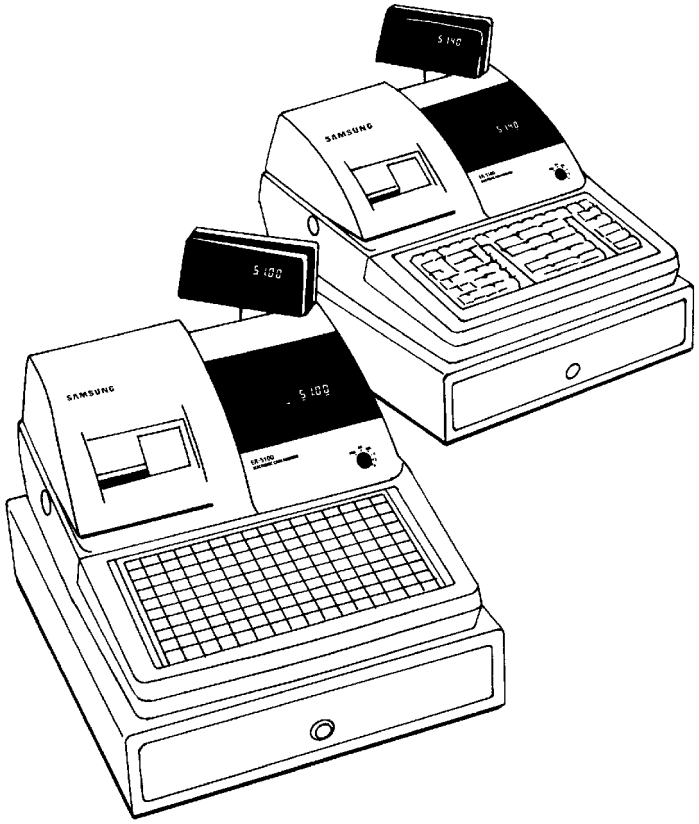
SAM4S

ER-5100/5140 Electronic Cash Register

Operator's and Programming Manual



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M-ER5100/5140 Version 2.0

CRS, Inc.
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Revision 2.0 - April 1, 2005

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ATTENTION

The product that you have purchased may contain a battery that may be recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of the battery into the municipal waste system.

Check with your local solid waste officials for details concerning recycling options or proper disposal.

Contents

Introduction

About the *Samsung ER-5100* Series

Congratulations! You have selected a very flexible electronic cash register designed for years of reliable service. *Samsung ER-5100 series ECRs* will fit many retail stores, shops and restaurants, providing fast transaction processing, security, and detailed sales information.

The *Samsung ER-5100* Series is offered in two different versions:

- The *Samsung ER-5100* features a flat 160 position keyboard with 117 PLU keys. Because it offers protection from spills, this version works best in restaurants, food service shops, or convenience stores where food is served.
- The *Samsung ER-5140* features a 90 position keyboard with traditional raised keys. This version will accommodate up to 40 PLU keys and works best in retail stores, or shops where it is not necessary to place a large number of preset item keys on the keyboard.

This manual includes instructions for both models. The keyboard is the only significant difference between the two models. Almost all other features are the same, any differences will be noted.

Using This Manual

With this manual we hope to provide you with a means to use your *Samsung* cash register to its fullest potential.

This manual is divided into four sections:

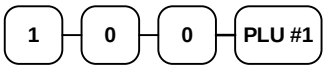
- "Introduction" on page 7, which explains basic features and functions.
- "Operations" on page 23, which guides the user through the basic operation sequences.
- "Management Functions" on page 63, which shows manager controlled functions, along with reports and balancing information.
- "Programming" on page 89, which provides complete programming instructions, including PLU, function key programs, and system options. This section is recommended for use by store owners and managers, since programming can be somewhat complicated. Call your *Samsung* dealer if you find you need programming assistance.

The *Samsung ER-5100/5140* allows many different configurations. This manual was written with this in mind. Although we have tried to touch on all available options, your machine may differ.

If you have questions concerning the configuration of your *ER-5100/5140*, contact your authorized *Samsung* dealer.

Using Flowcharts

Flowcharts are used to supplement step by step instructions throughout this manual. For example, the following flowchart describes how to register $1.00 into the **PLU1** key:



This flowchart means:

1. Press numeric key **1.**
2. Press numeric key **0.**
3. Press numeric key **0.**
4. Press **PLU #1.**

Follow the flowchart from left to right, pressing the keys in the order they are shown. Numeric keypad entries are shown as square keys. PLU and function keys are shown as rectangular keys.

Basic Features and Functions

The *Samsung ER-5100/5140* is designed to fit into many different retail and restaurant environments.

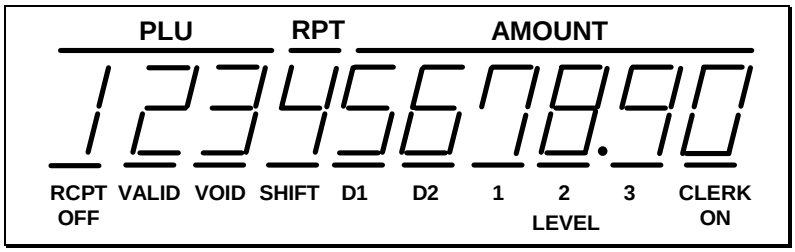
Standard Features Include:

- 2 station (receipt and journal) dot matrix printer, with validation slot.
- Cash drawer with 5 bill and 5 coin compartments.
- Ten position front and rear displays with a rear pop up display standard.
- 7-position control lock.
- 24-hour real-time clock with automatic day and date change.
- Four tax rates with value added tax (VAT) capability. Each tax rate is programmable for tax table look-ups and/or straight percentage tax programming. Tax rate 4 may be programmed to accommodate Canadian goods and services tax (GST).
- Operation for up to 15 clerks or cashiers with separate report totals. Your *Samsung* dealer can provide an optional second drawer.
- 1000 Price Look Ups (PLUs) for open or preset item registration. For direct registrations, up to 117 PLUs are on the *ER-5100* keyboard; up to 40 PLUs are on the *ER-5140* keyboard. Each keyboard PLU may be registered in one of three levels.
- 21 Group totals to accumulate totals of individual PLUs that are assigned to each group. Each PLU can be assigned to one or two different groups.
- A programmable keyboard allowing customized placement of functions as they are needed. (See "Function Key Descriptions" on page 23 for a list of available functions).
- Function keys for posting charges and payments to accounts or guest checks. You can choose manual previous balance posting or automatic balance tracking for up to 100 current balances.
- Food stamp sorting and tendering for stores that accept food stamp payments.
- Check, Cash, and up to five Charge keys.
- Management **X** and **Z** reports.
- PC Communications.

Display

The *Samsung ER-5100/5140* comes with a ten position front display. Annotations on the display window include:

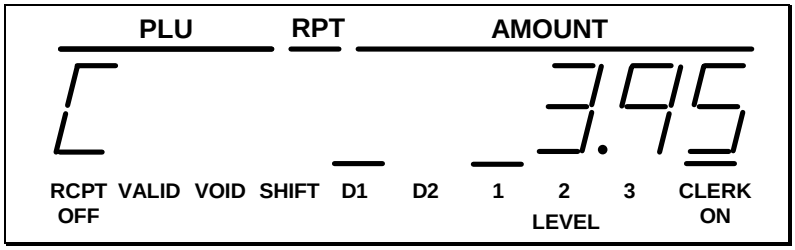
- **PLU**, where the appropriate PLU number displays when making entries.
- **RPT**, where a counter appears when the same item is multiplied or repeated.
- The **AMOUNT** area shows the amount, i.e. price, subtotal or total.
- **RCPT OFF** indicates when the receipt is turned off.
- **VALID** illuminates once the form being inserted is aligned correctly, covering the active sensors.
- The **VOID** symbol illuminates during Void operations.
- The **SHIFT** symbol illuminates during Tax Shift operations
- The **D1** and **D2** symbols indicate whether drawer 1 or drawer 2 is selected. (The second drawer must be purchased separately.)
- The **LEVEL** symbol indicates the current PLU level.
- The **CLERK ON** segment remains illuminated as long as a clerk is signed on.



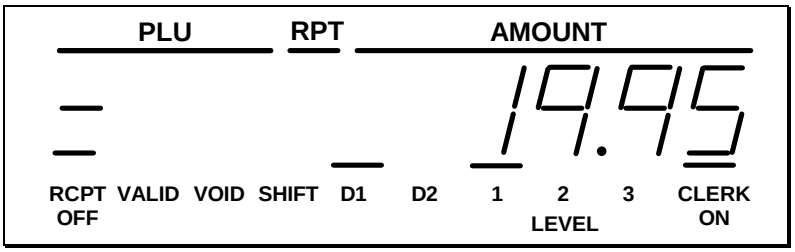
The front display offers supplemental descriptors which appear in the first two display positions (as shown). These descriptors help the operator by supplying additional information while operating the register, and may be accompanied by an error tone.

Supplemental descriptors include:

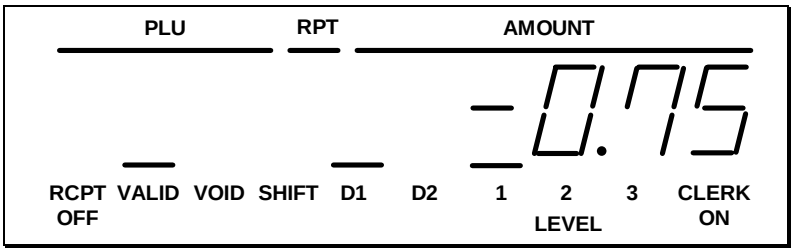
Change Due



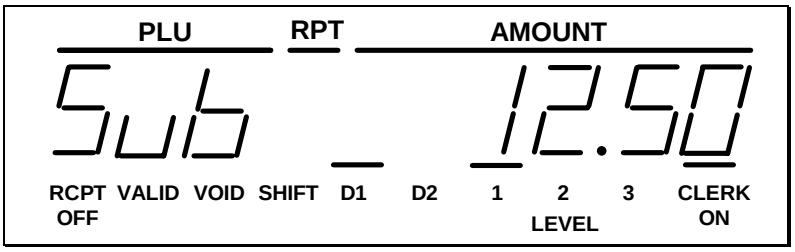
Tray Subtotal



Negative Entry

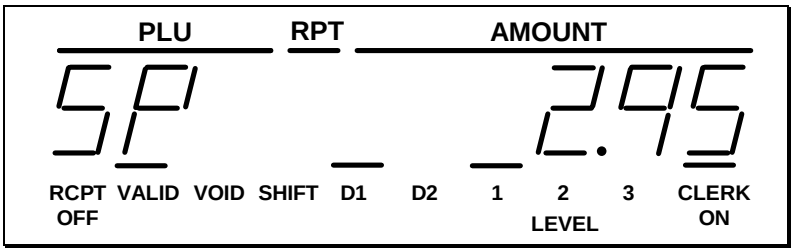


Subtotal

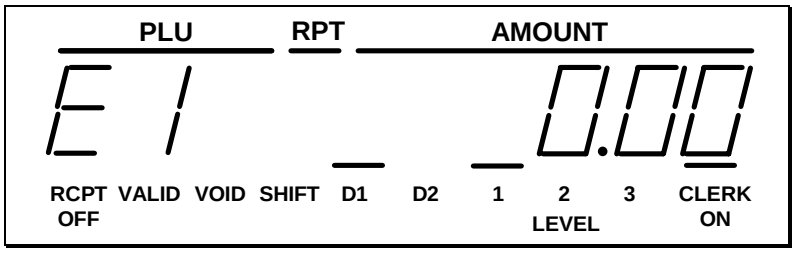


Validation Required

NOTE: The indicator light above "VALID" will illuminate once the form has been properly aligned.



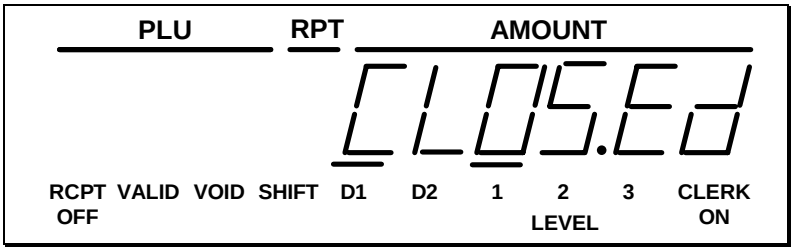
Numbered Error Conditions



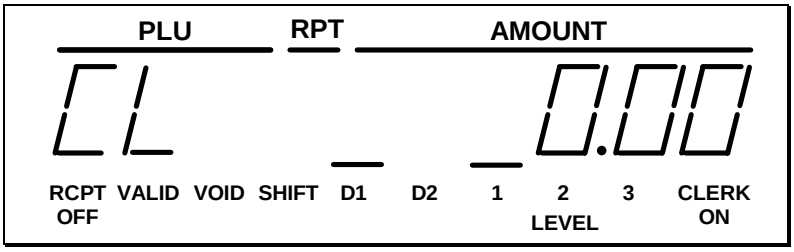
E1	General Error (key sequence error)
E2	Drawer Open
E3	HALO exceeded
E4	X mode compulsory
E5	Compulsory Non-Add #
E6	Require Tray Subtotal
E7	Condiment entry required
E8	Compulsory scale entry
E9	Compulsory Eat-In, Take Out, or Drive Thru
E10	Compulsory key at the start of the sale, i.e. non-add number
E11	Cash in drawer limit exceeded
E12	Active open drawer alarm
E13	Guest # entry required
E14	Scale error
E15	Check TIP operation programming status
E16	Clerk does not match the clerk associated with this table number
E17	Compulsory condiment entry before item
E18	Compulsory tare #
E19	Close open table
E20	Require cash declaration
E21	Optional external printer busy
E22	Optional external printer off line
E23	Compulsory endorsement key
E30	Memory capacity exceeded
E99	Inactive function

Special Messages Displayed:

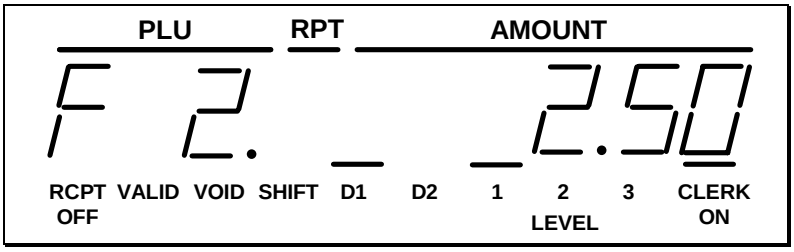
When all clerks are signed off, the display will read "CLOSEd" when the control lock is in the **REG** position.



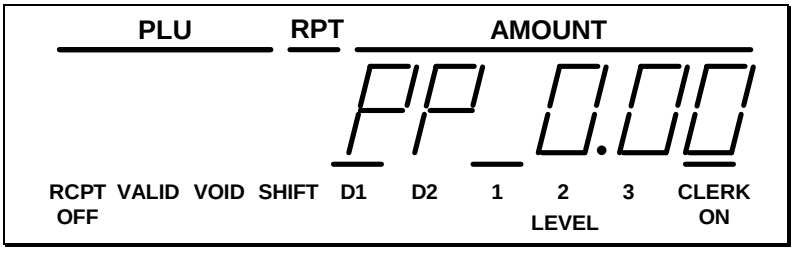
"CL" displayed while in **X** or **Z** control lock position indicates that a clerk must be signed on.



If food stamp change is due, the amount is shown on the left portion of the display. In this example, the display indicates $2.00 in food stamp change and $2.50 in cash change.



In the event of printer failure, the **P P** message will be displayed.



A majority of printer failures are due to paper jams, which can easily be remedied by removing both the receipt and journal tapes and clearing obstruction from the print head. Worn out and frayed printer ribbons may also jam printers. It is suggested that printer ribbons be changed as soon as print becomes faint in order to prevent frayed ribbons from causing printer failures.

Printer

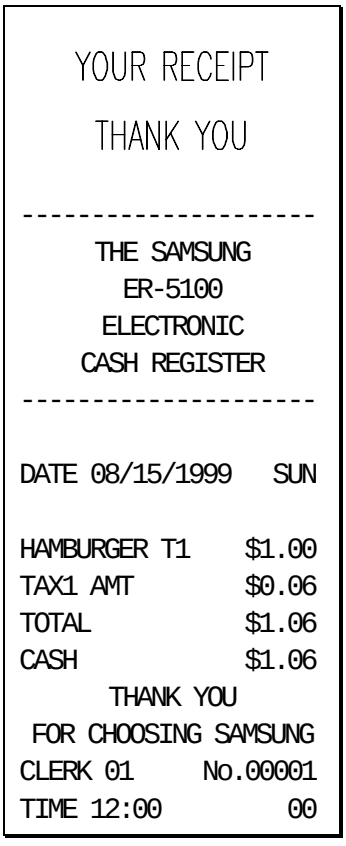
Model:

- Samsung ERP-400

Features:

- Receipt and journal stations.
- Print speed: 3.0 lines per second
- Columns: 21 per station.
- Single line validation
- Character Size: 7 x 9 dots.
- Paper size: 44mm width.
- Tear off for receipt.
- Logo stamp, printing the message "Your Receipt, Thank You"

Sample Receipt

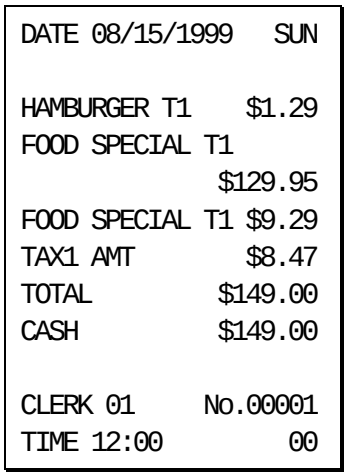


Two-Line Print Conditions

The *Samsung ERP-400* printer allows single line numeric fields of up to nine digits, along with programmable PLU descriptors of up to twelve characters. For this reason, provisions have been made for printing sales where the combination of descriptor and amount is greater than 21 characters.

PLU descriptors are separated from amounts by at least one blank space. If the descriptor used is a full twelve characters, and more than one tax rate is applied, all PLU entries may require two lines, with the amount on the second line.

For example:

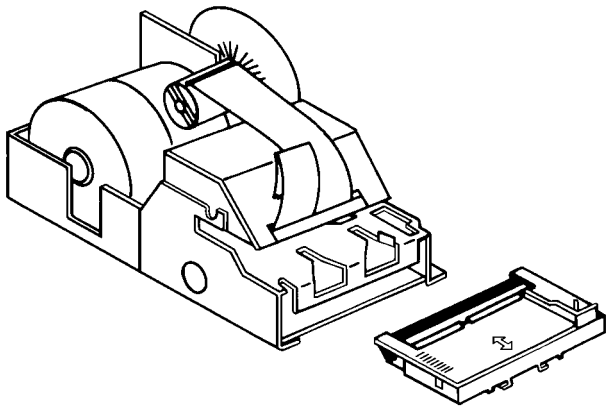


Changing the Printer Ribbon Cartridge

The *Samsung ER-5100/5140* receipt/journal printer uses a replaceable ink ribbon cartridge. Once print becomes faint, a new ink ribbon must be installed. To replace the ink ribbon follow these steps:

1. Remove the printer cover and locate the ink ribbon cartridge as shown in the illustration.
2. Apply downward pressure to the cartridge while pulling it towards you using the serrated area on the left edge and the raised tab near the knob on the right. Lift to remove.
3. Insert the new ink ribbon cartridge and press firmly into place. Remove any slack in the ribbon by rotating he cartridge knob counter-clockwise.

Note: Ribbon must be in place when changing paper.



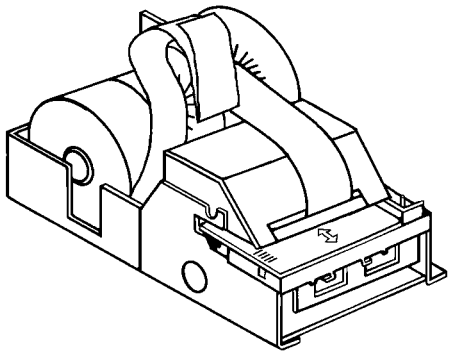
Changing Paper

Loading the Receipt Paper

1. Place the other roll of paper into the small tray on the left.
2. **Make sure the paper unrolls from the bottom of the roll**.
3. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.*
4. Press the **RCPT FEED** key until the paper comes through the printer. Continue to press the key until 3 - 4 inches of paper are through the printer.
5. Replace the printer cover, making sure the receipt paper comes out through the opening in the printer cover.

*** Ribbon must be in place when changing paper.**

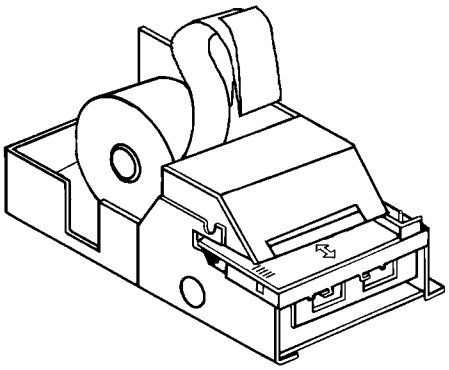
Follow the same steps anytime you need to replace receipt or detail paper. All steps are the same. However, when replacing detail paper, cut the old detail paper at the spot where the printing stops. Then use the **DETL FEED** key to free the old paper from the printer. Remove the old detail paper from the rewind spindle.



Loading of the Detail Paper

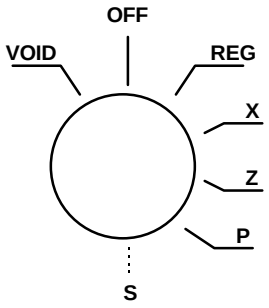
1. Place the key marked REG into the control lock and turn to the **REG** control lock position.
2. Locate the rewind spindle.
3. Locate the printer cover key. The printer cover key is the smallest key on the key ring. Insert this key into the printer cover lock. Turn the key, and remove the printer cover.
4. Locate and install the printer ribbon cartridge (see "Changing the Printer Ribbon Cartridge" on page 16).
5. As you face the keyboard, notice two plastic trays behind the printer mechanism. Place one of the rolls of printer paper into the tray on the right**. Make sure the paper will unwind from the bottom of the roll.**
6. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.*
7. Press the **DETL FEED** key on the cash register keyboard until the edge of the paper feeds through the printer. Run 6 - 8 inches of paper through the printer.
8. Insert the end of the paper into the slot on the shaft of the rewind spindle, holding the spindle with the gear to the right and the shaft to the left. Wind the spindle several turns to be sure the paper will stay on the spindle. Press the end piece of the rewind spindle back onto the left end of the shaft.
9. Slide the axle of the rewind spindle (between the gear and the shaft) into the notch of the printer housing**. Make sure the gear on the rewind spindle meshes with the gear on the printer.**
10. Press the **DETL FEED** key several more times to make sure the paper moves properly through the printer.

*** Ribbon must be in place when changing paper.**



Control Lock

The control lock has 7 positions, accessed with 5 keys. Each ECR is shipped with two full sets of keys.



VOID	Use to void (correct) items outside of a sale.
OFF	The register is inoperable.
REG	Use for normal registrations.
X	Use to read register reports.
Z	Use to read register reports and reset totals to zero.
P	Use to program the register.
S	The S position is a hidden position reserved for dealer access.

All normal operations are performed with the control lock in the **REG** position. Refer "Manager Authorization Of Restricted Operations" on page 63 to perform operations in the **X** position.

Before performing any operations in Register Mode a clerk must be signed on. See "Clerk Sign-On/Sign-Off" on page 27 for a description of clerk operations.

Control Keys

The *Samsung ER-5100/5140* includes two sets of keys that may be used to access the following control lock positions.

Key	Positions Accessible
REG	OFF, REG
VOID	VOID, OFF, REG, X
Z	VOID, OFF, REG, X, Z
P	VOID, OFF, REG, X, Z, P
C	ALL POSITIONS

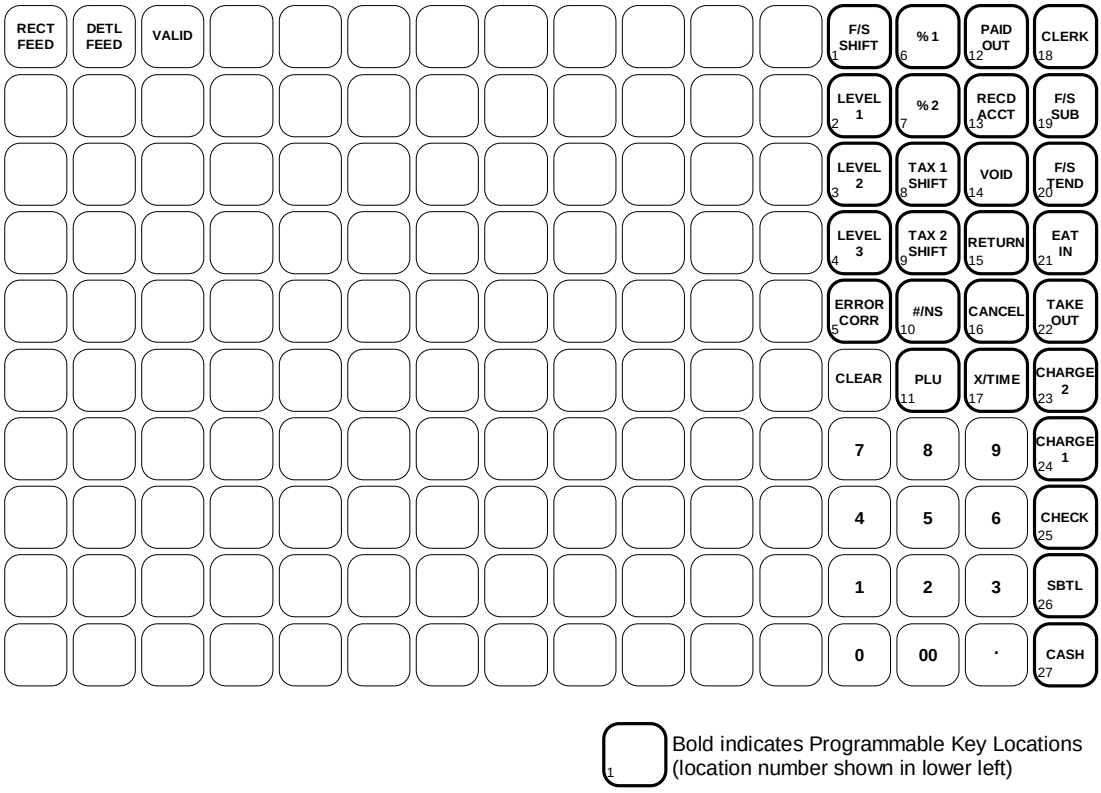
Note: Keys may be removed from the control lock in the OFF or REG positions.

