CANCELED	IR communication has been canceled.
CHECK RS-PORT	Assigned serial port was not found.
CHECK CONNECTION	Printer connection error
CHECK LOW PAPER	Printer paper near end error
INVALID RESPONSE	CAT error message received from HOST
COMM.ERROR	CAT communication error with HOST
CAN NOT VOID	VOID operation can not be performed.
TIP EXIST	Tip amount is entered.

Your POS terminal may also display the following messages:

- NON-ADD # CODE
- ZERO DATA PRESET
- ENTER AMOUNT
- GLU FILE CLOSED
- COVER COUNT
- DECIMAL POINT
- DEPARTMENT
- TYPE DEPARTMENT
- GLU BUFFER FILE
- GLU FILE
- OPEN PRICE
- PBLU
- TYPE PLU
- PRESET PRICE
- QTY
- REG BUFFER FILE
- SCALE
- SERVER
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- Z-RESET
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- DRIVE-THRU

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NOTICE

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