Keyboards

ER-5100 Keyboard

The *ER-5100* keyboard includes 160 key positions with the default legends and key assignments as shown below. The keyboard legend sheet can be replaced by lifting the protective plastic cover.

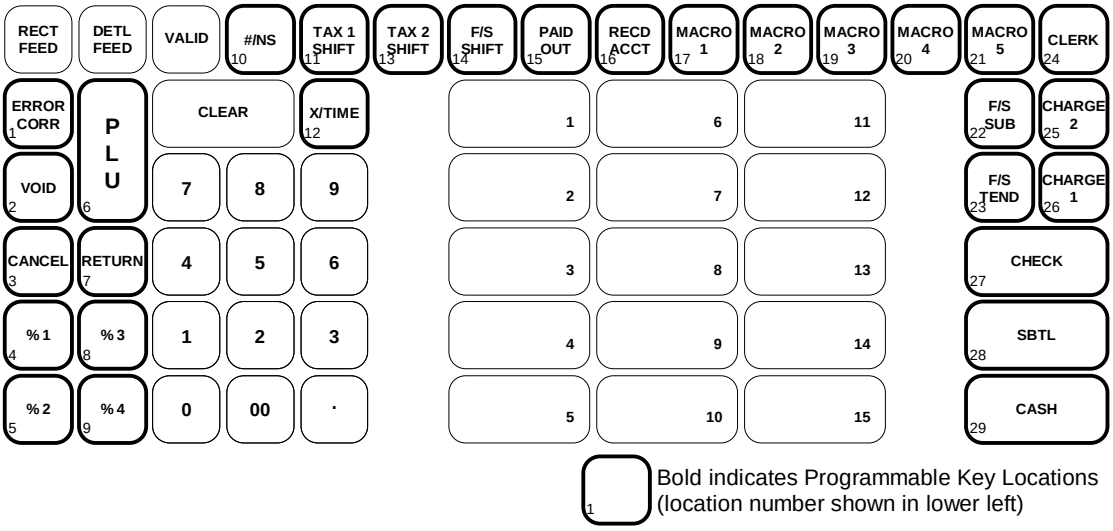
Programmable key locations are shown with a bold border.



ER-5140 Keyboard - Default

The *ER-5140* keyboard is shown below with the default legends and key assignments. This configuration has 15 keyboard PLU locations.

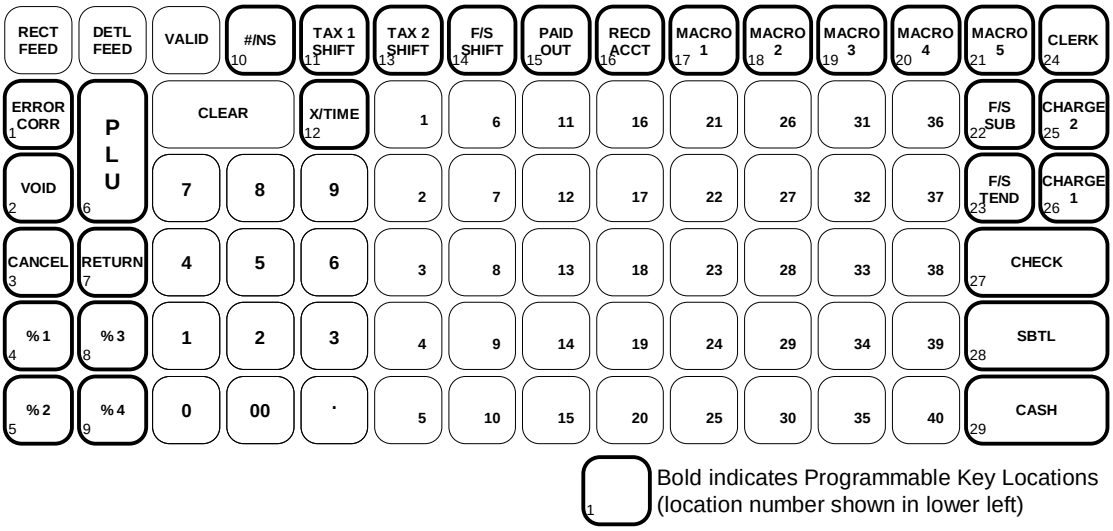
Programmable key locations are shown with a bold border.



ER-5140 Keyboard - Expanded

The *ER-5140* keyboard is shown below with the default legends and key assignments. This configuration has 40 keyboard PLU locations.

Programmable key locations are shown with a bold border.



Notes

Operations

Overview

The operations section of this manual gives basic information about the functions performed by the register. Each of the function keys are explained, giving a general description of their operation.

Example operations are given for each function key showing correct keystrokes and the resulting print on the receipt. Since all machines differ in actual programming, the operation of some keys may require a management key, while other optional keys may not exist on your keyboard.

If you have questions concerning your keyboard set-up, please contact your authorized *Samsung* dealer.

Function Key Descriptions

Keys are listed in alphabetical order. Some of the keys described below are not included on the default keyboard. See "Function Key Assignment Programming" on page 91 to add or change programmable keys.

Keyboard Legend	Description
#/NS	Use as a non-add key to print up to a 8-digit numeric entry on the receipt and journal. This entry will not add to any sales totals. The **#/NS** key is also used to open the cash drawer without making a sale.
X/TIME	Use to a multiply a quantity of items or calculate split pricing on PLU entries.
00, 0-9, Decimal	Use to make numeric entries in **REG**, **X**, **Z**, **VOID**, or **P** positions. The decimal key is used for decimal or scale multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into PLUs.
CANCEL	Cancels a transaction without updating PLU, or function key totals. The Cancel function may only be used prior to tendering. Once tendering begins, the Cancel function may no longer be used. The **CANCEL** key corrects the appropriate totals and counters and the Financial report records total of transactions canceled.

Keyboard Legend	Description
CASH	Calculates the sale total including tax, finalizes the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the **CASH** key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Post tendering is also available should a second change calculation be necessary. Re-enter the tendered amount and press the **CASH** key to show the new change computation. Press the **CASH** key a second time to issue a buffered receipt (up to 200 lines) when the receipt on/off function is OFF.
CHECK	Use to finalize check sales. Calculates the sale total including tax, finalizes the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the **CHECK** key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the cash-in-drawer total.
CHECK CASHING	Use to exchange a check for cash. Cash-in-drawer and check-in-drawer totals are adjusted.
CHECK ENDORSEMENT	Use to print a check endorsement message on an optional slip printer. See "Receipt/Check Endorsement Message Programming" on page 153 to program an endorsement message.
CHARGE(1-5)	Use to finalize charge sales. Calculates the sale total including tax, finalizes the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the **CHARGE** key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the cash-in-drawer total.
CLEAR	Use to clear entries made into the 10 key numeric pad or **X/TIME** key before they are printed. Also used to clear error conditions.
CLERK	The register will not operate in register mode unless a clerk has been signed on. Clerk sign-on is accomplished by direct or secret code sign on. All entries made on the register will report to one of the 15 clerk totals. When a clerk is signed on, all entries following will add to that clerk's total until another clerk is signed on. However, a clerk cannot be changed in the middle of a transaction. To sign a clerk off, thereby displaying the "CLOSEd" message on the display, enter 0 (zero), then press the **CLERK** key. This disables the register until another clerk is signed on. The current clerk must first be signed off before another clerk may be signed on.
CONV (1 & 2)	The currency conversion function, allowed after subtotal, converts and displays the new subtotal at a preprogrammed exchange rate. Tendering is allowed after using the currency conversion function. Change is calculated and issued in home currency. The amount of foreign currency tendered is stored in a separate total on the Financial report, but not added to the drawer total.
DETL FEED	Advances the detail paper one line, or continuously until the key is released.

Keyboard Legend	Description
EAT-IN **TAKE OUT** **DRIVE THRU**	Eat-In, Take Out and Drive Thru are subtotal functions. In areas that have different tax rules for eat-in and take out sales, the **EAT-IN**, **TAKE OUT** and **DRIVE THRU** keys can be programmed to automatically charge or exempt taxes. Sales may not be split between Eat-In, Take Out and Drive Thru. The **EAT-IN**, **TAKE OUT** and **DRIVE THRU** keys maintain separate totals on the Financial report.
ERROR CORR	Use to correct the last entry. The **ERROR CORR** key corrects the appropriate totals and counters.
F/S SHIFT	When pressed before a PLU entry, the **F/S SHIFT** key reverses the preprogrammed food stamp status of the PLU. For example, an item not food stamp eligible can be made food stamp eligible.
F/S SUB	Displays the amount of the sale that is food stamp eligible.
F/S TEND	Use to tender food stamps for eligible sales.
GUEST #	Use to enter the count of guests served as part of a guest check.
LEVEL (1-3)	Level keys shift the keyboard PLU that is being registered . Levels can be *stay down* to accommodate, for example, breakfast, lunch and dinner menus; *pop-up after each item* to register, for example large, medium or small soft drink; *pop-up after each transaction* to register, for example, toppings of various pizza sizes.
MACRO (1-5)	Macro keys may be programmed to record, then later perform, up to 50 keystrokes. For example, a macro key could be set to tender (preset tender) a common currency, such as $5 into the cash key.
P/BAL	Use to enter the amount of an outstanding balance.
PAID OUT	Use to record money taken from the register to pay invoices, etc. The paid out amount subtracts from the cash-in-drawer total. Paid outs are allowed outside of a sale only.
% Keys	Up to five **%** keys may be placed on the keyboard. Each **%** key is set with a specific function, such as item discount or surcharge, or sale discount or surcharge. The percent rate may be entered or preprogrammed, or the percent keys can be programmed with a negative open or preset price, thus acting as coupon keys. A percentage key may also be set up to accept charge tip entries.
PLU	The **PLU** key is used to register price look ups by number entry. PLUs can be programmed open or preset, and positive or negative.
Keyboard PLU Keys	Use to categorize merchandise (as you would with traditional department keys.) Keyboard PLUs can be programmed open or preset, and positive or negative.
PROMO	The **PROMO** key allows you to account for promotional items, as in "buy two, get one free". Pressing this key will remove an item's cost from the sale, but will include the sale of the item in the item's sales counter.
RCPT FEED	Advances the receipt paper one line, or continuously until the key is released.
RECEIPT ON/OFF	When 'OFF' no receipt will print during a sale. (If the receipt is off, a buffered receipt is available by pressing the **CASH** key a second time.)

Keyboard Legend	Description
RECD ACCT	The **RECD ACCT** (received on account) key is used to record media loaned to the cash drawer, or payments received outside of a sale. The cash drawer will open. The amount received adds to the cash-in-drawer total.
RETURN	Used to return or refund merchandise. Returning an item will also return any tax which may have been applied.
SCALE	Use to make weight entries. When a scale is attached, press the scale key to show the weight in the display, then press (or enter) a PLU to multiple the weight times the price. When a scale is not attached, you can enter the weight (using the decimal key for fractions). PLUs may be programmed to require an entry through the scale key.
SERVICE	Use to temporarily finalize Previous Balance or Table tracking transactions.
SBTL	Displays subtotal of sale including tax. Must be pressed prior to a sale discount or sale surcharge.
TABLE #	Tracks the current balance for a guest check or table.
TAX EXEMPT	Press the **TAX EXEMPT** key to exempt tax 1, tax 2, tax 3, and/or tax 4 from the entire sale.
TAX (1-4) SHIFT	When pressed before a PLU entry, the tax shift keys reverse the tax status of the PLU, i.e., a PLU with non-tax status would become taxable or a PLU with tax status would become non-taxable.
TRAY SUBTOTAL	Use to combine individual trays (in a cafeteria situation) that will be paid together. Each tray subtotal entry will advance the consecutive number.
VOID	Use to correct an item entered earlier within a sale. The **VOID** key corrects the appropriate totals and counters. To correct the last item, use the **ERROR CORR** key. For void operations outside of a sale (Transaction Void), use the **VOID** position on the control lock. The Financial report records totals for each type of void separately.
VALID	Press the **VALID** key to print a one line validation on a separate form or piece of paper. Any item registration, discount or payment may be validated. If validation is required after a particular function, the message "**SP**" will appear on the front display.
WASTE	The **WASTE** key allows control of inventory by accounting for items which must be removed from stock due to spoilage, breakage or mistakes. Press the **WASTE** key before entering wasted items, then press the **WASTE** key again to finalize. The **WASTE** key may be under manager control, requiring the control lock to be in the **X** position. The **WASTE** key is not allowed within a sale.

Clerk Sign-On/Sign-Off

See "System Option Programming" on page 108, to review your clerk options:

- The ER-5100 series can be set to function with a cashier or clerk reporting system. System option #7 allows you to select media reporting, thus allowing cashier accountability.
- System option #15 allows you to select direct or code entry sign on and/or stay-down or pop-up operation.

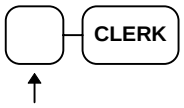
Depending on how your machine has been programmed, sign-on will take place only at the beginning of a shift (stay-down), or may have to be repeated for each transaction (pop-up). If your machine has been programmed for stay-down clerks, the clerk currently signed on must be signed off before another clerk may be signed on.

Check with your store manager to see which options have been selected for your register.

Before any transaction may take place, a clerk must be signed on. Clerk sign-on is accomplished in one of two ways:

Direct Sign-On

To sign on a clerk, enter the clerk number an press the clerk key.



Clerk # (1-15)

To sign the clerk off, enter 0 (Zero) and press the clerk key.

Coded Sign-On

To sign on a clerk, press the clerk key, enter the clerk code, then press the clerk key again.

Clerk Code (up to 6 digits)

To sign the clerk off, enter 0 (Zero) and press the clerk key.

Receipt On and Off

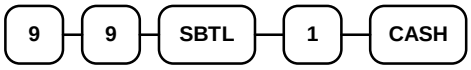
The **RECEIPT ON/OFF** function key may or may not be located on your keyboard. (The **RECEIPT ON/OFF** key is not included on the default keyboard.)

If The RECEIPT ON/OFF Key Is Located On The Keyboard

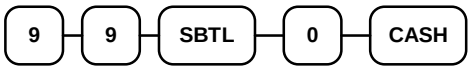
1. Press the **RECEIPT ON/OFF** key once to turn the receipt *off*.
2. Press the **RECEIPT ON/OFF** key again to turn the receipt *on*.

If The RECEIPT ON/OFF Key Is Not Located On The Keyboard

1. Turn the control lock to the **X** position.
2. To turn the receipt *off*, enter **9 9**, press the **SBTL** key. Enter **1,** press **CASH**.



3. To turn the receipt *on*, enter **9 9**, press the **SBTL** key. Enter **0,** press **CASH**.



PLU Registrations

All registrations on the *Samsung ER-5100/5140* are made into open or preset PLUs.

- In place of traditional department keys, some PLUs are located directly on the keyboard.
- When more items or categories are needed than the number of PLUs available on the keyboard, registrations can be into PLUs by entering the PLU code number and pressing the **PLU** key on the keyboard.

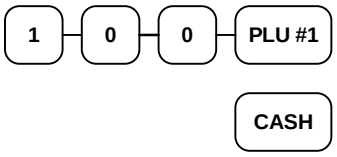
This system simplifies reporting by listing all items (regardless of how they are entered) on the PLU report, while reporting for groups of items or categories is available from the Group report.

Keyboard PLU Entries

As you make PLU registrations, you can follow your entries by viewing the display. The digits marked **PLU** indicate the PLU number being used. The digit marked **RPT** counts items as they are repeated or multiplied.

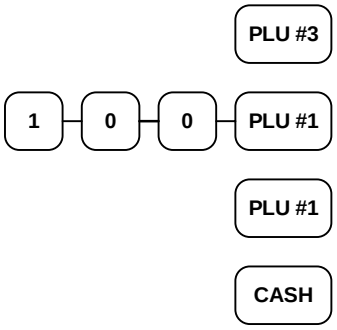
In the following examples:

- PLU 1 is programmed for open entries, and is taxable by Tax 1.
- PLU 2 is programmed for open entries, and is taxable by Tax 2.
- PLU 3 is programmed with a preset price of $3.00, and is taxable by Tax 1 and Tax 2.
- PLU 4 is programmed with a preset price of $4.00, and is non-taxable.
- PLU 1 level 2 (PLU 118) is programmed with a preset price of $1.25, and is taxable by Tax 1.
- Tax 1 is programmed at 5%; Tax 2 is programmed at 10%.




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
TAX1 AMT          $0.05
TOTAL             $1.05
C A S H           $1.05
CLERK 01      No.00001
TIME 12:00           00
```

Open Keyboard PLU Entry

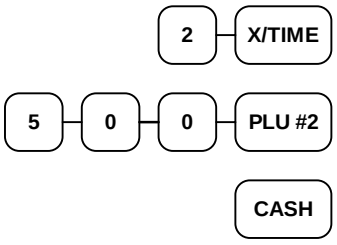



```
DATE 08/15/1999   SUN

PLU 3 T12         $3.00
PLU 1 T1          $1.00
PLU 1 T1          $1.00
TAX1 AMT          $0.25
TAX2 AMT          $0.30
TOTAL             $5.55
C A S H           $5.55
CLERK 01      No.00001
TIME 12:00           00
```

Single Preset PLU

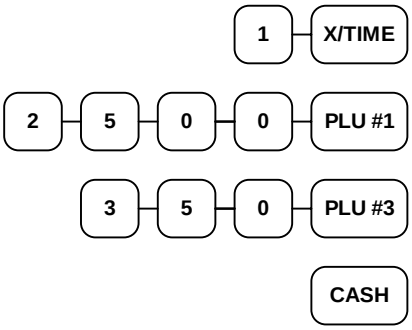
Single Open PLU

Repeat PLU Item




```
DATE 08/15/1999   SUN

2X          @5.00
PLU 2 T2         $10.00
TAX2 AMT          $1.00
TOTAL            $11.00
C A S H          $11.00
CLERK 01      No.00001
TIME 12:00           00
```

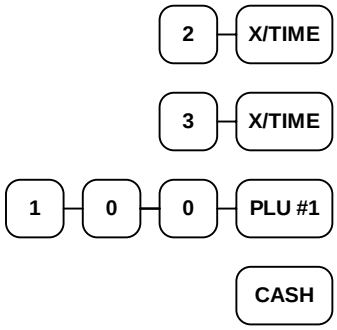
Multiple Quantity of a PLU Entry




```
DATE 08/15/1999   SUN

1X          @25.00
PLU 1 T1        $25.00
PLU 3 T12        $3.50
TAX1 AMT         $1.43
TAX2 AMT         $0.35
TOTAL           $30.28
C A S H         $30.28
CLERK 01      No.00001
TIME 12:00           00
```

HALO Override on PLU Entry

Preset Override of a Keyboard PLU



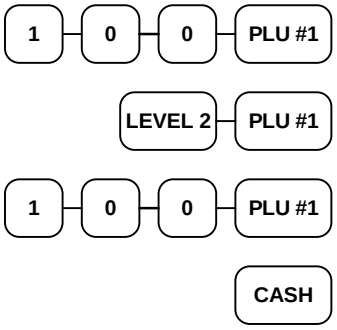

```
DATE 08/15/1999   SUN

2/3FOR      @1.00
PLU 1 T1         $0.67
TAX1 AMT         $0.03
TOTAL            $0.70
C A S H          $0.70
CLERK 01      No.00001
TIME 12:00           00
```

Split Pricing PLU Entry

Keyboard PLU Level Entries

Three keyboard levels are provided on the *Samsung ER-5100*. Depending upon how your cash register is set up, (see "System Option Programming" on page 108) levels can be operated as stay-down, pop-up, or ticket pop-up.

- Stay-down levels allow you to shift the level of the entire keyboard simultaneously. For example, a restaurant may have breakfast, lunch and dinner menus. You can shift menus by shifting the level of the keyboard and changing the key legend sheet over the keyboard.
- Pop-up levels allow you to momentarily shift the level of the keyboard for the next item. For example, soft drinks may be sold in three sizes. With the level keys labeled as sizes, you can register soft drinks by pressing **LEVEL 1** for small, **LEVEL 2** for medium or **LEVEL 3** for large, then pressing the PLU representing the appropriate type of soft drink.
- Ticket pop-up levels allow you to shift the level of the keyboard for the next registration. For example, pizzas may be sold with multiple toppings, with the price of additional toppings depending on the size of the pizza. By first selecting a level representing the size of the pizza, the operator can then press any number of PLU keys representing toppings, with the appropriate topping price category locked in.



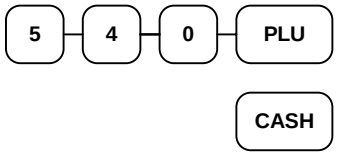

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 118 T1        $1.25
PLU 1 T1          $1.00
TAX1 AMT          $0.16
TOTAL             $3.41
C A S H           $3.41
CLERK 01      No.00001
TIME 12:00            00
```

Level Shift Entry (Pop-up levels)

Numeric PLU Entries

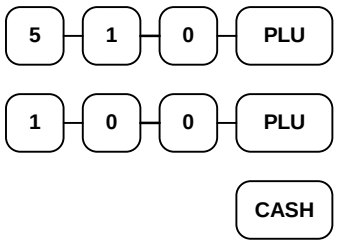
In the following examples:

- PLU 510 is programmed open, and is taxable by Tax 1.
- PLU 520 is programmed open, and is taxable by Tax 2.
- PLU 530 is programmed with a preset price of $1.50, and is taxable by Tax 1 and Tax 2.
- PLU 540 is programmed with a preset price of $2.50, and is non-taxable.



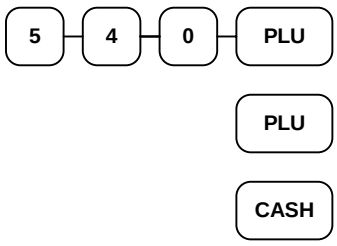

```
DATE 08/15/1999   SUN

PLU 540          $2.50
TOTAL            $2.50
C A S H          $2.50
CLERK 01      No.00001
TIME 12:00           00
```

Preset PLU Entry




```
DATE 08/15/1999   SUN

PLU 510 T1       $1.00
TAX1 AMT         $0.05
TOTAL            $1.05
C A S H          $1.05
CLERK 01      No.00001
TIME 12:00           00
```

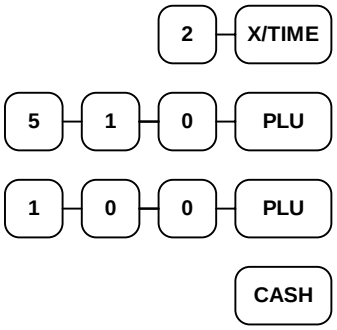
Single Open PLU Entry




```
DATE 08/15/1999   SUN

PLU 540          $2.50
PLU 540          $2.50
TOTAL            $5.00
C A S H          $5.00
CLERK 01      No.00001
TIME 12:00           00
```

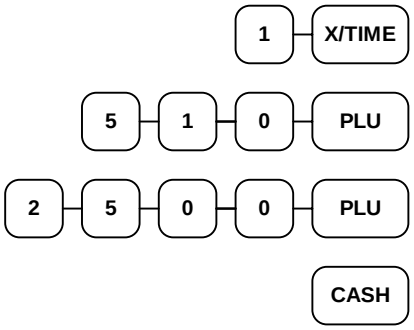
Single Preset PLU Entry

Repeat Entry



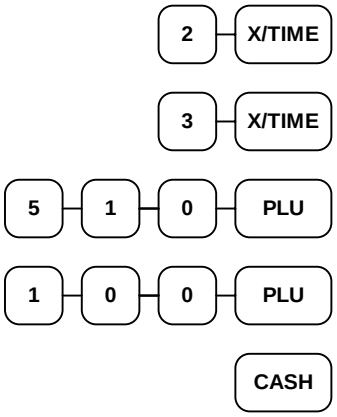

```
DATE 08/15/1999   SUN

2X          @1.00
PLU 510 T1        $2.00
TAX1 AMT          $0.10
TOTAL             $2.10
C A S H           $2.10
CLERK 01      No.00001
TIME 12:00          00
```

Multiple Quantity of a Open PLU Entry




```
DATE 08/15/1999   SUN

1X          @25.00
PLU 510 T1       $25.00
TAX1 AMT          $1.25
TOTAL            $26.25
C A S H          $26.25
CLERK 01      No.00001
TIME 12:00          00
```

HALO Override on PLU Entry



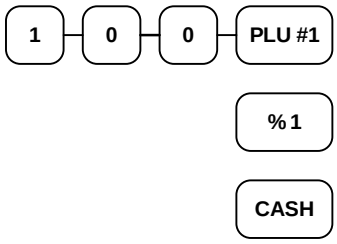

```
DATE 08/15/1999   SUN

2/3FOR      @1.00
PLU 510 T1        $0.67
TAX1 AMT          $0.03
TOTAL             $0.70
C A S H           $0.70
CLERK 01      No.00001
TIME 12:00          00
```

Split Pricing PLU Entry

Percentage Key (%) Registrations

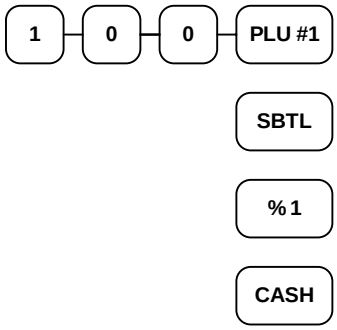
There are two percentage keys, **%1** and **%2**, on the default keyboard. Through "Function Key Assignment Programming" (see page 91) up to five percentage keys may be placed on the keyboard. Each key is individually programmable to add or subtract, from an individual item or from a sale total, amounts (coupons) or percentages. You can also program the percentage key taxable or non-taxable, so that sales taxes are calculated on the net, or gross amount of the item or sale.

The operation examples in this section show the percentage key in a variety of configurations. See "Function Key Programming" on page 114 to assign a specific function to each percentage key.



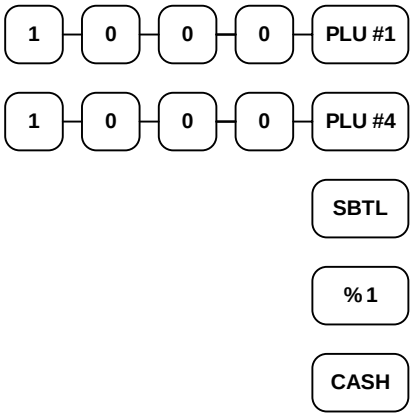

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
SURCHARGE 1     10.000%
AMOUNT T1         $0.10
TAX1 AMT          $0.06
TOTAL             $1.16
C A S H           $1.16
CLERK 01      No.00001
TIME 12:00           00
```

Preset 10% Surcharge on an Item



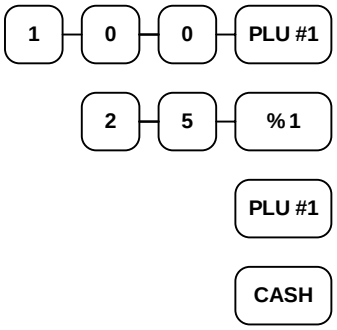

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
SURCHARGE 1    -10.000%
AMOUNT T1         -0.10
TAX1 AMT          $0.05
TOTAL             $0.95
C A S H           $0.95
CLERK 01      No.00001
TIME 12:00           00
```

Preset 10% Discount on a Sale



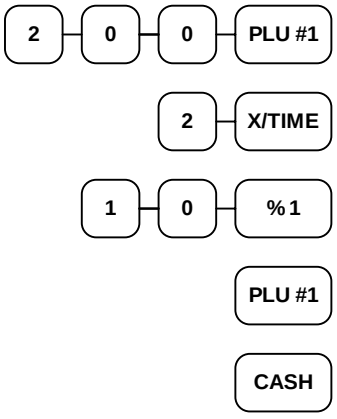

```
DATE 08/15/1999   SUN

PLU 1 T1          $10.00
PLU 4             $10.00
SALE SURC 1       10.00%
AMOUNT T1          2.00
TAX1 AMT          $0.55
TOTAL             $22.55
C A S H           $22.55
CLERK 01       No.00001
TIME 12:00           00
```

Preset 10% Surcharge on a Sale



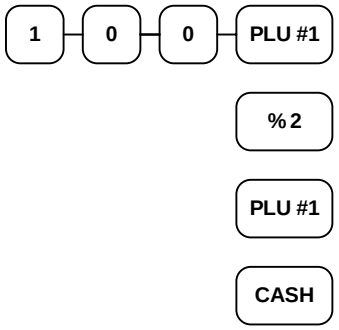

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 1 T1-C        -0.25
TAX1 AMT          $0.04
TOTAL             $0.79
C A S H           $0.79
CLERK 01       No.00001
TIME 12:00           00
```

Store Coupon Entry (Open Amount Discount on an Item)



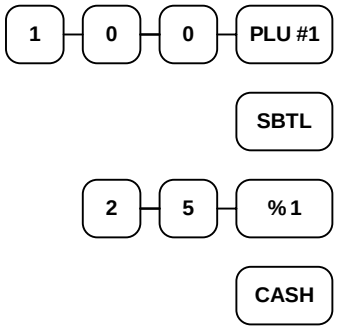

```
DATE 08/15/1999   SUN

PLU 1 T1          $2.00
2X              @0.10
PLU 1 T1-C        -0.20
TAX1 AMT          $0.09
TOTAL             $1.89
C A S H           $1.89
CLERK 01       No.00001
TIME 12:00           00
```

Multiple Store Coupon Entry (Open Amount Discount on an Item)



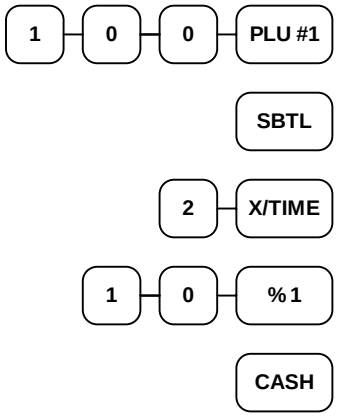

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 1 T1-C        -0.50
TAX1 AMT          $0.03
TOTAL             $0.53
C A S H           $0.53
CLERK 01      No.00001
TIME 12:00            00
```

Preset Store Coupon (Preset Amount Discount on an Item)



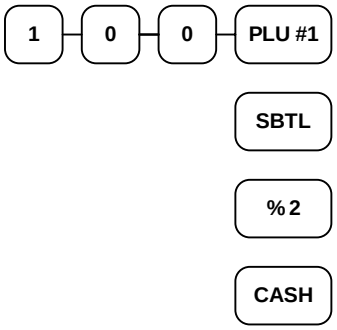

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
VCPN AMT T1       -0.25
TAX1 AMT          $0.04
TOTAL             $0.79
C A S H           $0.79
CLERK 01      No.00001
TIME 12:00            00
```

Vendor Coupon Entry (Open Amount Discount on a Sale)




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
2X              @0.10
VCPN AMT T1       -0.20
TAX1 AMT          $0.04
TOTAL             $0.84
C A S H           $0.84
CLERK 01      No.00001
TIME 12:00            00
```

Multiple Vendor Coupon Entry (Open Amount Discount on a Sale)



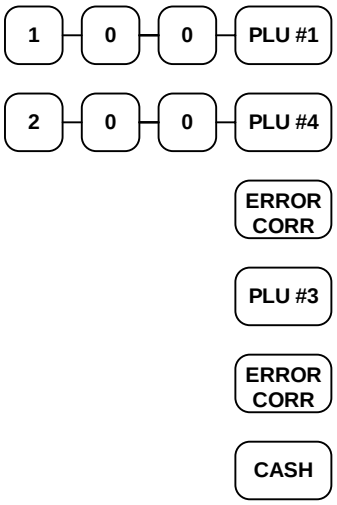

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
VCPN AMT T1       -0.50
TAX1 AMT          $0.03
TOTAL             $0.53
C A S H           $0.53
CLERK 01      No.00001
TIME 12:00            00
```

Preset Vendor Coupon Entry (Preset Amount Discount on a Sale)

Void and Correction Operations

Error Correct

The error correct function voids the last item entered, provided no other key has been pressed.

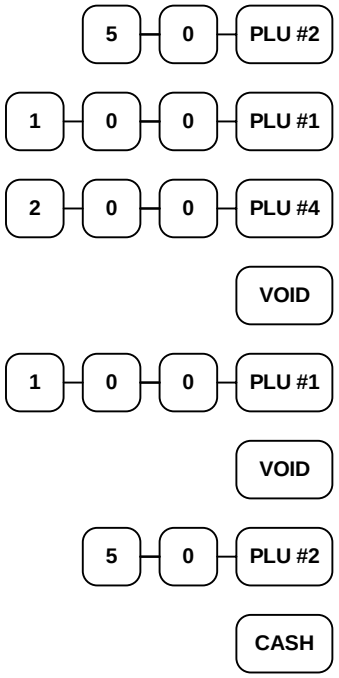



```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
ERRCORR -------------
PLU 4             -2.00
PLU 3 T12         $3.00
ERRCORR -------------
PLU 3 T12         -3.00
TAX1 AMT          $0.05
TOTAL             $1.05
C A S H           $1.05
CLERK 01      No.00001
TIME 12:00            00
```

Error Correction

Previous Item Void

The previous item void function allows the correction of any item previously entered in the current transaction.



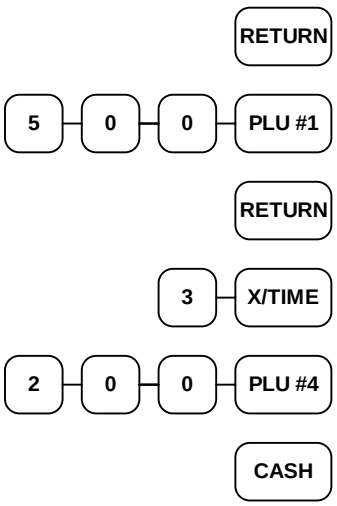
DATE 08/15/1999 SUN

PLU 2 T2	$0.50
PLU 1 T1	$1.00
PLU 4	$2.00
VOID ----------	
PLU 1 T1	-1.00
VOID ----------	
PLU 2 T2	-0.50
TOTAL	$2.00
C A S H	$2.00
CLERK 01	No.00001
TIME 12:00	00

Previous Item Void

Merchandise Return

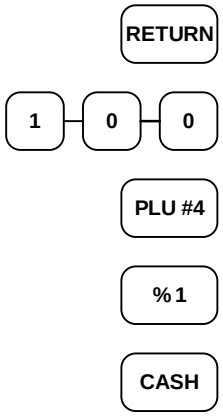
Merchandise returns may be registered as part of a separate transaction, or as part of a transaction where other merchandise is sold. Press the **RETURN** key before entering the related PLU. Tax is credited if the item being returned is taxable.




```
DATE 08/15/1999   SUN

RETURN  *************
PLU 1 T1         $5.00
RETURN  *************
3X          @2.00
PLU 4            -6.00
TAX1 AMT         -0.25
TOTAL           -11.25
C A S H         -11.25
CLERK 01     No.00001
TIME 12:00          00
```

Merchandise Return

Multiple Item Merchandise Return

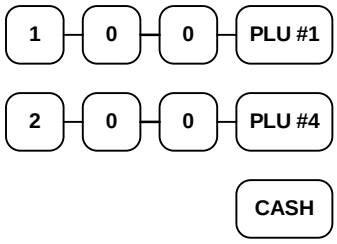



```
DATE 08/15/1999   SUN

RETURN  *************
PLU 4            -1.00
DISCOUNT 1    -10.000%
AMOUNT           $0.10
TOTAL            -0.90
C A S H          -0.90
CLERK 01     No.00001
TIME 12:00          00
```

Merchandise Return of Discounted Merchandise

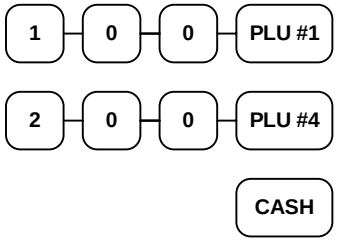
VOID Control Lock Position (Transaction Void)

Most operations which can be performed with the control lock in the **REG** position can also be done with the control lock in the **VOID** position. The exceptions are Merchandise Returns, Error correct, and previous item voids within a sale. **VOID** position operations will adjust all sale totals, and the **VOID** (Transaction Void) position carries its own total on the Financial report.




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C A S H           $3.05
CLERK 01      No.00001
TIME 12:00            00
```

Original Transaction



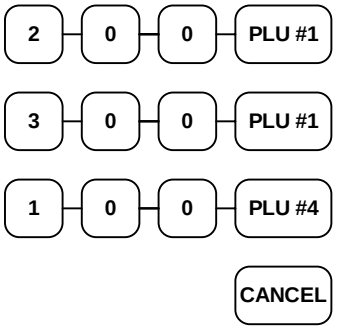

```
DATE 08/15/1999   SUN

VOID MODE **********
PLU 1 T1          -1.00
PLU 4             -2.00
TAX1 AMT          -0.05
TOTAL             -3.05
C A S H           -3.05
CLERK 01      No.00001
TIME 12:00            00
```

Transaction Void of Original Transaction

Cancel

Press the **CANCEL** key anytime during a transaction to cancel that transaction. (This is not a tender key.) Transactions of up to a maximum of thirty items may be canceled. If a cancel function is attempted after the entering more than thirty items, the function is not allowed and the error tone will sound.

The only total affected is the Cancel total, to which the total of all positive entries is added.




```
DATE 08/15/1999   SUN

PLU 1 T1          $2.00
PLU 1 T1          $3.00
PLU 4             $1.00
CANCEL **************
CLERK 01      No.00001
TIME 12:00          00
```

Canceled Transaction

Subtotal Operations

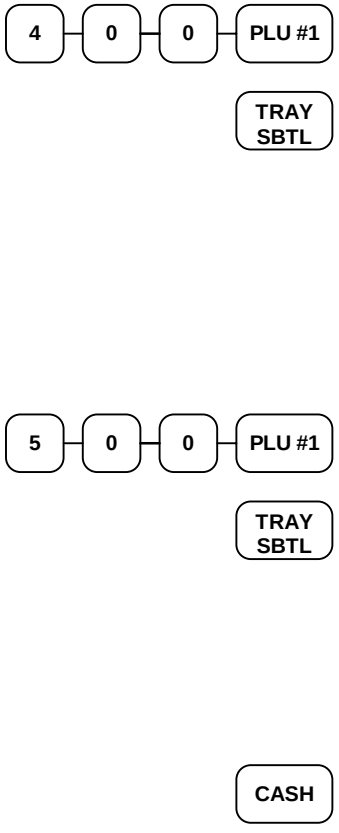
Subtotal

Press the **SBTL** key at anytime during a transaction to view the total due, including tax and after adjustments. The display will indicate **Sub** for subtotal.

Tray Subtotal (Add Check)

In a cafeteria, use the **TRAY SUBTOTAL** key to add multiple trays that are paid by a single individual (i.e. Dad pays all the trays for the family.) In a restaurant, use the **TRAY SUBTOTAL** key to accept multiple checks presented for payment.

Press the **TRAY SUBTOTAL** key after each order, and **SBTL** for the total of all orders. Finalize with any tender key as you would a normal sale.




```
DATE 08/15/1999   SUN

PLU 1 T1          $4.00
TAX1 AMT          $0.20
TOTAL             $4.20
TRAY SBTL         $4.20
CLERK 01      No.00001
TIME 12:00          00

DATE 08/15/1999   SUN

PLU 1 T1          $5.00
TAX1 AMT          $0.25
TOTAL             $5.25
TRAY SBTL         $5.25
CLERK 01      No.00001
TIME 12:00          00

DATE 08/15/1999   SUN

TOTAL             $9.45
C A S H           $9.45
CLERK 01      No.00001
TIME 12:00          00
```

First Tray Added

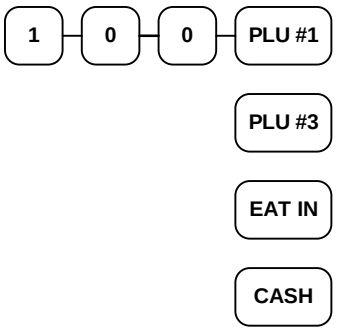
Second Tray Added

Payment for Both Trays

Eat-In/Take-Out/Drive Thru Operations

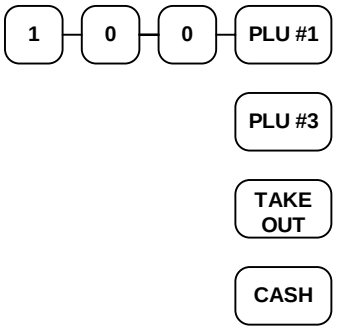
In a restaurant, **EAT-IN**, **TAKE-OUT** and **DRIVE THRU** keys can be set up to provide totals for each type of sale. The **EAT-IN**, **TAKE-OUT** and **DRIVE THRU** keys may also be set up to remove taxes. For example, if your state charges sales tax for food consumed on the premises, while not charging sales tax for food taken home, sales tax can be exempted with the **TAKE-OUT** key. See "Eat-In - Function Key Programs" on page 129, "Take Out - Function Key Programs" on page 141, or "Drive Thru - Function Key Programs" on page 128 to set up tax status for these keys.

After registering all items, press **EAT-IN**, **TAKE-OUT** or **DRIVE THRU** (as you would use the Subtotal key), then finalize the sale as you normally would.




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 3 T12         $3.00
TAX1 AMT          $0.20
TAX2 AMT          $0.30
  ═══ EAT-IN ═══
TOTAL             $4.50
C A S H           $4.50
CLERK 01      No.00001
TIME 12:00          00
```

EAT IN Transaction (Tax is Charged)




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 3 T12         $3.00
  ═══ TAKE-OUT ═══
TOTAL             $4.00
C A S H           $4.00
CLERK 01      No.00001
TIME 12:00          00
```

TAKE OUT Transaction (Tax is Removed from Taxable Items)

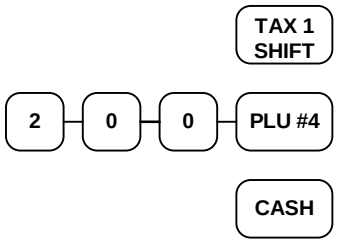

```
DATE 08/15/1999   SUN

PLU 3 T12         $3.00
 ═══ DRIVE THRU ═══
TOTAL             $3.00
C A S H           $3.00
CLERK 01      No.00001
TIME 12:00          00
```

DRIVE THRU Transaction (Tax is Removed from Taxable Items)

Tax Shift Operations

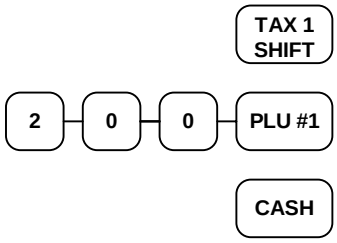
When tax shift operations are performed, the shift light on the display will illuminate.

- To charge a tax or taxes on a non-taxable item press the appropriate tax shift key or keys prior to making the non-taxable PLU entry.
- To except a tax or taxes on a taxable item press the appropriate tax shift key or keys prior to making the taxable PLU entry.
- To except a tax or taxes from an entire sale, press the appropriate tax shift key or keys prior to finalizing the transaction.



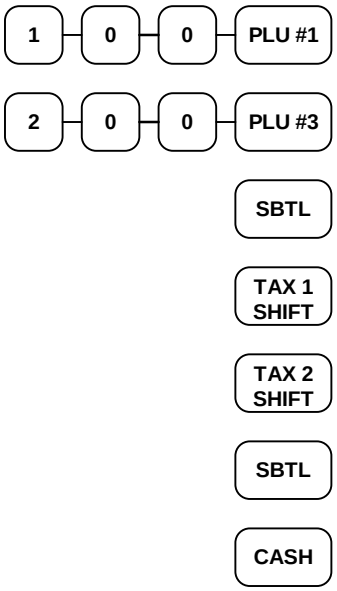

```
DATE 08/15/1999   SUN

PLU 4 T1          $2.00
TAX1 AMT          $0.10
TOTAL             $2.10
C A S H           $2.10
CLERK 01      No.00001
TIME 12:00            00
```

To Charge Tax On A Non-Taxable PLU



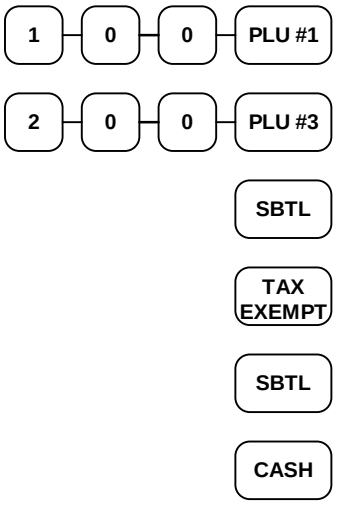

```
DATE 08/15/1999   SUN

PLU 1             $2.00
TOTAL             $2.00
C A S H           $2.00
CLERK 01      No.00001
TIME 12:00            00
```

To Except Tax On A Taxable PLU




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 3 T12         $2.00
TOTAL             $3.00
C A S H           $3.00
CLERK 01      No.00001
TIME 12:00            00
```

To Except Specific Taxes On Entire Sale

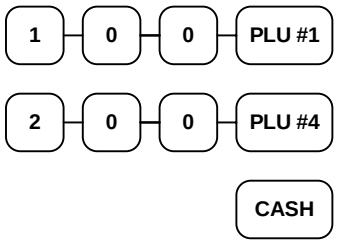



```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 3 T12         $2.00
TOTAL             $3.00
C A S H           $3.00
CLERK 01      No.00001
TIME 12:00            00
```

To Except Tax On Entire Sale with Pre-Programmed Tax Exempt Key

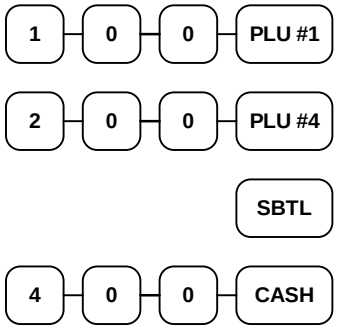
Tendering Operations

Cash




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C A S H           $3.05
CLERK 01      No.00001
TIME 12:00          00
```

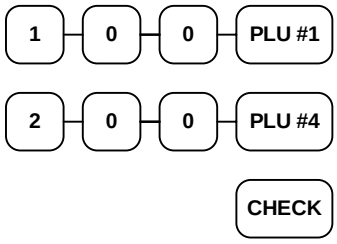
Cash Tender (exact amount of purchase)




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C A S H           $4.00
C H A N G E       $0.95
CLERK 01      No.00001
TIME 12:00          00
```

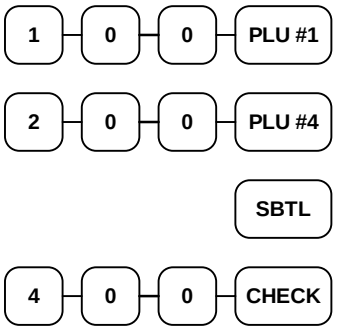
Cash Tender with Change

Check




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C H E C K         $3.05
CLERK 01      No.00001
TIME 12:00          00
```

Check Tender (exact amount of purchase)




```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C H E C K         $4.00
C H A N G E       $0.95
CLERK 01      No.00001
TIME 12:00           00
```

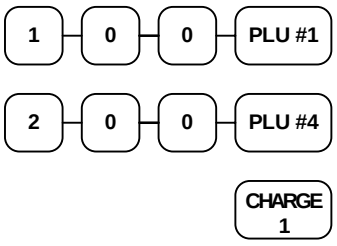
Check Tender with Change


```
DATE 08/15/1999   SUN

**** CHECK-CASH *****
C H E C K        $10.00
C A S H          -10.00
CLERK 01      No.00001
TIME 12:00           00
```

Check Cashing

Charge

Tendering and over tendering into charge keys is allowed.

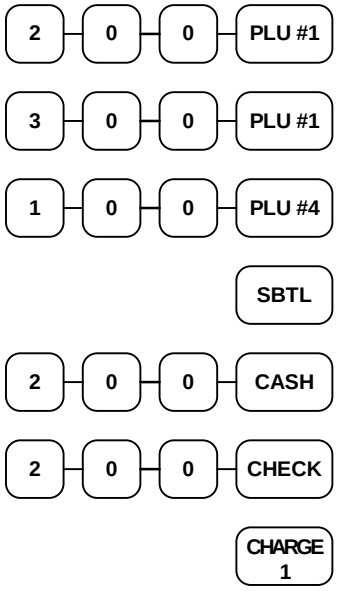


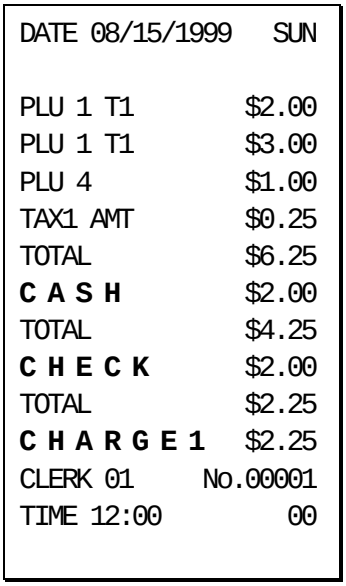

```
DATE 08/15/1999   SUN

PLU 1 T1          $1.00
PLU 4             $2.00
TAX1 AMT          $0.05
TOTAL             $3.05
C H A R G E 1     $3.05
CLERK 01      No.00001
TIME 12:00           00
```

Charge Total

Split Tender

The drawer will not open until the final balance has been paid.

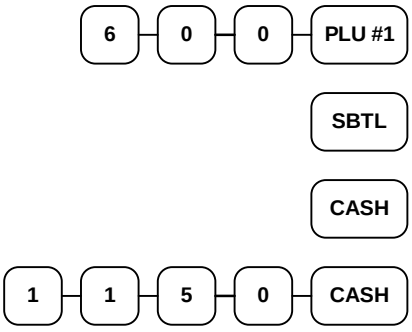


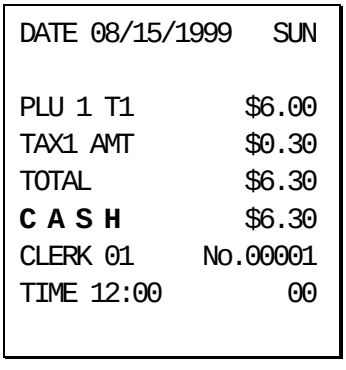


Cash, Check & Charge Payments on the Same Transaction

Post Tendering

Post tendering is available for computing change after a sale has been finalized. (See program option #33 in "System Option Programming" on page 108 to enable post tendering.) The second cash entry is compared to the sale total and the difference is displayed. (The **CLEAR** key must first be pressed for registers programmed with pop-up clerks.)





Post Tender

Receipt on Request

If a customer requests a receipt after a sale has been finalized, a second depression of the **CASH** key will issue a complete buffered receipt.

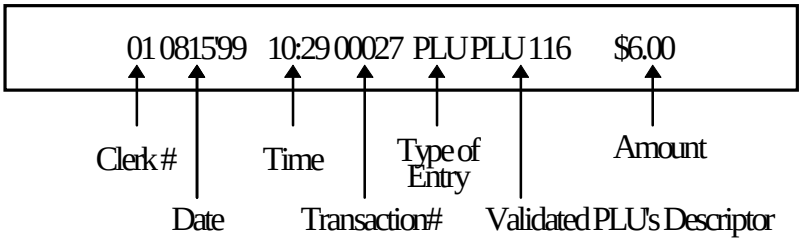
If more than 200 entries are made in the sale, the register will issue a stub receipt only, showing the total net sale, correct tax totals and payment tendered.

Validation

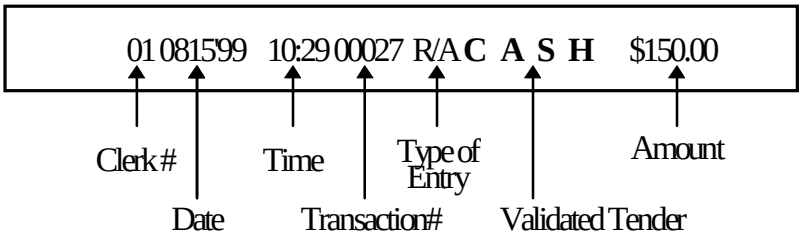
Validations can be performed after PLU entries, received on account and paid out operations, % key entries, merchandise returns, voids, and tendering operations by pressing the **VALID** key.

If an operation is programmed with validation compulsory, the cash drawer will not open until the compulsion is satisfied. The **SP** message will appear on the display, and the indicator light behind **VALID** will come on once the form is properly inserted in the receipt/journal printer. The error tone will sound if any other operations are attempted before validation is completed.

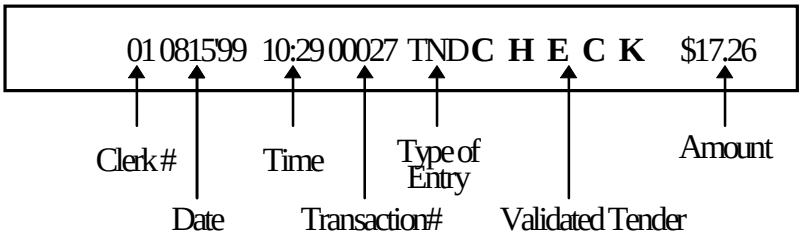
Validated PLU Entry



Validated Received On Account Operation



Validated Check Tender Transaction



Training Mode

A training mode is available so that you can operate the cash register without updating totals and counters. Note the following conditions:

- The receipt and journal print the message "TRAINING MODE BEGIN" when training mode is activated.
- The receipt and journal print the message "TRAINING MODE END" when training mode is exited.
- The message "TRAINING MODE" prints on each receipt printed while training mode is active.
- The journal does not print during training mode.
- The total and counter on the financial report labeled "TRAIN TTL" is updated with the net amount of each training transaction.

To Enter Training Mode

♦ Set system option #32 to a value of **1**. See "System Option Programming" on page 108.

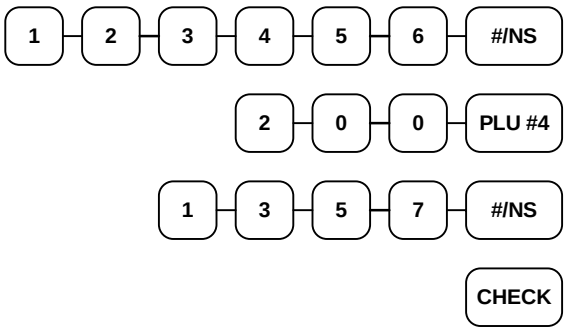
To Exit Training Mode

♦ Set system option #32 to a value of **0**. See "System Option Programming" on page 108.

Non-Add Number

With the **#/NS** key, you can enter a memo number at any time and print the number on the receipt, journal, or validation. The non-adding number is not added to the sale, nor is it added to any register total, except the # key total itself. You can enter a number up of up to 8 digits. For example:

- Enter a number prior to a PLU entry to print a record of the item's SKU number.
- Enter a number prior to a Check tender to print a record of the check number.
- Enter a number prior to a Charge to print a record of the charge account number.




```
DATE 08/15/1999   SUN

NON-ADD#        123456
PLU 1 T1         $2.00
TAX1 AMT         $0.10
TOTAL            $2.10
NON-ADD#          1357
C H E C K        $2.10
CLERK 01      No.00001
TIME 12:00          00
```

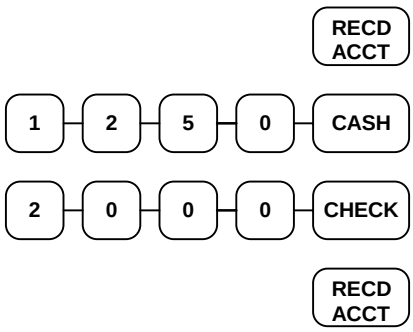
No Sale

Outside of a transaction, press the **#/NS** key to open the cash drawer. The number of no sales are counted and reported on the financial report. The no sale function can also be placed under management control, requiring the control key to be in the **X** position. See "#/No Sale - Function Key Programs" on page 120 to set this option.


```
DATE 08/15/1999   SUN

NOSALE ----------
CLERK 01      No.00001
TIME 12:00          00
```

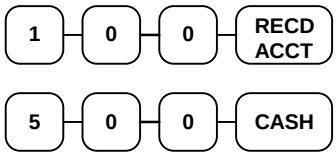
Received on Account

Use the **RECD ACCT** key to record payments or loans to the cash drawer. You can enter more than one type of payment to the drawer. The Received on Account function can only be used outside of a transaction.




```
DATE 08/15/1999   SUN

R/A
C A S H          $12.50
C H E C K        $20.00
R/A              $32.50
CLERK 01      No.00001
TIME 12:00           00
```

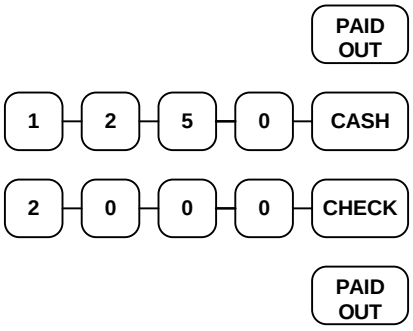
You can also compute change when receiving payments. For example:




```
DATE 08/15/1999   SUN

R/A              $1.00
C A S H          $5.00
C H A N G E      $4.00
CLERK 01      No.00001
TIME 12:00           00
```

Paid Out

Use the **PAID OUT** key to record payments or loans from the cash drawer. You can enter more than one type of payment to the drawer. The Paid Out function can only be used outside of a transaction.




```
DATE 08/15/1999   SUN

P/O
C A S H          $12.50
C H E C K        $20.00
P/O              $32.50
CLERK 01      No.00001
TIME 12:00           00
```

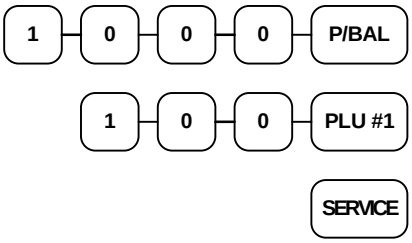
Restaurant Operations

The *Samsung ER-5100/5140* can be used to add items or receive payments on guest checks. To use these features, the appropriate function keys must be included on the keyboard. See "Function Key Assignment Programming" on page 91 to assign the **P/BAL**, **TABLE #**, **GUEST #**, and/or **SERVICE** functions. Assign a **%** key and program it appropriately to set up a **CHARGE TIP** function key.

Note: If you wish to print guest check transactions on a slip or guest check, an optional printer must be installed. See your *Samsung* dealer for more information.

Posting Guest Checks with the Previous Balance Key

The previous balance key is used to enter the amount of the previous balance before adding new items or making payments.

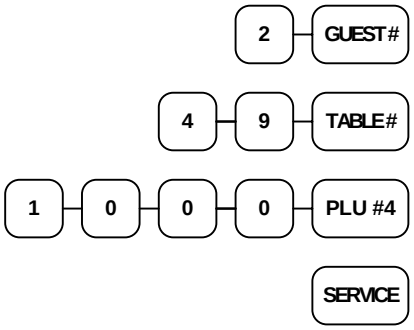



```
DATE 08/15/1999   SUN

P/BAL            $10.00
PLU 1 T1          $1.00
TAX1 AMT          $0.05
SERVICE           $1.05
BFWD             $11.05
CLERK 01      No.00001
TIME 12:00           00
```

Adding to an Existing Balance

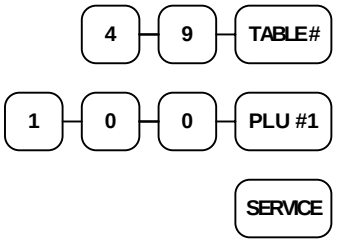
Tracking Balances with the TABLE # Key

The *Samsung ER-5100/5140* can retain up to 100 current balances in memory. The balance is accessed by entering the tracking number (in a restaurant, this is usually the table number) and pressing the **TABLE #** key. Tracking numbers from 1 to 100 may be used. The **GUEST #** key can be used to enter the guest count. See "Guest # - Function Key Programs" on page 132 to enforce the guest count entry before a guest check is started.




```
DATE 08/15/1999   SUN

GUEST #            #2
TABLE #           #49
P/BAL          $0.00
PLU 4         $10.00
SERVICE       $10.00
BFWD          $10.00
CLERK 01     No.00001
TIME 12:00         00
```

Entering Guest Count and Opening a new Check

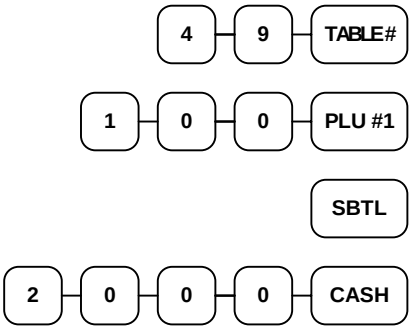



```
DATE 08/15/1999   SUN

TABLE #           #49
P/BAL         $10.00
PLU 1 T1       $1.00
TAX1 AMT       $0.05
SERVICE        $1.05
BFWD          $11.05
CLERK 01     No.00002
TIME 12:00         00
```

Adding to an Existing Table Balance

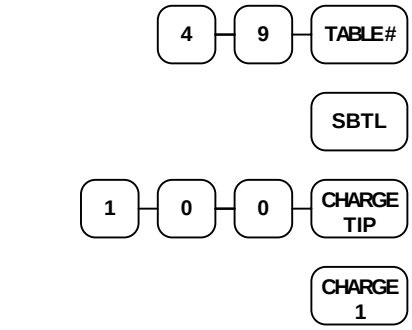
Payments

Payments may be received any time after a balance is entered or recalled. New items can be added during the same transaction.




```
DATE 08/15/1999   SUN

TABLE #            #49
P/BAL           $11.05
PLU 1 T1         $1.00
TAX1 AMT         $0.05
CHKPAID         $12.10
TOTAL           $12.10
CASH            $20.00
CHANGE           $7.90
CLERK 01      No.00003
TIME 12:00          00
```

Adding to an Existing Table Balance and Receiving a Cash Payment




```
DATE 08/15/1999   SUN

TABLE #            #49
P/BAL           $11.05
CHARGE TIP       $1.00
CHKPAID         $12.05
TOTAL           $12.05
CHARGE 1        $12.05
CLERK 01      No.00001
TIME 12:00          00
```

Adding a Charge Tip and Paying by Charge

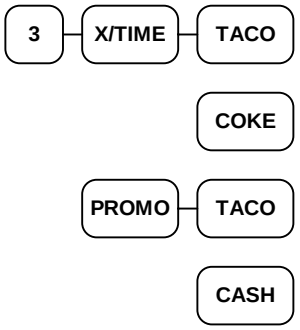
Optional Check Printer Sample Printout

If an optional slip printer is attached, the print format for guest check printing is shown below.

```
GUEST #           #2
TABLE #          #49
P/BAL          $0.00
PLU 4         $10.00
SERVICE       $10.00
BFWD          $10.00
CLERK 01     08/15/1999 12:00
00                      00001
TABLE #          #49
P/BAL         $10.00
PLU 1 T1       $1.00
TAX1 AMT       $0.05
SERVICE        $1.05
BFWD          $11.05
CLERK 01     08/15/1999 12:00
00                      00002
TABLE #          #49
P/BAL         $11.05
PLU 1 T1       $1.00
TAX1 AMT       $0.05
CHKPAID       $12.10
TOTAL         $12.10
CASH          $20.00
CHANGE         $7.90
CLERK 01     08/15/1999 12:00
00                      00003
```

Promo Function

The **PROMO** key allows the operator to account for promotional items (i.e. buy two, get one free). By design, this key will remove the items cost from the sale, but not the count. In the example of buy two, get one free, the reported count remains three items, but the customer is only charged for two.



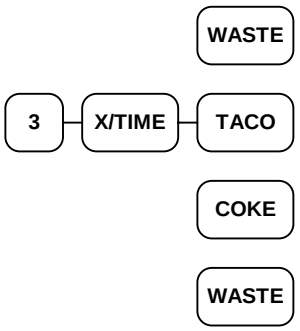

```
DATE 08/15/1999   SUN

3X                @0.89
TACO T1           $2.67
COKE T1           $0.69
  == PROMO ======
TACO T1           $0.89
TAX1 AMT          $0.16
TOTAL             $2.63
C A S H           $2.63
CLERK 01      No.00001
TIME 12:00          00
```

Promo Entry

Waste Function

The **WASTE** key allows control of inventory by accounting for items which must be removed from stock due to spoilage, breakage, or mistakes. With manager control, the **WASTE** key requires the control lock to be in the **X** position. The **WASTE** key is not allowed within a sale.

Waste operations begin and end with by pressing the **WASTE** key.

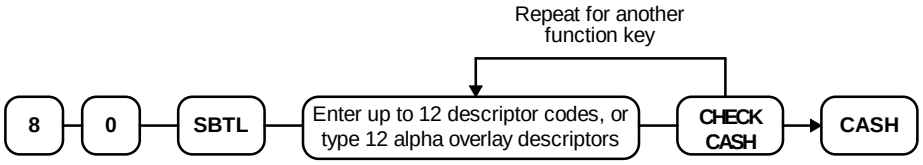



```
DATE 08/15/1999   SUN

  == WASTE ======
3X                @0.89
TACO T1           $2.67
COKE T1           $0.69
  == WASTE ======
TOTAL             $3.36
CLERK 01      No.00001
TIME 12:00          00
```

Waste Entry

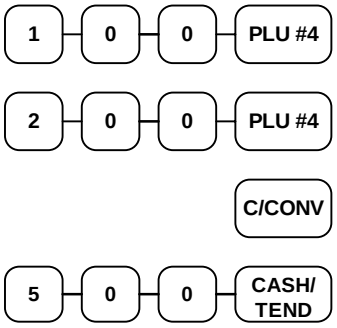
Currency Conversion

If you normally accept currency from a neighboring nation, you can program the *Samsung ER-5100/5140* to convert the subtotal of a sale to the equivalent cost in the foreign currency. Two foreign currency conversion keys are available. See "Function Key Assignment Programming" on page 91 to place currency conversion keys on the keyboard. You also need to program the conversion factor. For example, if the US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency), the conversion factor is 1.3720. See "Descriptor - Program 80



Currency Conversion Rate - Program 90" on page 127 to set a conversion rate.

Note: The change due is computed in home currency!



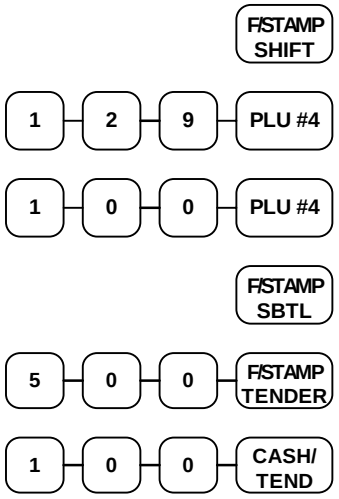

```
DATE 08/15/1999   SUN

PLU 1              $1.00
PLU 4              $2.00
TOTAL              $3.00
CONV1              @5.00
CHANGE RATE      #1.3720
HOME AMT           $3.64
CHANGE             $0.64
CLERK 01       No.00001
TIME 12:00           00
```

Currency Conversion Transaction

Food Stamp Operations

The *Samsung ER-5100/5140* can be set up to sort food stamp eligible merchandise and accept food stamp payments. See "Function Key Assignment Programming" on page 91 to place the necessary function keys (**F/S SHIFT**, **F/S SUB**, **F/S TEND**) on the keyboard. You will also need to set food stamp eligibility status for each open or preset PLU (see "Program 100 - PLU Status Programming" on page 100.)

- If necessary, you can use the **F/S SHIFT** key to shift the pre-programmed eligibility status for any item as it is entered. For example, while produce is normally food stamp eligible, certain produce department items, such as bird seed, cannot be paid for with food stamps. In this case, program the produce PLU as food stamp eligible, then press **F/S SHIFT** before registering a non-eligible produce item**.**
- If a customer chooses to pay with food stamps, press the **F/S SUB** key to display a total of food stamp eligible merchandise.
- Tender food stamp payments into the **F/S TEND** key. Because food stamp currency is issued in whole dollar amounts, the tender must be entered in whole dollar units. Change less than $1 is given in cash, or applied to non-food stamp eligible items. After finalization, food stamp change in whole dollars is displayed on the left portion of the display, while cash change is displayed on the right portion of the display.




```
DATE 08/15/1999   SUN

PLU 1 F          $1.29
PLU 4            $1.00
TOTAL            $2.29
F/S TOTAL        $1.29
F/D TEND          5.00
F/S CRT AMT      $0.71
TOTAL            $0.29
CASH             $1.00
CHANGE           $0.71
FD/S CHANGE      $3.00
CLERK 01      No.00001
TIME 12:00          00
```

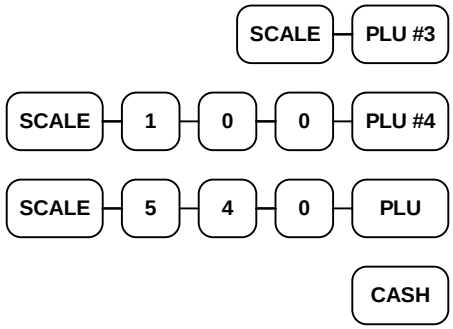
Food Stamp Payment Transaction

Scale Operations

The *Samsung ER-5100/5140* can be interfaced to an optional load-cell scale, allowing direct entry of an item's weight by using the **SCALE** key. If you attempt an entry into a PLU that has been programmed to require scale entry, (see "Program 100 - PLU Status Programming" on page 100) an error tone will sound and the operator will be prompted to make a scale entry.

Direct Scale Entry

Place a product on the scale and press the **SCALE** key to display the weight on the cash register. Then make the appropriate PLU entry.




```
DATE 08/15/1999   SUN

1.50 lb     @3.00
PLU 3 T12       $4.50
1.75 lb     @1.00
PLU 4           $1.75
1.25 lb     @2.50
PLU 540         $3.13
TAX1 AMT        $0.23
TAX2 AMT        $0.45
TOTAL          $10.06
C A S H        $10.06
CLERK 01     No.00001
TIME 12:00         00
```

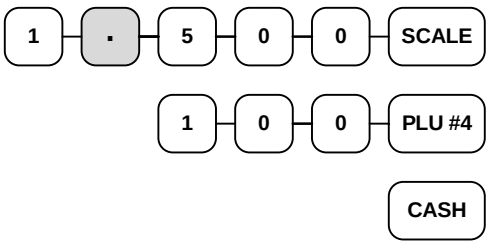
Preset Keyboard PLU

Open Keyboard PLU

Preset PLU

Manual Weight Entry

Operators can make manual weight entries if the item has been programmed to accept them (see "Program 100 - PLU Status Programming" on page 100). You must use the decimal key to enter fractional manual weights.




```
DATE 08/15/1999   SUN

1.50 lb     @1.00
PLU 4           $1.50
TOTAL           $1.50
C A S H         $1.50
CLERK 01     No.00001
TIME 12:00         00
```

Manual Scale Entry

Management Functions

Introduction

All Management Functions take place with the control lock in the **X** position. In this way only those with the correct key will have access to these functions. Some register operations may be programmed to require the control lock in the **X** position in order to operate. All reports require a key that will access the **X** or **Z** position.

In this chapter you will find:

Manager Authorization Of Restricted Operations

If pressing a function key causes an error condition when used properly, the function may require the control lock in the **X** (or Management) position. See "Function Key Programming" on page 114 for setting these conditions.

Function keys which may be programmed to require the control lock in the **X** position are:

- Void
- Received on Account
- Paid Out
- Merchandise Return
- % Keys
- Check Cashing

Changing the Default PLU Level

The default level is the *top*, or *surface* level returned to after each PLU entry when options are set for pop-up levels. For example, if levels are set to pop-up and default level is set to 2, after registering an item in level 1 or level 3, subsequent registrations will automatically return to level 2.

To set default PLU level:

1. Turn the control lock to the **X**, or **P** key position
2. Press the desired level key twice to set that level as default.

Cash Declaration

If compulsory cash declaration is required, (see option #1, "System Option Programming" on page 108) you must declare the count of the cash drawer prior to taking **X** or **Z** financial and clerk reports.

You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and checks separately and let the register act as an adding machine. You can also use the **X/TIME** key to multiply the denomination of currency times your count.

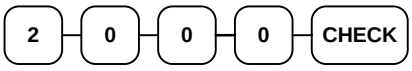
Either way you choose to enter cash, the register will compare your declaration with the expected cash and check in drawer totals and print the over or short amounts on the report.

For example:

1. Turn the control lock to the **X** or **Z** position (depending upon the type of report you are taking.)
2. Press the **CASH** key.

3. Enter the total of cash.

4. Enter the total of checks.



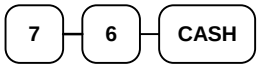
5. Press the **CASH** key to total the declaration.


```
DATE 08/15/1999   SUN

* CASH DECLARATION! *
C A S H          $98.76
C H E C K        $20.00
Total           $118.76
CLERK 01      No.00001
TIME 12:00           00
```

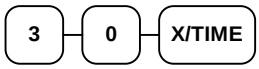
Or, enter each denomination separately:

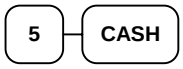
1. Turn the control lock to the **X** or **Z** position (depending upon the type of report you are taking.)
2. Press the **CASH** key.

3. Enter the total of pennies:

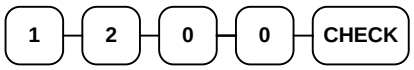


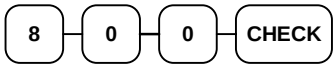
4. If you wish you can multiply the count times the denomination. Enter, for example:





5. Enter the remaining cash separately by denomination.
6. Enter each check:





7. Press the **CASH** key to total the declaration.


```
DATE 08/15/1999   SUN

* CASH DECLARATION! *
C A S H          $0.76
C A S H          $1.50
C A S H          $3.10
C A S H          $4.75
C A S H         $28.00
C A S H         $35.00
C A S H         $50.00
C H E C K       $12.00
C H E C K        $8.00
Total          $118.76
CLERK 01     No.00001
TIME 12:00          00
```

System Reports

System reports are divided into two basic categories:

- **X** reports, which read totals without resetting
- **Z** reports, which read totals and reset them to zero

Most reports are available in both categories. Some reports, such as the Cash-in-Drawer report and the From-To PLU report are available only as **X** reports.

Some reports also provide identical but separate *period to date* reports. These reports maintain a separate set of totals which may be allowed to accumulate over a period of days, weeks, months, or even years. **X2** reports read period to date totals without resetting, and **Z2** reports read period to date totals and reset them to zero. Period to date totals are updated each time a **Z1** report is completed.

A complete list of available reports is presented in a chart on the following page.

An example is given for each of these reports in the pages that follow. Those reports which may be optionally abbreviated through register programming are represented twice. They are first shown with the option off, giving all totals, and again with the option turned on, showing the abbreviated version of the same report.

Registers programmed with pop-up clerks must be signed on in the **REG** control lock position prior to taking reports.

Running a Report - General Instructions

1. Refer to the "Report Table" on page 67.
2. Select a report type and the report mode.
3. Turn the control lock to the position indicated.
4. Enter the key sequence for the report you have selected.

Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Financial	1	X	X	**1 - SBTL**
		Z	Z	**1 - SBTL**
		X2	X	**201 - SBTL**
		Z2	Z	**201 - SBTL**
Time	2	X	X	**2 - SBTL**
		Z	Z	**2 - SBTL**
		X2	X	**202 - SBTL**
		Z2	Z	**202 - SBTL**
All PLU	3	X	X	**3 - SBTL**
		Z	Z	**3 - SBTL**
		X2	X	**203 - SBTL**
		Z2	Z	**203 - SBTL**
All Clerk	4	X	X	**4 - SBTL**
		Z	Z	**4 - SBTL**
		X2	X	**204 - SBTL**
		Z2	Z	**204 - SBTL**
Cash-in-Drawer	5	X	X	**5 - SBTL**
Check-in-drawer	6	X	X	**6 - SBTL**
Food Stamp-in-Drawer	7	X	X	**7 - SBTL**
Daily Sales	8	X2	X	**208 - SBTL**
		Z2	Z	**208 - SBTL**
Individual Clerk Report	9	X	X	**9 - SBTL - # - CLERK - # - CLERK**
		Z	Z	**9 - SBTL - # - CLERK - # - CLERK**
		X2	X	**209 - SBTL - # - CLERK - # - CLERK**
		Z2	Z	**209 - SBTL - # - CLERK - # - CLERK**
Item by Group	10	X	X	**10 - SBTL**
Open Table	11	X	X	**11 - SBTL**
		Z	Z	**11 - SBTL**
Inventory PLU	12	X	X	**12 - SBTL**
Group	20	X	X	**20 - SBTL**
		Z	Z	**20 - SBTL**
		X2	X	**220 - SBTL**
		Z2	Z	**220 - SBTL**
From/To PLU		X	X	**XXXX - PLU - XXXX - PLU**

Financial Report Example (Report #1)

DATE 08/15/1999	SUN	Date/Day
Z 1 REPORT	0002	Report Mode/Z Counter
FINANCIAL		Report Name
+PLU TTL	9.00	Positive PLU count
	$139.00	Positive PLU total
-PLU TTL	0.00	Negative PLU count
	$0.00	Negative PLU total
ADJST TTL	9.00	Adjusted PLU count
	$139.00	Adjusted PLU total
NONTAX	$119.00	Non-tax sales total
TAX1 SALES	$10.00	Taxable 1 sales total
TAX2 SALES	$25.00	Taxable 2 sales total
TAX3 SALES	$0.00	Taxable 3 sales total
TAX4 SALES	$0.00	Taxable 4 sales total
TAX1	$0.64	Tax 1 total
TAX2	$1.75	Tax 2 total
TAX3	$0.00	Tax 3 total
TAX4	$0.00	Tax 4 total
XMTP1 SALES	$6.00	Exempted Tax 1 total
XMTP1 SALES	$0.00	Exempted Tax 2 total
XMTP1 SALES	$0.00	Exempted Tax 3 total
XMTP1 SALES	$0.00	Exempted Tax 4 total
EATIN TTL	1	Eat-In sales count
	$10.00	Eat-In sales total
TAKEOUT TTL	1	Take Out sales count
	$5.00	Take Out sales total
DRTHRU TTL	0	Drive Thru sales count
	$0.00	Drive Thru sales total
%1	1	%1 Key count
	$-1.00	%1 Key total
%2	1	%2 Key count
	$-2.00	%2 Key total
%3	0	%3 Key count
	$0.00	%3 Key total
%4	0	%4 Key count
	$0.00	%4 Key total

continued next page

Financial Report Example, Continued

%5	0	%5 Key count
	$0.00	%5 Key total
NET SALE	10	Customer count
	$139.39	Net Sales total
CREDIT TAX1	1	Tax 1 credited count
	-0.33	Tax 1 credited total
CREDIT TAX2	0	Tax 2 credited count
	$0.00	Tax 2 credited total
CREDIT TAX3	0	Tax 3 credited count
	$0.00	Tax 3 credited total
CREDIT TAX4	0	Tax 4 credited count
	$0.00	Tax 4 credited total
FD/S CREDIT	$0.00	Food stamp amount credited
RETURN	1	Merchandise Return count
	-5.00	Merchandise Return total
ERROR CORR	1	Error correct count
	-10.00	Error correct total
PREVIOUS VD	1	Previous item void count
	-20.00	Previous item void total
MODE VOID	1	Void lock count
	-5.33	Void lock total
CANCEL	2	Cancel count
	$20.00	Cancel total
GROSS SALES	$153.05	Gross sales count
CASH SALES	7	Cash sales count
	$74.39	Cash sales total
CHECK SALES	1	Check sales count
	$10.00	Check sales total
R/A	1	Received on account count
	$10.00	Received on account total
P/O	1	Paid out count
	-10.00	Paid out total
HASH TTL	0	HASH activity count
	$0.00	HASH total
AUDACTION	1	Total of negative
	-5.33	sales count/total
NOSALE	1	No sale count
NON-ADD #	0	Non-add # total
CASH-IN-D	$74.39	Cash in drawer total
CHECK-IN-D	1	Check count
	$10.00	Check in drawer total

continued next page

Financial Report Example, Continued

FD/S-IN-D	0	Food stamp count
	$0.00	Food stamp total
CHG1 SALES	1	Charge 1 count
	$25.00	Charge 1 total
CHG2 SALES	1	Charge 2 count
	$30.00	Charge 2 total
CHG3 SALES	0	Charge 3 count
	$0.00	Charge 3 total
CHG4 SALES	0	Charge 4 count
	$0.00	Charge 4 total
CHG5 SALES	0	Charge 5 count
	$0.00	Charge 5 total
FOREIGN 1	$0.00	Foreign currency totals
FOREIGN 2	$0.00	1/2
DRWR TTL	$139.39	Drawer total
PROMO	0	Promo item count
	$0.00	Promo item total
WASTE	0	Waste item total
	$0.00	Waste item total
TRAIN TTL	0	Training mode count
	$0.00	Training mode total
BAL FORWARD	0	Balance forward count
	$0.00	Balance forward total
GUESTS	0	Guest # count
P/BAL	0	Previous balance count
	$0.00	Previous balance total
CHECKS PAID	0	Checks Paid count
	$0.00	Checks Paid total
SERVICE	0	Service count
	$0.00	Service total
**********		
G R A N D		Non-resettable grand total
	$335.42	
CLERK 01	No.00001	Clerk/Consecutive #
TIME 12:00	00	Time/Register #

Optional Abbreviated Financial Report Example

DATE 08/15/1999	SUN	Date/Day
Z 1 REPORT	0002	Report Mode/Z Counter
---	---	
FINANCIAL		Report Name
ADJST TTL	9.00	Adjusted PLU count
	$139.00	Adjusted PLU total
---	---	
NONTAX	$119.00	Non-tax sales total
TAX1 SALES	$10.00	Taxable 1 sales total
TAX2 SALES	$25.00	Taxable 2 sales total
TAX3 SALES	$0.00	Taxable 3 sales total
TAX1	$0.64	Tax 1 total
TAX2	$1.75	Tax 2 total
TAX3	$0.00	Tax 3 total
EATIN TTL	1	Eat-In sales count
	$10.00	Eat-In sales total
TAKEOUT TTL	1	Take Out sales count
	$5.00	Take Out sales total
%1	1	%1 Key count
	$-1.00	%1 Key total
%2	1	%2 Key count
	$-2.00	%2 Key total
NET SALE	10	Customer count
	$139.39	Net Sales total
FD/S CREDIT	$0.00	Food stamp amount credited
ERROR CORR	1	Error correct count
	-10.00	Error correct total
PREVIOUS VD	1	Previous item void count
	-20.00	Previous item void total
MODE VOID	1	Void lock count
	-5.33	Void lock total
CANCEL	2	Cancel count
	$20.00	Cancel total
GROSS SALES	$153.05	Gross sales count
CASH SALES	7	Cash sales count
	$74.39	Cash sales total
CHECK SALES	1	Check sales count
	$10.00	Check sales total

continued next page

Optional Abbreviated Financial Report Example, Continued

R/A	1	Received on account count
	$10.00	Received on account total
P/O	1	Paid out count
	-10.00	Paid out total
NOSALE	1	No sale count
NON-ADD #	0	Non-add # total
CASH-IN-D	$74.39	Cash in drawer total
CHECK-IN-D	1	Check count
	$10.00	Check in drawer total
FD/S-IN-D	0	Food stamp count
	$0.00	Food stamp total
CHG1 SALES	1	Charge 1 count
	$25.00	Charge 1 total
CHG2 SALES	1	Charge 2 count
	$30.00	Charge 2 total
DRWR TTL	$139.39	Drawer total
**********		
G R A N D		
	$335.42	Non-resettable grand total
CLERK 01	No.00001	Clerk/Consecutive #
TIME 12:00	00	Time/Register #

Time Report Example (Report #2)

DATE 08/15/1999 SUN	Date/Day
Z 1 REPORT 0002	Report Mode/Z Counter

TIME	Report Name
8:00-9:00	Time period
CNT 3	count of sales
SALES AMT $3.16	sales amount
SALE RATE 1.65%	sales percentage
9:00-10:00	Time period
CNT 23	count of sales
SALES AMT $62.15	sales amount
SALE RATE 32.50%	sales percentage
10:00-11:00	Time period
CNT 25	count of sales
SALES AMT $125.89	sales amount
SALE RATE 65.84%	sales percentage
TOTAL CNT 51	Total # of sales
TOTAL AMT $191.20	Total sales
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

All PLU Report Example (Report #3)

The PLU report example here is shown with optional sales rates calculated (percentage of sales for each PLU). See option #6, "System Option Programming" on page 108 to add or delete this information.

DATE 08/15/1999 SUN	Date/Day
Z 1 REPORT 0002	Report Mode/Z Counter

ALL PLU	Report Name
PLU 1	PLU descriptor
CNT 33.00	count of sales
SALES AMT $67.77	sales amount
SALE RATE 39.46%	sales percentage
PLU 2	PLU descriptor
CNT 3.00	count of sales
SALES AMT $12.00	sales amount
SALE RATE 6.98%	sales percentage
PLU 3	PLU descriptor
CNT 6.00	count of sales
SALES AMT $17.50	sales amount
SALE RATE 10.18%	sales percentage
PLU 4	PLU descriptor
CNT 7.00	count of sales
SALES AMT $31.05	sales amount
SALE RATE 18.07%	sales percentage
PLU 116	PLU descriptor
CNT 1	count of sales
SALES AMT $6.00	sales amount
SALE RATE 3.49%	sales percentage
PLU 118	PLU descriptor
CNT 1	count of sales
SALES AMT $1.25	sales amount
SALE RATE 0.72%	sales percentage
PLU 510	PLU descriptor
CNT 6.00	count of sales
SALES AMT $28.67	sales amount
SALE RATE 16.69%	sales percentage

continued next page

PLU Report Example, Continued

PLU 540		PLU descriptor
CNT	3	count of sales
SALES AMT	$7.50	sales amount
SALE RATE	4.36%	sales percentage
TOTAL CNT	60.00	Total PLU count
TOTAL AMT	$171.74	Total PLU sales
CLERK 01	No.00001	Clerk/Consecutive #
TIME 12:00	00	Time/Register #

All Clerk Report Example (Report #4)

The clerk report may be generated for all clerks or for individual clerks. The clerk report can include media information for cashier accountability (see example on next page). By default, the clerk report includes the basic sales information in the example below. The clerk report can also be programmed to include totals with zero balance. See option #7 "System Option Programming" on page 108 to change clerk reporting options.

DATE 08/15/1999 SUN	Date/Day
Z 1 REPORT 0002	Report Mode/Z Counter

ALL CLERK	Report Name
CLERK 01 10	Clerk #/Customer count
NET SALE $139.39	Clerk's net sales
DRWR TTL $139.39	Clerk's drawer total
CLERK 02	
CLERK 03	(Sales information is
CLERK 04	repeated for each of
CLERK 05	the fifteen clerks with
CLERK 06	sales activity)
CLERK 07	
CLERK 08	
CLERK 09	
CLERK 10	
CLERK 11	
CLERK 12	
CLERK 13	
CLERK 14	
CLERK 15	
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

Clerk Report Example (With Cashier Totals)

DATE 08/15/1999	SUN	Date/Day
X 1 REPORT	0002	Report Mode/Z Counter

ALL CLERK		Report Name
CLERK 01	10	Clerk #/Customer count
NET SALE	$139.39	Clerk's net sales
NONTAX	$119.00	Non-tax sales total
TAX1 SALES	$10.00	Taxable 1 sales total
TAX2 SALES	$25.00	Taxable 2 sales total
TAX3 SALES	$0.00	Taxable 3 sales total
TAX4 SALES	$0.00	Taxable 4 sales total
TAX1	$0.64	Tax 1 total
TAX2	$1.75	Tax 2 total
TAX3	$0.00	Tax 3 total
TAX4	$0.00	Tax 4 total
%1	1	%1 Key count
	$-1.00	%1 Key total
%2	1	%2 Key count
	$-2.00	%2 Key total
%3	0	%3 Key count
	$0.00	%3 Key total
%4	0	%4 Key count
	$0.00	%4 Key total
%5	0	%5 Key count
	$0.00	%5 Key total
CREDIT TAX1	1	Tax 1 credited count
	-0.33	Tax 1 credited total
CREDIT TAX2	0	Tax 2 credited count
	$0.00	Tax 2 credited total
CREDIT TAX3	0	Tax 3 credited count
	$0.00	Tax 3 credited total
CREDIT TAX4	0	Tax 4 credited count
	$0.00	Tax 4 credited total
FD/S CREDIT	$0.00	Food stamp amount credited
RETURN	1	Merchandise Return count
	-5.00	Merchandise Return total
ERROR CORR	1	Error correct count
	-10.00	Error correct total

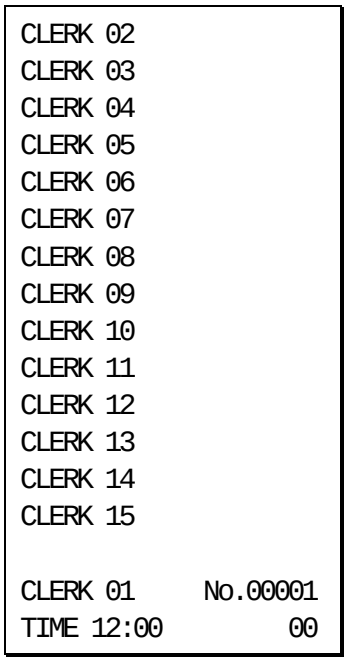
continued next page

Clerk Report Example, Continued

PREVIOUS VD	1	Previous item void count
	-20.00	Previous item void total
VOID MODE	1	Void lock count
	-5.33	Void lock total
CANCEL	2	Cancel count
	$20.00	Cancel total
R/A	1	Received on account count
	$10.00	Received on account total
P/O	1	Paid out count
	-10.00	Paid out total
CASH-IN-D	$74.39	Cash in drawer total
CHECK-IN-D	1	Check count
	$10.00	Check in drawer total
FD/S-IN-D	0	Food stamp count
	$0.00	Food stamp total
CHG1 SALES	1	Charge 1 count
	$25.00	Charge 1 total
CHG2 SALES	1	Charge 2 count
	$30.00	Charge 2 total
CHG3 SALES	0	Charge 3 count
	$0.00	Charge 3 total
CHG4 SALES	0	Charge 4 count
	$0.00	Charge 4 total
CHG5 SALES	0	Charge 5 count
	$0.00	Charge 5 total
DRWR TTL	$139.39	Drawer total
PROMO	0	Promo item count
	$0.00	Promo item total
WASTE	0	Waste item total
	$0.00	Waste item total
TRAIN TTL	0	Training mode count
	$0.00	Training mode total
BAL FORWARD	0	Balance forward count
	$0.00	Balance forward total
GUESTS	0	Guest # count
P/BAL	0	Previous balance count
	$0.00	Previous balance total
CHECKS PAID	0	Checks Paid count
	$0.00	Checks Paid total
SERVICE	0	Service count
	$0.00	Service total
NOSALE	1	No sale counter

continued next page

Clerk Report Example, Continued

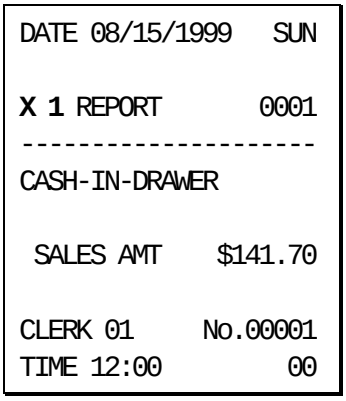


(Sales information repeated for each of the fifteen clerks with sales activity)

Clerk/Consecutive #

Time/Register #

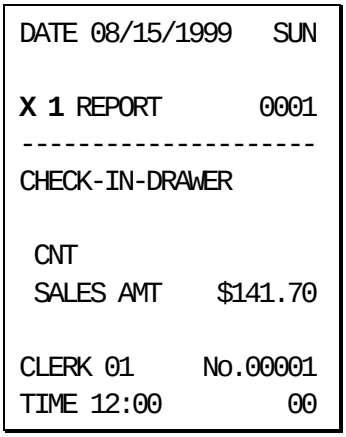
Cash-In-Drawer Report Example (Report #5)



```
DATE 08/15/1999   SUN
X 1 REPORT        0001
--------------------
CASH-IN-DRAWER
 SALES AMT     $141.70
CLERK 01     No.00001
TIME 12:00          00
```

Date/Day
Report Mode/Z Counter
Report Name
Amount of cash
Clerk/Consecutive #
Time/Register #

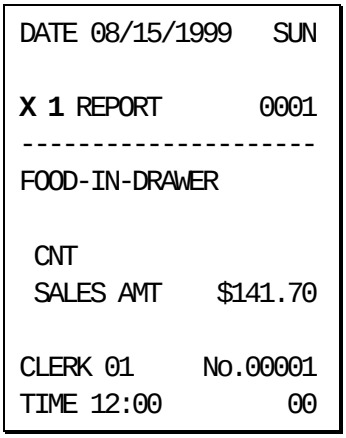
Check-In-Drawer Report Example (Report #6)



```
DATE 08/15/1999   SUN
X 1 REPORT        0001
--------------------
CHECK-IN-DRAWER
 CNT
 SALES AMT     $141.70
CLERK 01     No.00001
TIME 12:00          00
```

Date/Day
Report Mode/Z Counter
Report Name
Number of checks
Amount of checks
Clerk/Consecutive #
Time/Register #

Food Stamp-In-Drawer Report Example (Report #7)



```
DATE 08/15/1999   SUN
X 1 REPORT        0001
--------------------
FOOD-IN-DRAWER
 CNT
 SALES AMT     $141.70
CLERK 01     No.00001
TIME 12:00          00
```

Date/Day
Report Mode/Z Counter
Report Name
Number of food stamps
Amount of food stamps
Clerk/Consecutive #
Time/Register #

Daily Sales Report Example (Report #8)

The register accumulates sales data until midnight of the each day. Days correspond to the day of the month kept by the register's calendar.

DATE 08/15/1999 SUN	Date/Day
X 2 REPORT 0001	Report Mode/Z Counter

DAILY SALES	Report Name
DAY : 1	1ST day of month
CNT 15	customer count
SALES AMT $90.64	net sales
DAY : 2	2nd day of month
CNT 36	customer count
SALES AMT $100.56	net sales
TOTAL CNT 51	customer count all days
TOTAL AMT $191.20	net sales - all days
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

Item by Group Report Example (Report #10)

This report organizes PLU sales by the group to which each PLU is reported. Because of the sorting involved in this report, there will be a noticeable delay while it is printing.

DATE 08/15/1999 SUN	Date/Day
X 1 REPORT 0002	Report Mode/Z Counter

ITEMS BY GROUP	Report Name
GROUP 0	Group number
PLU 1	PLU descriptor
CNT 33.00	count of sales
SALES AMT $67.77	sales amount
PLU 2	PLU descriptor
CNT 3.00	count of sales
SALES AMT $12.00	sales amount
PLU 3	PLU descriptor
CNT 6.00	count of sales
SALES AMT $17.50	sales amount
PLU 4	PLU descriptor
CNT 7.00	count of sales
SALES AMT $31.05	sales amount
PLU 116	PLU descriptor
CNT 1	count of sales
SALES AMT $6.00	sales amount
PLU 118	PLU descriptor
CNT 1	count of sales
SALES AMT $1.25	sales amount
PLU 510	PLU descriptor
CNT 6.00	count of sales
SALES AMT $28.67	sales amount
PLU 540	PLU descriptor
CNT 3	count of sales
SALES AMT $7.50	sales amount
TOTAL CNT 60.00	Total PLU count/amount
TOTAL AMT $171.74	for this group

continued next page

Item by Group Report Example, Continued

```
GROUP 1
GROUP 2
GROUP 3
GROUP 4
GROUP 5
GROUP 6
GROUP 7
GROUP 8
GROUP 9
GROUP 10
GROUP 11
GROUP 12
GROUP 13
GROUP 14
GROUP 15
GROUP 16
GROUP 17
GROUP 18
GROUP 19
GROUP 20
**********************
TOTAL CNT        60.00
TOTAL AMT     $171.74

CLERK 01     No.00001
TIME 12:00         00
```

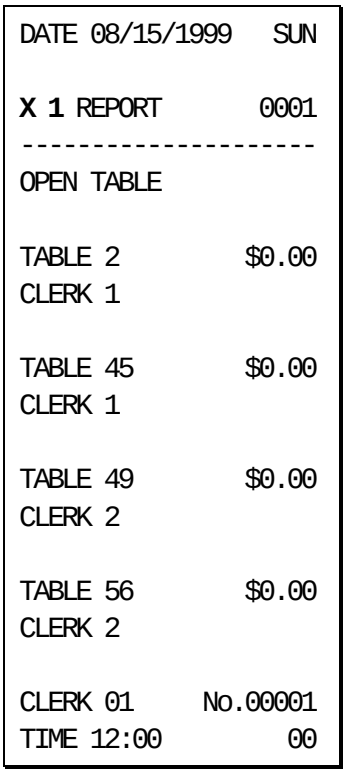
(Totals repeated for each group set to accumulate PLU sales)

Total PLU count/amount for all groups

Clerk/Consecutive #

Time/Register #

Open Table Report Example (Report #11)



Date/Day

Report Mode/Z Counter

Report Name

Outstanding Balance and Clerk responsible for each open table

Clerk/Consecutive #

Time/Register #

Inventory PLU Report Example (Report #12)

This report reads the sales count for all PLUs where the sales counter is set to decrement (count down) for inventory level tracking. (To select this option, see "Program 100 - PLU Status Programming" on page 100 and set address N7). Remember, you can also read the sales counter on the other PLU reports, i.e. the All PLU report, the Item by Group report, and the From/To PLU report.

DATE 08/15/1999 SUN	Date/Day
X 1 REPORT 0001	Report Mode/Z Counter

STOCK	Report Name
PLU 1	PLU #
CNT 25.00	Current Inventory Level
PLU 2	
CNT 20.00	
PLU 3	
CNT 10.00	
PLU 4	
CNT 15.00	
PLU 5	
CNT 32.00	
PLU 6	
CNT 25.00	
PLU 7	
CNT 24.00	
PLU 8	
CNT 15.00	
PLU 9	
CNT 36.00	
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

Group Report Example (Report #20)

Because each PLU can be reported to one or two groups, the total at the end of this report does not necessarily reflect the total of item sales. You can also program individual groups not to add to the total at the end of this report. See "Programming Group Status - Program 900" on page 155. Also note that you can choose to include groups with zero totals on this report (see option #3, "System Option Programming" on page 108.)

DATE 08/15/1999 SUN	Date/Day
X 1 REPORT 0001	Report Mode/Z Counter

GROUP	Report Name
GROUP0 :	Group #
CNT 60.00	Activity count
SALES AMT $171.84	Group total
TOTAL CNT 0.00	Count/total of all designated groups
TOTAL AMT $0.00	
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

System Balancing

PLU Sales Total

+/-	PLU Sales	$ Example
+	Positive PLUs	$
-	Negative PLUs	$
=	Adjusted PLU Sales Total	$

Net Sales

+/-	Net Sales	$ Example
=	PLU Sales Total	$
+	Tax 1	$
+	Tax 2	$
+	Tax 3	$
+	Sale Coupon Total	$
+	Sale Percent Discount	$
+	Surcharge Sale	$
=	Net Sales	$

Gross Sales

+/-	Gross Sales	$ Example
=	Net Sales	$
-	Negative PLUs	$
-	Item Coupon	$
-	Item Percent Discount	$
-	Sale Coupon	$
-	Sale Percent Discount	$
-	Credit Tax 1	$
-	Credit Tax 2	$
-	Credit Tax 3	$
-	Merchandise Return	$
-	Transaction Void Total	$
=	Gross Sales	$

Grand Total

+/-	Grand Total	$ Example
+	Previous Grand Total	$
+	Absolute Value of Today's Gross Sales Total	$
=	Today's Grand Total	$

Programming

Overview

In this chapter you will find:

- "Function Key Assignment Programming" on page 91, where you can assign new functions in programmable locations or make other changes to the default keyboard.
- "Tax Programming" on page 93, where you can set tax rates or tables for any of the four taxes the *ER-5100* series can automatically calculate and add to the sale.
- "PLU Programming" on page 97, where you can program descriptors and options, i.e. tax status for each keyboard PLU or traditional PLU.
- "System Option Programming" on page 108, where you can set a variety of options that affect the features of the *ER-5100*.
- "Function Key Programming" on page 114, where you can program descriptors and other options related to function keys.
- "Clerk Programming" on page 148 where you can program descriptors and other options for clerks or cashiers.
- "Miscellaneous Programming" on page 152, where you can program a variety of other features, such as. Receipt messages, date/time, PLU group descriptors, and PLU level operation.
- "Program Scans" on page 162 where you can print out program information.

S-mode, or service mode programming information is provided separately. S-mode programs allow you to change the keyboard PLU assignment or set keyboard PLU configurations for the *ER-5140*.

Default Program

The Samsung *ER-5100/5140* arrives with a default or generic program already installed. Program options are set to **0** (Zero), unless otherwise noted, which means the machine can be operated immediately after a RAM clear procedure is performed.

For example:

- All keyboard PLUs are nontaxable and open, without entry limits by default status programming of "00000000".
- All system options are set to **0** in default programming, unless otherwise noted. Change only the options which will deviate from default programming. There is no need to re-enter an option status of **0**, since **0** is its original setting.
- All programming (unless otherwise noted) is done with the control lock in the **P** position. Each section details a specific area of register programming.

Function Key Assignment Programming

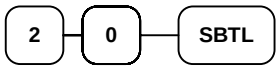
Function keys may be relocated, inactivated or changed with this program. For example, you may wish to place functions, such as **PREVIOUS BALANCE** and **SERVICE**, that are not placed on the default keyboard. Or perhaps, you may wish to remove a function, such as **CANCEL**, for security reasons.

Please note the following limitations:

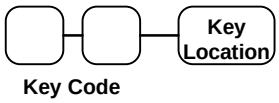
- If you assign a duplicate of a function code, the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.
- You can reassign keys only in locations that are programmable. See "Keyboards" on page 20, where the key locations that may be programmed are identified.

To Assign a Function Key to a Location:

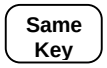
1. Turn the control lock to the **S** position.
2. Enter 20, press the **SBTL** key.



3. Refer to "Function Key Codes" on page 92 to find the code for the key you wish to assign. Enter the code, press the location you wish to program, or press **CASH** to cancel function key assignment programming.



4. Repeat from step three for each key you wish to program, or press the same key to finalize the program.



Function Key Codes

Code	Function
1	Cash
2	Check
3	Subtotal
4	Macro 1
5	Macro 2
6	Macro 3
7	Macro 4
8	Macro 5
9	Charge 1
10	Charge 2
11	Charge 3
12	Charge 4
13	Charge 5
14	%1
15	%2
16	%3
17	%4
18	%5
19	Level 1
20	Level 2
21	Level 3
22	Tax 1
23	Tax 2
24	Tax 3
25	Tax 4
26	Error Correct
27	Void
28	Return
29	Cancel
30	Tray Subtotal
31	Eat In

Code	Function
32	Take Out
33	Drive Thru
34	Received on Account
35	Paid Out
36	Clerk
37	#/No Sale
38	Scale
39	Food Stamp Shift
40	Food Stamp Subtotal
41	Food Stamp Tender
42	Check Cashing
43	Previous Balance
44	Table #
45	Guest #
46	Service
47	Check Endorsement
48	Tax Exempt
49	Promo
50	Waste
51	Currency Conversion 1
52	Currency Conversion 2
53	PLU
54	X/TIME
55	Receipt On/Off
58	Inactive Key

Tax Programming

The *Samsung ER-5100/5140* has the capability to support four separate taxes.

Taxes can be calculated as either a straight percentage rate of between .001% and 99.999%, or a 60 break point tax table. Each tax may be either an add-on tax (added to the cost of a taxable item), or a value added tax (VAT) that is included in the price of the item.

Tax rate 4 may be set to function as the Canadian Goods & Services Tax (GST). **If Tax 4 is designated as GST, table programming for the rate is not allowed.**

Definitions for tax rates 1, 2, 3 & 4 are made as part of tax programming.

- If you are entering a tax rate (add-on or VAT), see "Straight Percentage Tax Rate Programming" on page 94 to enter the percentage rate.
- If you are entering a tax table, see “Tax Table Programming” on page 95 to enter the tax break points.
- If you are entering a Canadian Goods and Services Tax (GST), use tax rate 4 for the GST tax, and use tax rates 1, 2 and/or 3 for any other provincial tax or taxes. See "Straight Percentage Tax Rate Programming" on page 94 to enter the GST status and percentage rate.

Important Note: After you have entered your tax program(s), test for accuracy by entering several transactions of different dollar amounts. Carefully check to make sure the tax charged by the cash register matches the tax on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, contact your *Samsung* dealer for assistance.

Straight Percentage Tax Rate Programming

When tax requirements may be met using a straight percentage rate, use the following method to program a tax as a straight percentage.

Programming Straight Percentage Tax Rates and Status

1. Turn the control lock to the **P** position.
2. If the tax is a percentage rate, with a decimal. (0.000-99.999). It is not necessary to enter preceding zeros. For example, for 6%, enter 06.000 or 6.000.
3. For the type of tax:

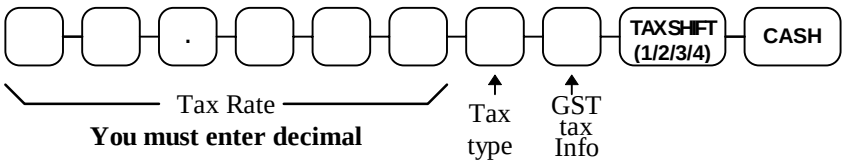
If the tax is a percentage added to the sale (normal add on tax), enter:	**0**
If the tax is a percentage value added tax (VAT; calculated as part of the sale), enter:	**2**

4. Enter **0** here for all taxes, unless if you are programming tax 4 as a Canadian GST. If tax 4 is a Canadian GST, enter the sum of the options below:

OPTION	VALUE	=	SUM
GST (tax 4) is taxable by rate 1?	Yes = 1 No = 0		
GST (tax 4) is taxable by rate 2?	Yes = 2 No = 0		
GST (tax 4) is taxable by rate 3?	Yes = 4 No = 0		

6. Press the Tax Shift key for the tax you are programming.
7. Press the **CASH** key to end programming.

Tax Rate Programming Flowchart



Tax Table Programming

In some cases, a tax that is entered as a percentage does not follow exactly the tax charts that apply in your area (even if the tax chart is based on a percentage). In these cases, we recommend that you enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table.

Before programming, obtain a copy of the tax table you wish to program. You will need the printed tax table if you wish to determine the break point entries yourself.

Note: You can enter up to 60 break points.

Determining Break Point Entries

1. Examine the printed tax table for the tax you are programming.
2. Refer to the "Tax Table Programming Example - Illinois 6% Tax Table" on page 96 to help with this exercise.
3. Calculate the break point differences by subtracting the high side of the previous range from the high side of the dollar range.
4. Examine the pattern of break point differences to determine when the break points begin to repeat. Mark the beginning break points that do not fit a pattern as "non-repeat breaks." Mark the break points that are repeating in a pattern as "repeat breaks."

Programming a Tax Table

1. Turn the control lock to the **P** position.
2. Enter **10**, press the **TAX SHIFT** key for the tax you are programming, i.e. **TAX SHIFT 1**, **TAX SHIFT 2**, **TAX SHIFT 3** or **TAX SHIFT 4.**
3. Enter the maximum amount that is not taxed, press the appropriate **TAX SHIFT** key.
4. Enter the first tax amount charged, press the appropriate **TAX SHIFT** key.
5. For each non-repeat break point, up to the last non-repeat break point, enter the high side from the sale dollar range and press the appropriate **TAX SHIFT** key.
6. For the last non-repeat break point, enter the high side from the sale dollar range and press the **X/TIME** key.
7. For each repeat break point, enter the high side from the sale dollar range and press the appropriate **TAX SHIFT** key.
8. Press the **CASH** key to end the tax table program.

Tax Table Programming Example - Illinois 6% Tax Table

Tax Charged	Sale Dollar Range	Break point Differences	
$0.00	$0.00 - $0.10		
$0.01	$0.11 - $0.21	11	
$0.02	$0.22 - $0.38	17	
$0.03	$0.39 - $0.56	18	Non-Repeat
$0.04	$0.57 - $0.73	17	
$0.05	$0.74 - $0.91	18	
$0.06	$0.92 - $1.08	17	
$0.07	$1.09 - $1.24	16	Repeat
$0.08	$1.25 - $1.41	17	
$0.09	$1.42 - $1.58	17	
$0.10	$1.59 - $1.74	16	
$0.11	$1.75 - $1.91	17	
$0.12	$1.92 - $2.08	17	
$0.13	$2.09 - $2.24	16	
$0.14	$2.25 - $2.41	17	

To enter the sample program for the Illinois 6% tax table in tax 1:

1. Enter **1 0** press the **TAX SHIFT 1** key.
2. Enter **1 0** (the maximum amount that is not taxed), press the **TAX SHIFT 1** key.
3. Enter **1** (the first tax amount charged), press the **TAX SHIFT 1** key.
4. Enter **2 1** (non-repeat break point), press the **TAX SHIFT 1** key.
5. Enter **3 8 (**non-repeat break point), press the **TAX SHIFT 1** key
6. Enter **5 6** (non-repeat break point), press the **TAX SHIFT 1** key.
7. Enter **7 3** (non-repeat break point), press the **TAX SHIFT 1** key.
8. Enter **9 1** (non-repeat break point), press the **X/TIME** key.
9. Enter **1 0 8** (repeat break point), press the **TAX SHIFT 1** key.
10. Enter **1 2 4** (repeat break point), press the **TAX SHIFT 1** key.
11. Enter **1 4 1** (repeat break point), press the **TAX SHIFT 1** key.
12. Press the **CASH** key to complete the tax program.

PLU Programming

All PLUs, whether they are registered by pressing a PLU key on the keyboard, or by entering the PLU number and pressing the **PLU** key, have the same programming options. These options are set through separate programs:

- Program 100 - PLU Status Programming determines whether the PLU is open, preset or inactive. Also selected here are tax, food stamp, scale, negative, single item, hash, gallonage, compulsory number entry, compulsory validation, compulsory condiment and print options.
- Program 150 - PLU Group Assignment allows you to select up to two groups where each PLUs sales will accumulate.
- Program 200 - PLU Price/HALO Programming determines the PLU price if the PLU is preset, or the high amount lock out (HALO) if the PLU is open.
- Program 250 - PLU Stock Amount Programming allows you to add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs.
- Program 300 - PLU Descriptor Programming allows you to set a unique, up to 12 character, descriptor for each PLU.
- Program 400 - PLU Link Programming allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU.

PLU Number Assignment for Keyboard PLUs and PLU Levels

PLUs have fixed numbers from 1 to 1000. Careful planning is necessary to determine which PLUs numbers are accessed through the keyboard, so that if needed, the remaining PLU numbers can be accessed through number entry.

In the standard configuration, keyboard PLUs access the following PLU numbers:

- On the *ER-5100*, the 117 PLU keys access PLUs 1 to 117
- On the *ER-5140*, up to 40 PLU keys access PLUs 1-40.

If level keys are used on the *ER-5100*:

- Level 1 accesses PLUs 1-117
- Level 2 accesses PLUs 118-234
- Level 3 accesses PLUs 235-351

An optional numbering method is available for PLUs and Levels. (See your *Samsung* dealer or the *Samsung ER-5100/5140* S-Mode Programming instructions for set-up details.) You may wish to consider this option when you are using pop-up levels for sizes and you want different sizes of the same item to be listed together on the PLU report. With this option selected:

- PLU #1 accesses PLU 1 on level 1, PLU 2 on level 2, and PLU 3 on level 3
- PLU #2 accesses PLU 4 on level 1, PLU 5 on level 2, and PLU 6 on level 3
- PLU #3 accesses PLU 7 on level 1, PLU 8 on level 2, and PLU 9 on level 3,

  and so on until:

- PLU #117 accesses PLU 349 on level 1, PLU 350 on level 2 and PLU 351 on level 3

If level keys are used on the 15 PLU key version of the *ER-5140*:

- Level 1 accesses PLUs 1-15
- Level 2 accesses PLUs 16-30
- Level 3 accesses PLUs 31-45

An optional numbering method is available for PLUs and Levels. (See your *Samsung* dealer or the *Samsung ER-5100/5140* S-Mode Programming instructions for set-up details.) You may wish to consider this option when you are using pop-up levels for sizes and you want different sizes of the same item to be listed together on the PLU report. With this option selected:

- PLU #1 accesses PLU 1 on level 1, PLU 2 on level 2, and PLU 3 on level 3
- PLU #2 accesses PLU 4 on level 1, PLU 5 on level 2, and PLU 6 on level 3
- PLU #3 accesses PLU 7 on level 1, PLU 8 on level 2, and PLU 9 on level 3,

  and so on until:

- PLU #15 accesses PLU 43 on level 1, PLU 44 on level 2 and PLU 45 on level 3

If level keys are used on the 40 PLU key version of the *ER-5140*:

- Level 1 accesses PLUs 1-40
- Level 2 accesses PLUs 41-80
- Level 3 accesses PLUs 81-120

An optional numbering method is available for PLUs and Levels. (See your *Samsung* dealer or the *Samsung ER-5100/5140* S-Mode Programming instructions for set-up details.) You may wish to consider this option when you are using pop-up levels for sizes and you want different sizes of the same item to be listed together on the PLU report. With this option selected:

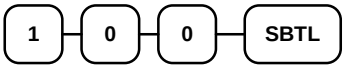
- PLU #1 accesses PLU 1 on level 1, PLU 2 on level 2, and PLU 3 on level 3
- PLU #2 accesses PLU 4 on level 1, PLU 5 on level 2, and PLU 6 on level 3
- PLU #3 accesses PLU 7 on level 1, PLU 8 on level 2, and PLU 9 on level 3,

  and so on until:

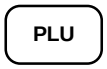
- PLU #40 accesses PLU 118 on level 1, PLU 119 on level 2 and PLU 120 on level 3

Program 100 - PLU Status Programming

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 0 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or



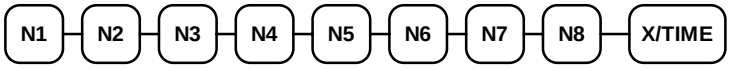
   - Press multiple PLU keys that are to receive the same status, or

   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

   - Enter the number (1-1000) of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number (1-1000) in the range; press the **PLU** key.

4. Refer to the "PLU Status Chart" on page 101 to determine the values for **N1** through **N8**. (If an address offers more than one option, add the values for each option and enter the sum. For example, if you wish the PLU to be taxable by rates 1 and 3, add the values for your choices, 1 + 4, and enter the sum "5" for address N5.) Enter the values you have selected, press the **X/TIME** key. (**You do not need to enter preceding zeros**. For example, if you are only selecting a value for **N8**, i.e. taxable by tax 1, just enter **1**.)



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

PLU Status Chart

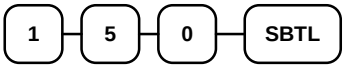
Address	Program Option	Value	=	Sum
N1	PLU is gallonage?	Yes = 1 No = 0		
	PLU is single item?	Yes = 2 No = 0		
	PLU is food stamp eligible?	Yes = 4 No = 0		
N2	PLU is negative?	Yes = 1 No = 0		
	PLU is a condiment?	Yes = 2 No = 0		
	PLU is hash?	Yes = 4 No = 0		
N3	Compulsory scale entry? (When Yes, PLU will only work with scale.)	Yes = 1 No = 0		
	Compulsory non-add number?	Yes = 2 No = 0		
	Compulsory validation?	Yes = 4 No = 0		
N4	Compulsory condiment entry?	Yes = 1 No = 0		
	PLU prints RED on kitchen printer?	Yes = 2 No = 0		
	PLU price does not print on receipt, detail or guest check?	Yes = 4 No = 0		
N5	PLU does not print on receipt?	Yes = 1 No = 0		
	PLU does not print on detail?	Yes = 2 No = 0		
	PLU does not print on guest check?	Yes = 4 No = 0		
N6	PLU is: open = preset = inactive =	0 1 2		
N7	PLU sales counter decrements for stock keeping?	Yes = 1 No = 0		
	PLU is taxable by rate 4?	Yes = 2 No = 0		
	PLU counter is reset when a PLU Z report is done?	Yes = 0 No = 4		
N8	PLU is taxable by rate 1?	Yes = 1 No = 0		
	PLU is taxable by rate 2?	Yes = 2 No = 0		
	PLU is taxable by rate 3?	Yes = 4 No = 0		

Program 150 - PLU Group Assignment

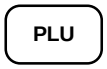
Each PLU may report to any two of 21 groups. Group totals appear on reports, so that you can track sales of different types of items. A group can also be used to designate items that are to print on an optional kitchen printer.

Note: The PLU will report to group "0", if not programmed to report to groups 1-20.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 5 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or



   - Press multiple PLU keys that are to receive the same status, or

   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

   - Enter the number (1-1000) of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number (1-1000) in the range; press the **PLU** key.

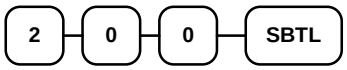
4. Enter up to two 2-digit numbers representing the groups where you wish to add the PLUs sales, i.e. enter **1 0** for group 10 or enter **0 4** for group four. Press the **#/NS** key.

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

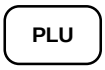
Program 200 - PLU Price/HALO Programming

If a PLU is open, set the HALO (high amount lock out) here. If a PLU is preset set the preset price here. If a PLU is set with gallonage status, enter the price per gallon here. (Enter price per gallon in tenths of a penny, i.e. 1299 for $1.29 9/10 per gallon.)

1. Turn the control lock to the **P** position.
2. To begin the program, enter **2 0 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or



   - Press multiple PLU keys that are to receive the same status, or

   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

   - Enter the number (1-1000) of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number (1-1000) in the range; press the **PLU** key.

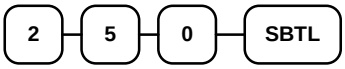
4. If the PLU is open, enter a HALO of up to 8 digits. If the PLU is preset, enter a preset price. (The maximum HALO or preset price you can enter is $500,000.00.)

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

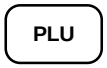
Program 250 - PLU Stock Amount Programming

With this program, you can you can add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs. See "Program 100 - PLU Status Programming" on page 100 to set up stock keeping PLUs. The stock number set here can be the amount of stock that is being added to the current level, or optionally, it can be the new total stock level. See option #40 in "System Option Programming" on page 108 to set this option.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **2 5 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or



   - Press multiple PLU keys that are to receive the same status, or

   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

   - Enter the number (1-1000) of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number (1-1000) in the range; press the **PLU** key.

4. Enter the stock amount you wish to add (up to four digits), press the **X/TIME** key.

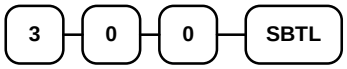
Stock Amount

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

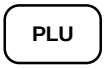
Program 300 - PLU Descriptor Programming

Program descriptors for the *ER-5100* by typing descriptors on the alpha keyboard overlay. Program descriptors for the *ER-5140* by entering three digit alpha character codes. The keyboard overlay option is not available on the *ER-5140*.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **3 0 0**, press the **SBTL** key.



3. Select the PLU you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or

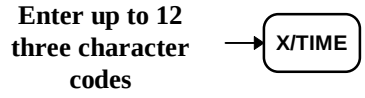


   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

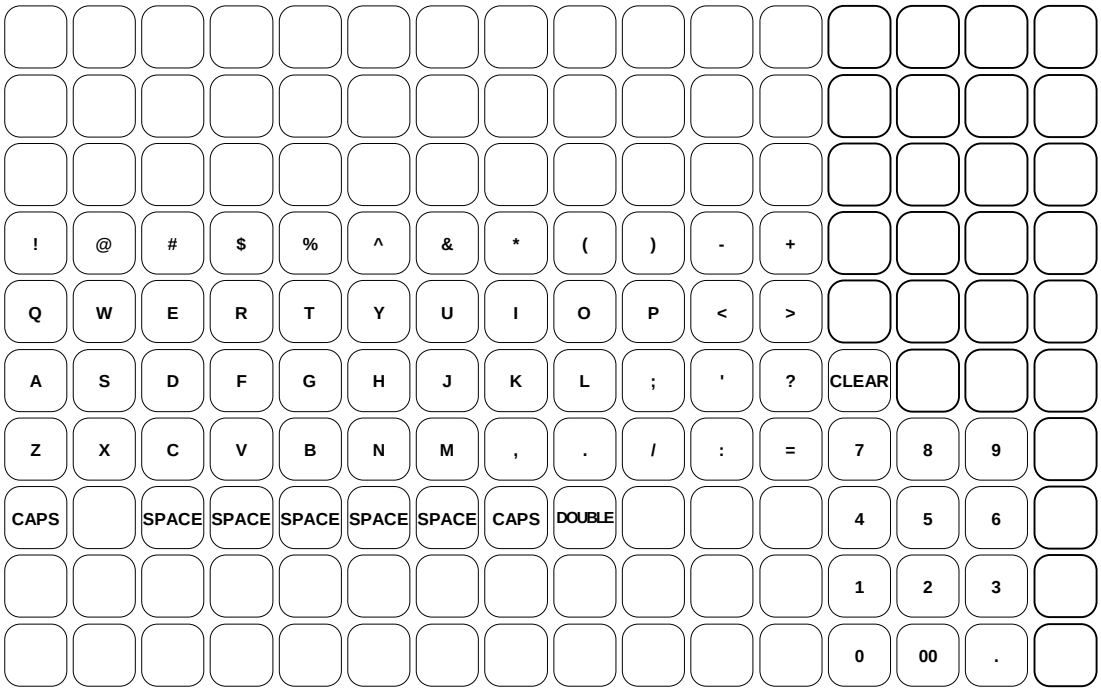
4. If you are programming an *ER-5100*, insert the "Alpha Keyboard Overlay - *ER-5100*" shown on page 106. To use the overlay, press **VALID**, type up to 12 descriptors by pressing the appropriate descriptor keys on the alpha keyboard, then press **X/TIME**. To program additional PLUs using this method, repeat from step 3, or press the **CASH** key to finalize the program.

5. If you are programming an *ER-5140*, refer to the "Descriptor Code Chart - ER-5140" on page 106 and determine the codes for the descriptor you wish to program. Enter up to 12 three character codes; press the **X/TIME** key.



6. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

Alpha Keyboard Overlay - ER-5100



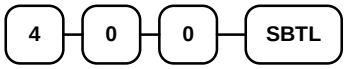
Descriptor Code Chart - ER-5140

CHAR	SPACE	!	"	#	$	%	&	'	(	)
CODE	032	033	034	035	036	037	038	039	040	041
CHAR	*	+	,	-	.	/	0	1	2	3
CODE	042	043	044	045	046	047	048	049	050	051
CHAR	4	5	6	7	8	9	:	;	<	=
CODE	052	053	054	055	056	057	058	059	060	061
CHAR	>	?	@	A	B	C	D	E	F	G
CODE	062	063	064	065	066	067	068	069	070	071
CHAR	H	I	J	K	L	M	N	O	P	Q
CODE	072	073	074	075	076	077	078	079	080	081
CHAR	R	S	T	U	V	W	X	Y	Z	
CODE	082	083	084	085	086	087	088	089	090	091
CHAR						a	b	c	d	e
CODE	092	093	094	095	096	097	098	099	100	101
CHAR	f	g	h	I	j	k	l	m	n	o
CODE	102	103	104	105	106	107	108	109	110	111
CHAR	p	q	r	s	t	u	v	w	x	y
CODE	112	113	114	115	116	117	118	119	120	121
CHAR	z	□	Double							
CODE	122	123	999							

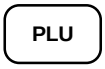
Program 400 - PLU Link Programming

PLU link programming allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU. For example, you may wish to link a bottle deposit with the sale of beverages, or you may wish to register a group of items normally sold together.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **4 0 0**, press the **SBTL** key.



3. Select the PLU or PLUs you wish to program in one of the following ways:
   - Press a PLU key on the keyboard, or

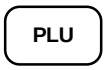


   - Press a level key, then an PLU key, or

   - Enter the number of the PLU (1-1000) and press the **PLU** key, or

4. Enter the number (1-1000) of the PLU you wish the PLU linked to; press the PLU key. Or press the PLU key on the keyboard you wish the PLU linked to.

Or,



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

System Option Programming

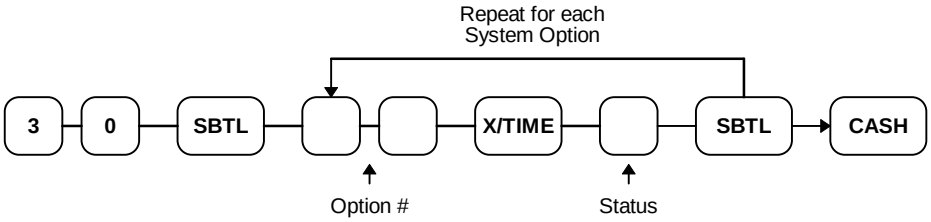
Refer to the "System Option Table" on page 109 to review the system options. Read each option carefully to determine if you wish to make any changes.

NOTE: Because after clearing memory all options settings are automatically set to 0, and because your most likely option selections require a status setting of 0, you do not need to program this section unless you wish to change the default status.

Programming a System Option:

1. Turn the control lock to the **P** position.
2. Enter **3 0**, press the **SBTL** key.
3. Enter a system option address, press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SBTL** key.
5. Repeat from step 3 for each system option you wish to change.
6. Press the **CASH** key to end system option programming.

System Option Flowchart



System Option Table

Address	SYSTEM OPTION	VALUE	=	SUM
1	Cash declaration is compulsory before **X** or **Z** Financial report may be taken?	Yes = 1 No = 0		
	Cash drawer will not open when cash is declared?	Yes = 2 No = 0		
	Cash drawer will not open when reports are run?	Yes = 4 No = 0		
2	Grand total is not printed on the Financial report?	Yes = 1 No = 0		
3	Skip media totals with zero activity on the Financial report?	Yes = 0 No = 1		
	Print abbreviated Financial report?	Yes = 2 No = 0		
	Print media totals with zero activity on the Group report?.	Yes = 4 No = 0		
4	Consecutive number is reset after a **Z1** Financial report?	Yes = 1 No = 0		
	Grand total is reset after a **Z1** Financial report?	Yes = 2 No = 0		
5	Print Group report at the beginning of the Financial report?	Yes = 1 No = 0		
	Print Clerk report at the end of the Financial report?	Yes = 2 No = 0		
6	Print PLUs with zero totals on report?	Yes = 1 No = 0		
	Print percentage of sales on the PLU report?	Yes = 2 No = 0		
7	Skip media totals with zero activity on the Clerk report?	Yes = 0 No = 1		
	Clerk report includes media totals?	Yes = 2 No = 0		
8	Gross total will not print on the Financial report?	Yes = 1 No = 0		
	Void/Return totals will not print on the Financial report?	Yes = 2 No = 0		
9	Reset the Financial report **Z** counter after a **Z1** Financial report?	Yes = 1 No = 0		
	Reset the Time report **Z** counter after a **Z1** Time report?	Yes = 2 No = 0		
	Reset the PLU report **Z** counter after a **Z1** PLU report?	Yes = 4 No = 0		

Address	SYSTEM OPTION	VALUE	=	SUM
10	Reset the Clerk report **Z** counter after a **Z1** Clerk report?	Yes = 1 No = 0		
	Reset the Daily Sales report **Z** counter after a **Z1** Daily Sales report?	Yes = 2 No = 0		
	Reset the Group report **Z** counter after a **Z1** Group report?	Yes = 4 No = 0		
11	Do not print **Z** counter on reports?	Yes = 1 No = 0		
	Do not print consecutive number counter on receipt or journal?	Yes = 2 No = 0		
	Print date of last **Z** Report at beginning of **Z** Reports?	Yes = 4 No = 0		
12	Do not print time on receipt and journal?	Yes = 1 No = 0		
	Do not print date on receipt and journal?	Yes = 2 No = 0		
	Do not print register number on receipt and journal?	Yes = 4 No = 0		
13	Date format for receipt, journal and validation printing: DD-MM-YY = MM-DD-YY =	 1 0		
14	Decimal print and display: no decimal = decimal in second position =	 1 0		
15	Clerks are: pop-up = stay down =	1 0		
	Clerk sign on method is: code entry = direct entry =	2 0		
16	Currency character is: selected code from descriptor code chart = $ =	 code 0		
17	Compulsory drawer is disabled?	Yes = 1 No = 0		
	Validation sensor is activated?	Yes = 2 No = 0		
	Paper sensor is enabled?	Yes = 4 No = 0		
18	Open drawer alarm is active?	Yes = 1 No = 0		
19	The number of seconds before the open drawer warning tone sounds (default is 30 seconds).	0-99		

Address	SYSTEM OPTION	VALUE	=	SUM
20	Compulsory tare weight?	Yes = 1 No = 0		
21	Tax amount charged will not be printed on receipt at finalization?	Yes = 1 No = 0		
	Tax amount to print on receipt at finalization is:	Combined = 2 Itemized = 0		
	Print taxable totals?	Yes = 4 No = 0		
22	VAT will print on the receipt and journal separate from the cost of the taxable item?	Yes = 1 No = 0		
23	Allow finalization of negative or zero balance sales in the **X** control lock position only?	Yes = 0 No = 1		
	Do not print positive PLU entries on journal?	Yes = 2 No = 0		
24	Enable PLU preset/HALO override?	Yes = 1 No = 0		
25	Tender validation amount is: amount tendered = amount of sale =	 1 0		
	Allow multiple validations?	Yes = 2 No = 0		
26	Allow multiple buffered receipts?	Yes = 1 No = 0		
	Buffered receipt can be issued in the "receipt on" position?	Yes = 2 No = 0		
27	Print number of items on receipt?	Yes = 1 No = 0		
	Subtotal is printed when the SBTL key is pressed?	Yes = 2 No = 0		
28	Percentage and Tax calculations will: round up at 0.005 = always round up = always round down =	 0 1 2		
29	Rounding for split pricing and decimal multiplication: round up at 0.005 = always round up = always round down =	 0 1 2		
30	Stamp and Logo printing on receipt: Print only stamp = Print stamp and preamble message = Print only preamble message =	 0 1 2		

Address	SYSTEM OPTION	VALUE	=	SUM
31	Print postamble message on receipt?	Yes = 1 No = 0		
	Print preamble on the guest check?	Yes= 0 No= 2		
	Print postamble on the guest check?	Yes= 0 No= 4		
32	Training mode enter = exit =	1 0		
	Do not print training mode message on the receipt during training mode operations?	Yes = 2 No = 0		
	Open cash drawer during training mode?	Yes = 0 No = 4		
33	Allow the post tender function?	Yes = 1 No = 0		
	Compulsory check endorsement?	Yes = 2 No = 0		
	Print check amount in the endorsement?	Yes = 4 No = 0		
34	Level key is active and level function is: stay down = pop-up after item entry = pop-up after sale is finalized =	 0 1 2		
35	Disable level keys Level 1 = Level 2 = Level 3 =	 1 2 4		
36	Allow direct multiplication of keyboard PLUs? (This automatically disables preset override.)	Yes = 1 No = 0		
37	Eat-in/Take-out/Drive Thru procedure compulsory before tendering is allowed?	Yes = 1 No = 0		
38	HASH PLU adds to NET sales?	Yes = 1 No = 0		
39	Allow any clerk to recall open table numbers?	Yes = 1 No = 0		
40	Inventory (stock) counter programming: inventory is added to current level = counter replaces current level =	 1 0		
41	Clerk operation is: push key = real key (with optional kit) =	 0 1		
42	Slip (hard check) operation on optional printer Kitchen printer operation on optional printer	0 1		

Address	SYSTEM OPTION	VALUE	=	SUM
43	Printer type: no printer = EPSON TM-295 = EPSON TM-300(D) = EPSON TM-T85 = CITIZEN IDP 3540/3541 = STAR SP200 = SAMSUNG SRP100 =	 0 1 2 3 4 5 6		
44	Number of feed lines after printing on optional roll printer? (Default is 7 lines.)	1-50		
45	Initial line feed on optional slip printer	0-20		
46	Number of print lines on a guest check	0-50		
47	Reserved			
48	Reserved			
49	Reserved			
50	Reserved			

Function Key Programming

Three programs are used to program function keys;

- *Program 70* - is used to set each keys individual options
- *Program 80* - is used to program a 12 character alpha numeric descriptor
- *Program 90* - is used to set a high amount limit (HALO)

In this chapter you will find:

- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

Function Key Programming Summary

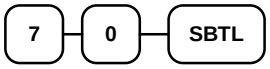
The table below summarizes the function keys programmed here and the programs that apply to each key:

Function Key	Function Key Options Program 70	Function Key Descriptor Program 80	Function Key HALO Program 90
CANCEL	✓	✓	
CASH	✓	✓	✓
CHARGE	✓	✓	✓
CHECK	✓	✓	✓
CHECK ENDORSEMENT			
CHECK CASH	✓	✓	✓
CURRENCY CONVERSION		✓	✓
DRIVE THRU	✓	✓	
EAT-IN	✓	✓	
ERROR CORRECT	✓	✓	
FOOD STAMP TENDER	✓	✓	✓
GUEST	✓	✓	
#/NO SALE	✓	✓	✓
PREVIOUS BALANCE	✓	✓	
PROMO	✓	✓	
P/O	✓	✓	✓
R/A	✓	✓	✓
RETURN	✓	✓	
SCALE	✓		
SERVICE		✓	
TABLE	✓	✓	
TAKE OUT	✓	✓	
TAX EXEMPT	✓		
TRAY SUBTOTAL	✓	✓	
VOID	✓	✓	
WASTE	✓	✓	
% KEY	✓	✓	✓

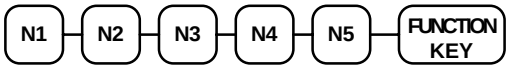
Program 70 - Function Key Options

Use Program 70 to set options for function keys. Because of the differences inherent in function keys, individual options will be different. See the specific instructions for each key in this chapter to find the options for each key.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **7 0**, press the **SBTL** key.



4. Enter the values for the option digit or digits. Depending on the function key you are programming, you may enter up to five digits **N1** through **N5**. Determine the values for **N1** through **N5** by referring to the specific function key information that follows. (**You do not need to enter preceding zeros**. For example, if the function key offers five digits, **N1** through **N5** and you are only selecting a value for **N5**, just enter the value for **N5**.) Press the function key you wish to program.



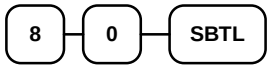
5. To program additional function keys, repeat from step 3, or press the **CASH** key to finalize the program.

Program 80 - Function Key Descriptor

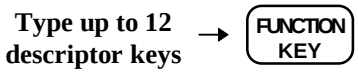
Use Program 80 to program alpha numeric descriptors for function keys. Descriptors can be up to 12 characters in length. (Because the **#/NS** key supports two functions, program 81 is used to program the non-add # function, while program 80 is used to program the no sale function. See individual function programming instructions in this chapter.)

Program descriptors for the *ER-5100* by typing descriptors on the alpha keyboard overlay. Program descriptors for the *ER-5140* by entering three digit alpha character codes. The keyboard overlay option is not available on the *ER-5140*.

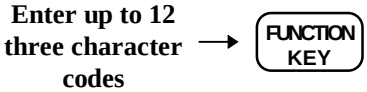
1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 0**, press the **SBTL** key.



3. If you are programming an *ER-5100*, insert the "Alpha Keyboard Overlay - ER-5100" shown on the next page. Type up to 12 descriptors by pressing the appropriate descriptor keys on the alpha keyboard, then press the function key you are programming. Repeat this step to program additional function keys, or press the **CASH** key to finalize the program.

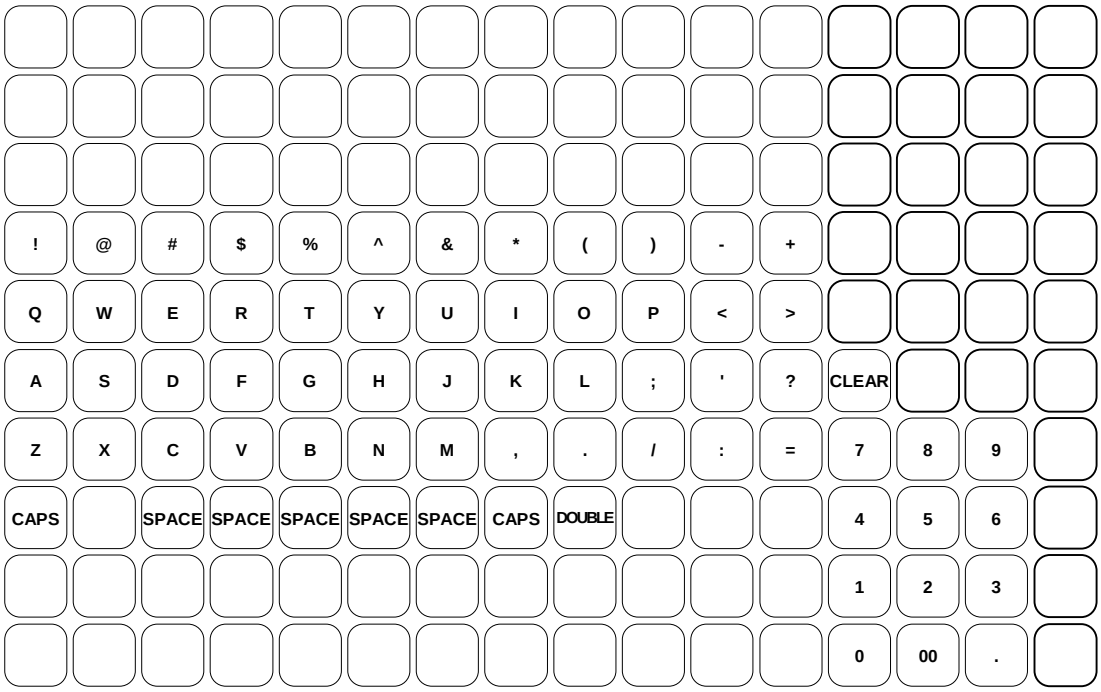


4. If you are programming an *ER-5140*, refer to the "Descriptor Code Chart - ER-5140" on page 118 and determine the codes for the descriptor you wish to program. Enter up to 12 three character codes; then press the function key you are programming. Repeat this step to program additional function keys.



5. Press the **CASH** key to finalize the program.

Alpha Keyboard Overlay - ER-5100



Descriptor Code Chart - ER-5140

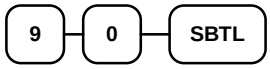
CHAR	SPACE	!	"	#	$	%	&	'	(	)
CODE	032	033	034	035	036	037	038	039	040	041
CHAR	*	+	,	-	.	/	0	1	2	3
CODE	042	043	044	045	046	047	048	049	050	051
CHAR	4	5	6	7	8	9	:	;	<	=
CODE	052	053	054	055	056	057	058	059	060	061
CHAR	>	?	@	A	B	C	D	E	F	G
CODE	062	063	064	065	066	067	068	069	070	071
CHAR	H	I	J	K	L	M	N	O	P	Q
CODE	072	073	074	075	076	077	078	079	080	081
CHAR	R	S	T	U	V	W	X	Y	Z	
CODE	082	083	084	085	086	087	088	089	090	091
CHAR						a	b	c	d	e
CODE	092	093	094	095	096	097	098	099	100	101
CHAR	f	g	h	I	j	k	l	m	n	o
CODE	102	103	104	105	106	107	108	109	110	111
CHAR	p	q	r	s	t	u	v	w	x	y
CODE	112	113	114	115	116	117	118	119	120	121
CHAR	z	□	Double							
CODE	122	123	999							

Program 90 - Function Key HALO

Use Program 90 to program a high amount lock out (HALO) for a function key. Only specific keys require this program. For example, you can set a HALO for the **CASH**, **CHECK** or **CHARGE** keys. Refer to the specific function key programming information in this chapter to determine when the HALO option is available.

Note: An 8 digit HALO has a maximum entry of $500,000.00.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **9 0**, press the **SBTL** key.



3. Enter a HALO of up to eight digits, (or "0" for no HALO).

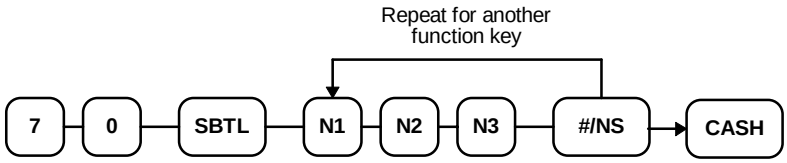
Enter 1-8 digit HALO

4. Press the function key on the keyboard you wish to program.

5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.

#/No Sale - Function Key Programs

Options - Program 70

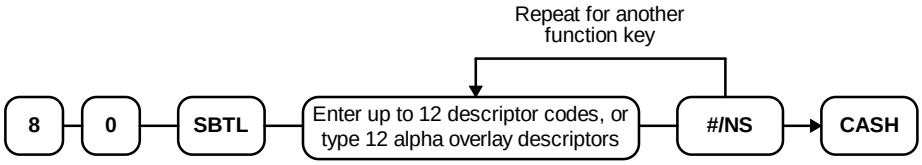


Address	OPTION	VALUE	=	SUM
N1	Compulsory non-add entry must match number of digits set in HALO programming?	Yes = 1 No = 0		
N2	No Sale inactive after non-add # entry?	Yes = 1 No = 0		
	Enforce non-add # entry at start of sale?	Yes = 2 No = 0		
	Non-add # entries are prohibited?.	Yes = 4 No = 0		
N3	No Sale inactive?	Yes = 1 No = 0		
	No Sale active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory on No Sale?	Yes = 4 No = 0		

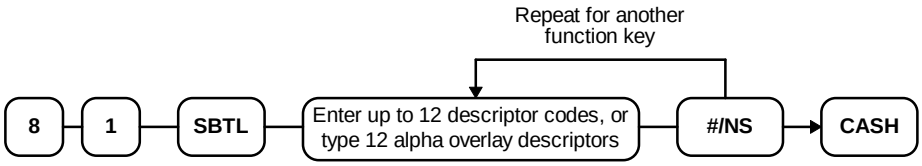
Descriptor - Programs 80 & 81

Since two distinct functions, # entry and no sale, reside on the same key, different programs are used to program each descriptor.

To program the no sale descriptor:

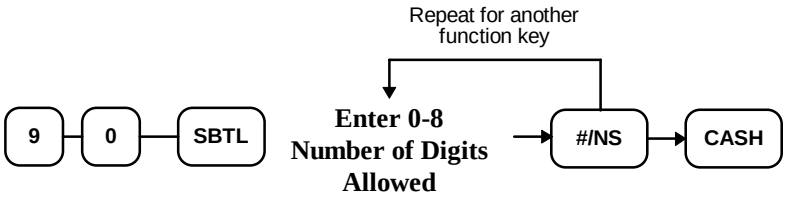


To program the # descriptor:



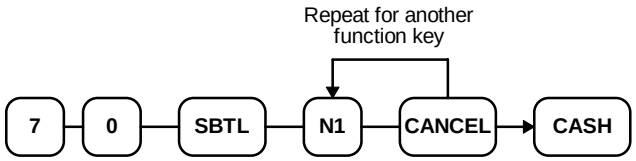
HALO - Program 90

You can set the number of digits allowed for the non-add entry function of the **#/NS** key.



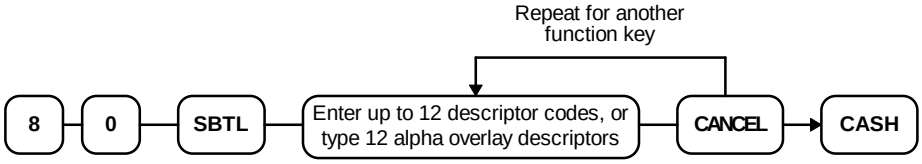
Cancel - Function Key Programs

Options - Program 70



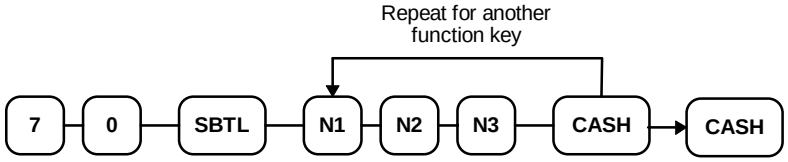
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



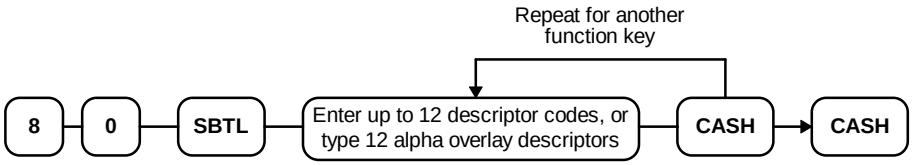
Cash - Function Key Programs

Options - Program 70

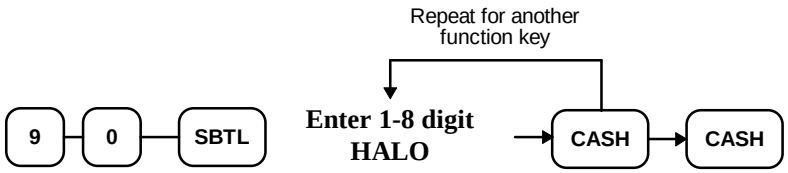


Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Open cash drawer?	Yes = 0 No = 2		
	Validation is compulsory?	Yes = 4 No = 0		
N3	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 2 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 4 No = 0		

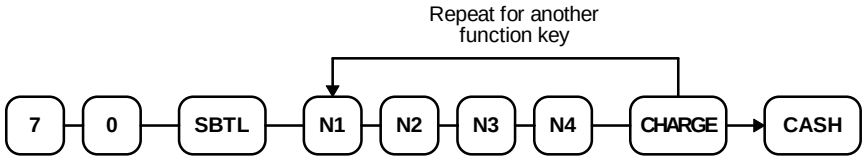
Descriptor - Program 80



HALO - Program 90

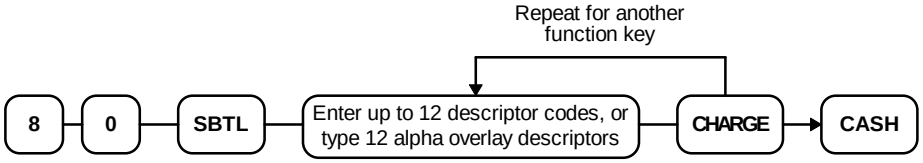


Charge - Function Key Programs

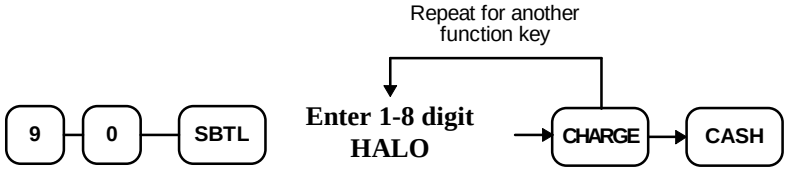


Address	OPTION	VALUE	=	SUM
N1	Non-add # entry compulsory?	Yes = 1 No = 0		
	Allow over tendering?	Yes = 2 No = 0		
N2	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N3	Exempt tax 4?	Yes = 1 No = 0		
	Open cash drawer?	Yes = 0 No = 2		
	Validation is compulsory?	Yes = 4 No = 0		
N4	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 2 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 4 No = 0		

Descriptor - Program 80

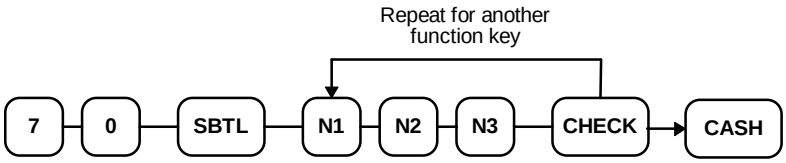


HALO - Program 90



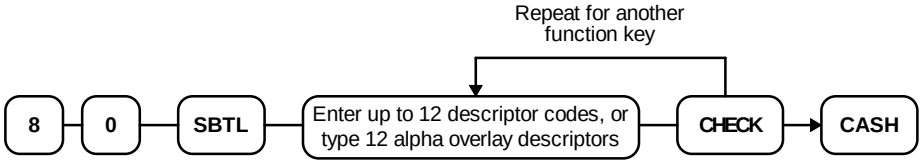
Check - Function Key Programs

Options - Program 70



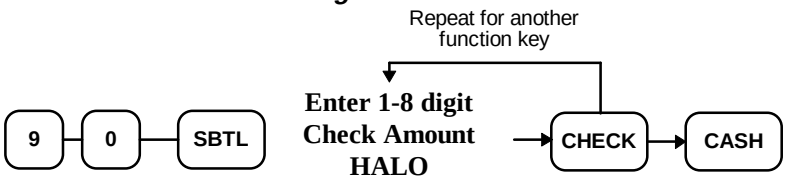
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Open cash drawer?	Yes = 0 No = 2		
	Validation is compulsory?	Yes = 4 No = 0		
N3	Amount tender is compulsory?	Yes = 1 No = 0		
	Disable under tendering?	Yes = 2 No = 0		
	Allow over tendering and under tendering in **X** control lock position only?	Yes = 4 No = 0		

Descriptor - Program 80

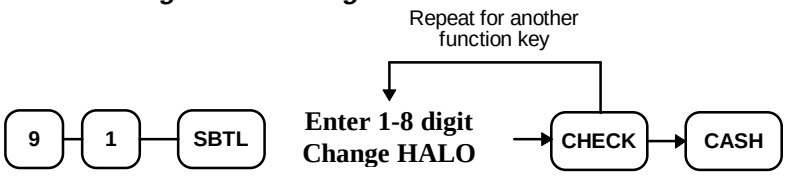


HALO - Programs 90 and 91

Check Tender HALO - Program 90

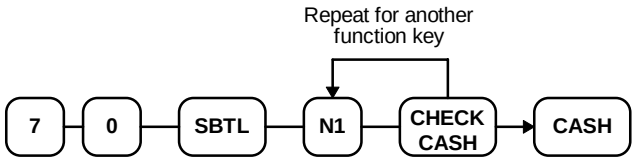


Check Change HALO - Program 91



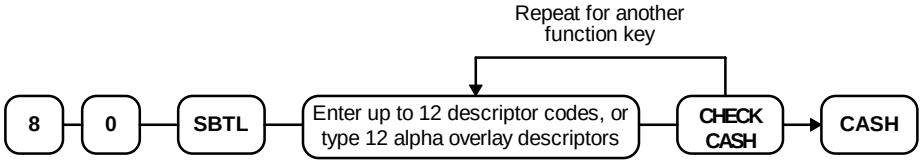
Check Cashing - Function Key Programs

Options - Program 70

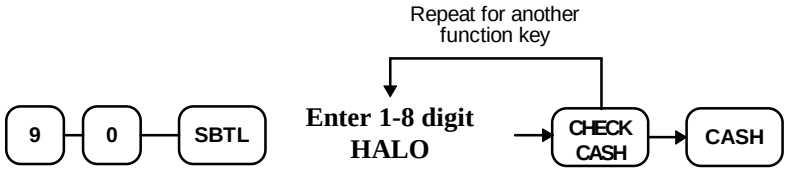


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80

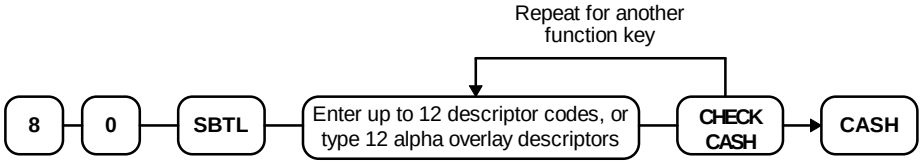


HALO - Program 90



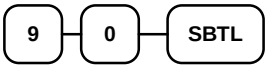
Currency Conversion - Function Key Programs

Descriptor - Program 80

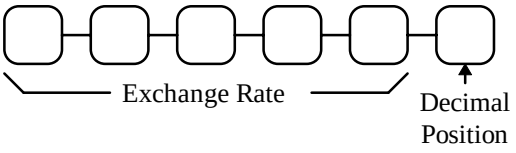


Currency Conversion Rate - Program 90

1. Turn the control lock to the **P** position.
2. To begin the program, enter **9 0**, press the **SBTL** key.



3. Enter the exchange rate of up to 5 digits (do not enter the decimal point), then enter a number from 0 to 4 to indicate the decimal position. See "Currency Exchange Rate Programming Examples" below.



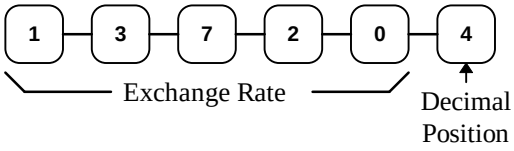
4. Press the Currency Conversion key you wish to program.

5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.

Currency Exchange Rate Programming Examples

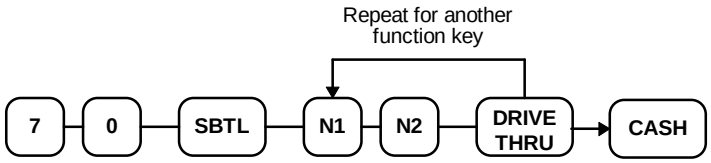
Note: Foreign currency exchange rates may be stated as "foreign currency in dollars", or "dollars in foreign currency". Use the rate stated in "dollars in foreign currency" when you are programming this section.

The US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency).



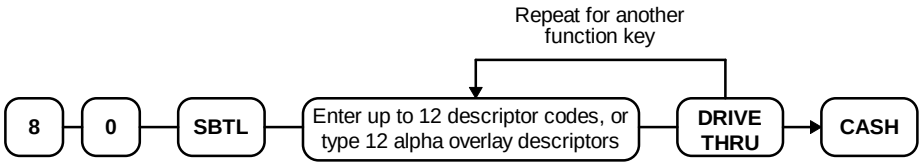
Drive Thru - Function Key Programs

Options - Program 70



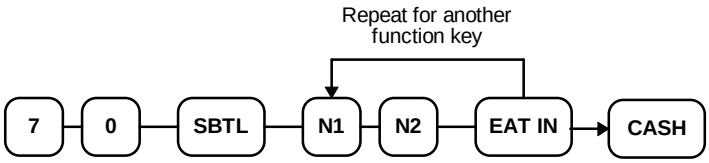
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

Descriptor - Program 80



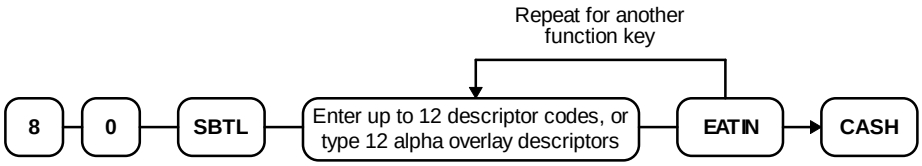
Eat-In - Function Key Programs

Options - Program 70



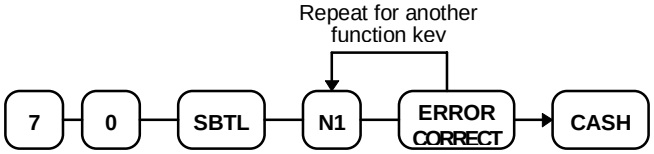
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

Descriptor - Program 80



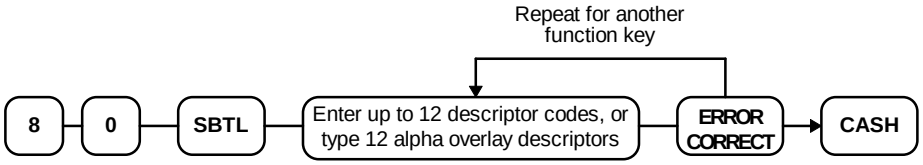
Error Correct - Function Key Programs

Options - Program 70



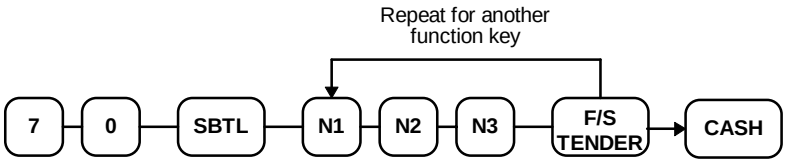
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



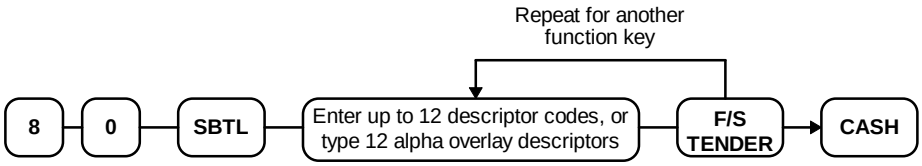
Food Stamp Tender - Function Key Programs

Options - Program 70

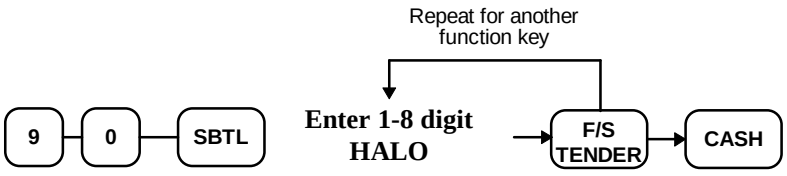


Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Allow decimal entry?	Yes = 2 No = 0		
	Food stamp change is issued in: cash = food stamps =	 4 0		
N3	Open cash drawer?	Yes = 0 No = 1		

Descriptor - Program 80

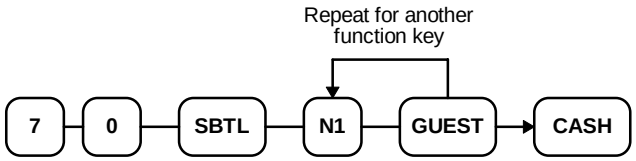


HALO - Program 90



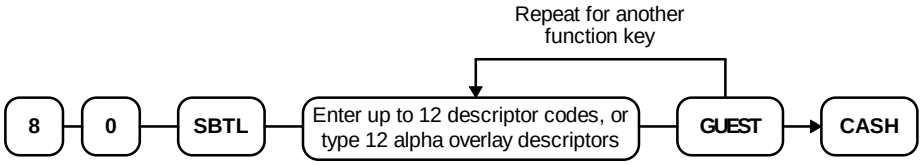
Guest # - Function Key Programs

Options - Program 70



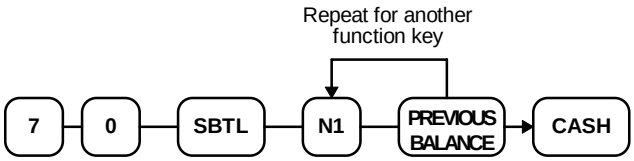
Address	OPTION	VALUE	=	SUM
N1	Guest # compulsory when you use guest check operation?	Yes = 1 No = 0		

Descriptor - Program 80



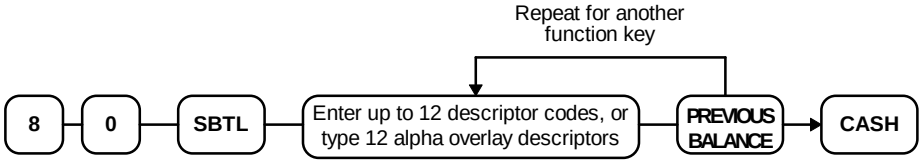
Previous Balance - Function Key Programs

Options - Program 70



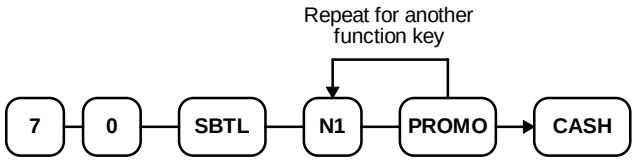
Address	OPTION	VALUE	=	SUM
N1	Previous balance may be entered at any time?	Yes = 1 No = 0		
	Previous balance required at the start of the sale?	Yes = 2 No = 0		

Descriptor - Program 80



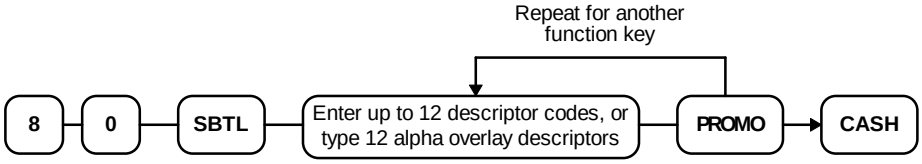
Promo - Function Key Programs

Options - Program 70



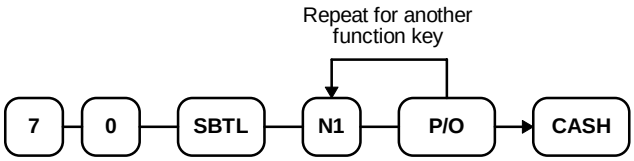
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



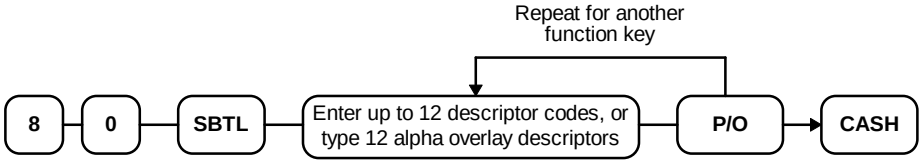
Paid Out - Function Key Programs

Options - Program 70

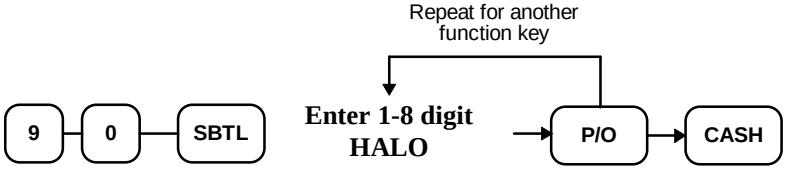


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80

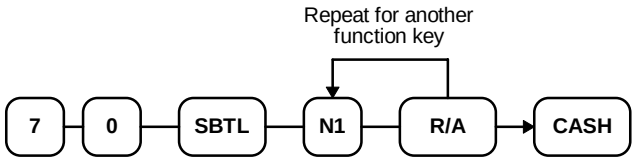


HALO - Program 90



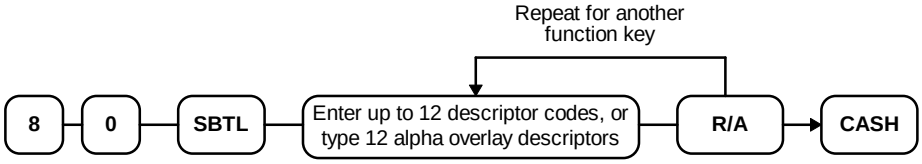
Received on Account - Function Key Programs

Options - Program 70

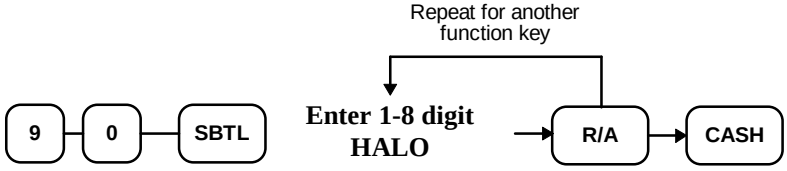


Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in X control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80

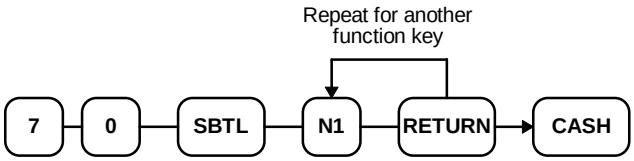


HALO - Program 90



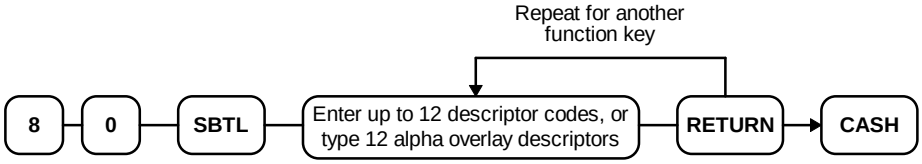
Return - Function Key Programs

Options - Program 70



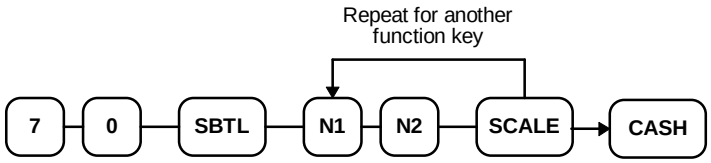
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in X control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



Scale - Function Key Programs

Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Weight symbol for manual entry is:	kg=1 lb=0		
N2	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Allow manual entry of weight?	Yes = 4 No = 0		

Service - Function Key Programs

Descriptor - Program 80

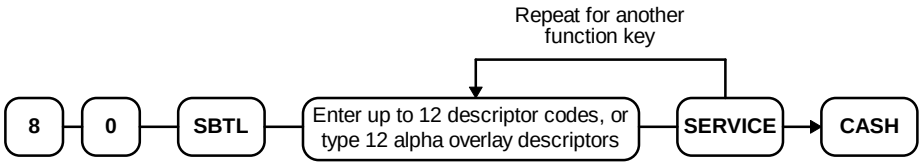
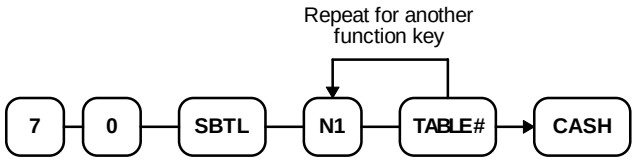


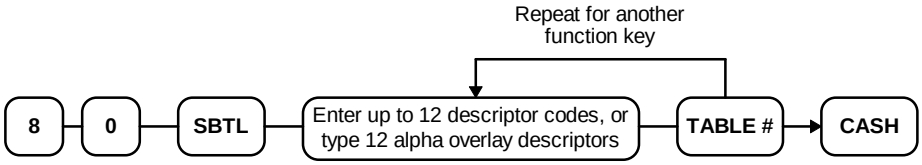
Table # - Function Key Programs

Options - Program 70



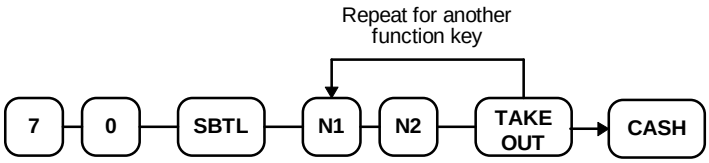
Address	OPTION	VALUE	=	SUM
N1	Table number entry compulsory for all sales?	Yes = 1 No = 0		

Descriptor - Program 80



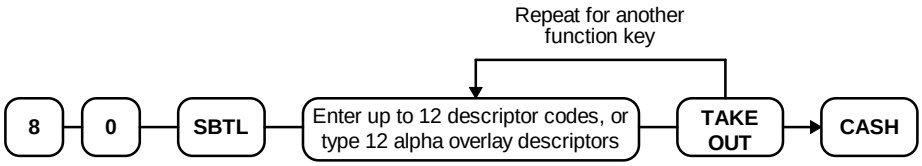
Take Out - Function Key Programs

Options - Program 70



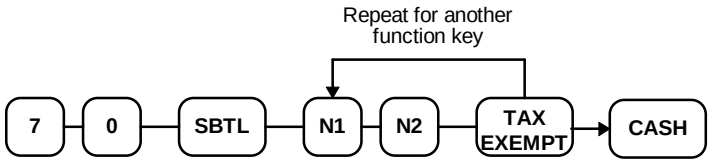
Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

Descriptor - Program 80



Tax Exempt - Function Key Programs

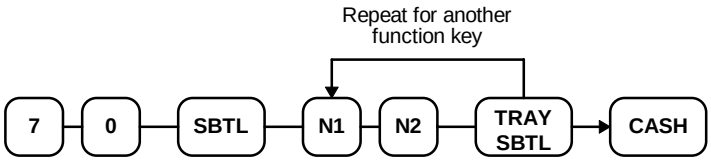
Options - Program 70



Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		

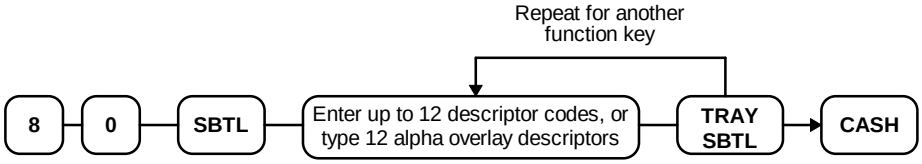
Tray Subtotal - Function Key Programs

Options - Program 70



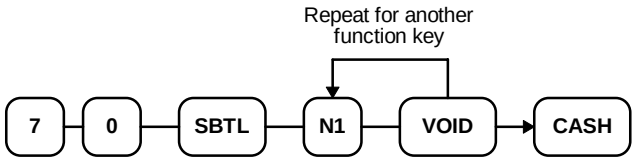
Address	OPTION	VALUE	=	SUM
N1	Print separate receipts for each tray?	Yes = 1 No = 0		
N2	Compulsory before tendering?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		
	Consecutive number does not advance in tray subtotal operation? (Advances at final tender only.)	Yes = 4 No = 0		

Descriptor - Program 80



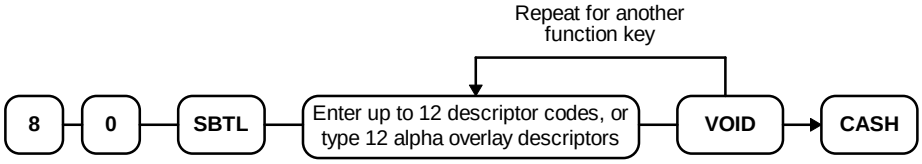
Void - Function Key Programs

Options - Program 70



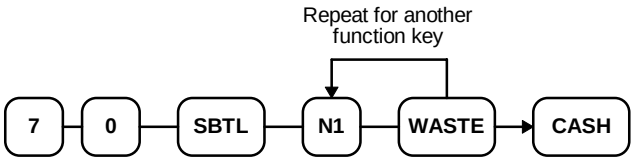
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



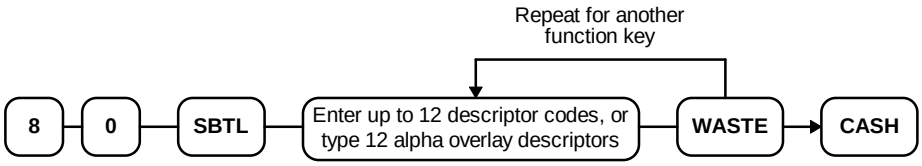
Waste - Function Key Programs

Options - Program 70



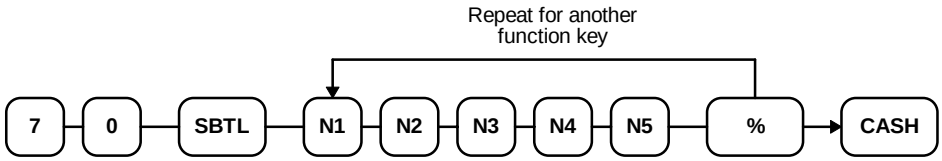
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key in active in **X** control lock position only?	Yes = 2 No = 0		
	Validation compulsory?	Yes = 4 No = 0		

Descriptor - Program 80



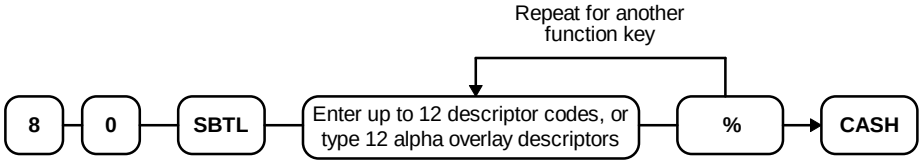
% Key - Function Key Programs

Options - Program 70

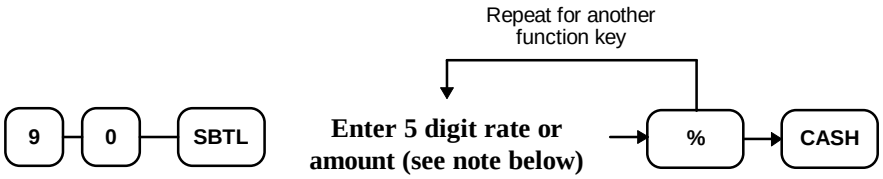


Address	OPTION	VALUE	=	SUM
N1	% amount taxable tax 1?	Yes = 1 No = 0		
	% amount taxable tax 2?	Yes = 2 No = 0		
	% amount taxable tax 3?	Yes = 4 No = 0		
N2	% amount taxable tax 4?	Yes = 1 No = 0		
	% amount is food stamp eligible?	Yes = 0 No = 2		
	% key is: positive = negative =	4 0		
N3	% key is: sale = item =	1 0		
	% key is: open = preset =	2 0		
	% key is: percentage = amount =	0 4		
N4	% key is inactive?	Yes = 1 No = 0		
	% key is active in **X** control lock position only?	Yes = 2 No = 0		
	% key validation is compulsory?	Yes = 4 No = 0		
N5	Allow % key preset override?	Yes = 1 No = 0		
	Allow only one time subtotal entry?	Yes = 2 No = 0		
	Allow multiple amount discounts (coupons) without pressing subtotal?	Yes = 4 No = 0		
N6	Tip operation (sale surcharge only) ?	Yes = 1 No = 0		

Descriptor - Program 80



Percentage or HALO - Program 90



Note: If key is amount , enter 5 digit HALO, or 0 for no HALO. If key is percentage enter the percentage in a five digit format, without the decimal (XX.XXX). For example: for 10%, enter 10000; for 5.55%, enter 05550; for 99.999%, enter 99999.

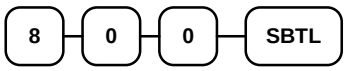
Clerk Programming

Clerks (which may be used as cashiers), have the following programming options. These options are set through separate programs:

- *Program 800 - Secret Code programming* determines the code that is used for clerk sign on if a code entry sign on method is selected in system option #15 (See "System Option Programming" on page 108.)
- *Program 801* - If a second cash drawer is installed, *Drawer Assignment* determines which cash drawer will be opened for each.
- *Program 810 - Clerk Descriptor Programming* allows you to set a unique, up to 12 character, descriptor for each clerk

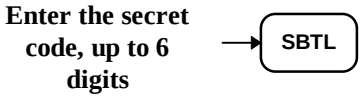
Program 800 - Secret Code Programming

1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 0 0**, press the **SBTL** key.



3. Enter the number (**1**-**15**) of the clerk you wish to program; press the **X/TIME** key.

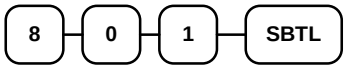
4. Enter a secret code (up to 6 digits); press the **SBTL** key.



5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalize the program.

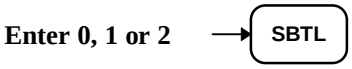
Program 801 - Drawer Assignment

1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 0 1**, press the **SBTL** key.



3. Enter the number (**1**-**15**) of the clerk you wish to program; press the **X/TIME** key.

4. Enter the drawer assignment (**0** (no drawer), **1** (default), or **2**); press the **SBTL** key.

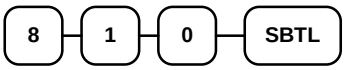


5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalize the program.

Program 810 - Clerk Descriptor Programming

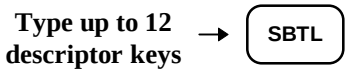
Program descriptors for the *ER-5100* by typing descriptors on the alpha keyboard overlay. Program descriptors for the *ER-5140* by entering three digit alpha character codes. The keyboard overlay option is not available on the *ER-5140*.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **8 1 0**, press the **SBTL** key.

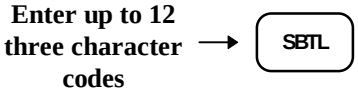


3. Enter the number (**1-15**) of the clerk you wish to program; press the **X/TIME** key.

4. If you are programming an *ER-5100*, insert the "Alpha Keyboard Overlay - ER-5100" shown on page 151. Type up to 12 descriptors by pressing the appropriate descriptor keys on the alpha keyboard, then press the **SBTL** key. Repeat from step 3 to program additional clerks, or press the **CASH** key to finalize the program.

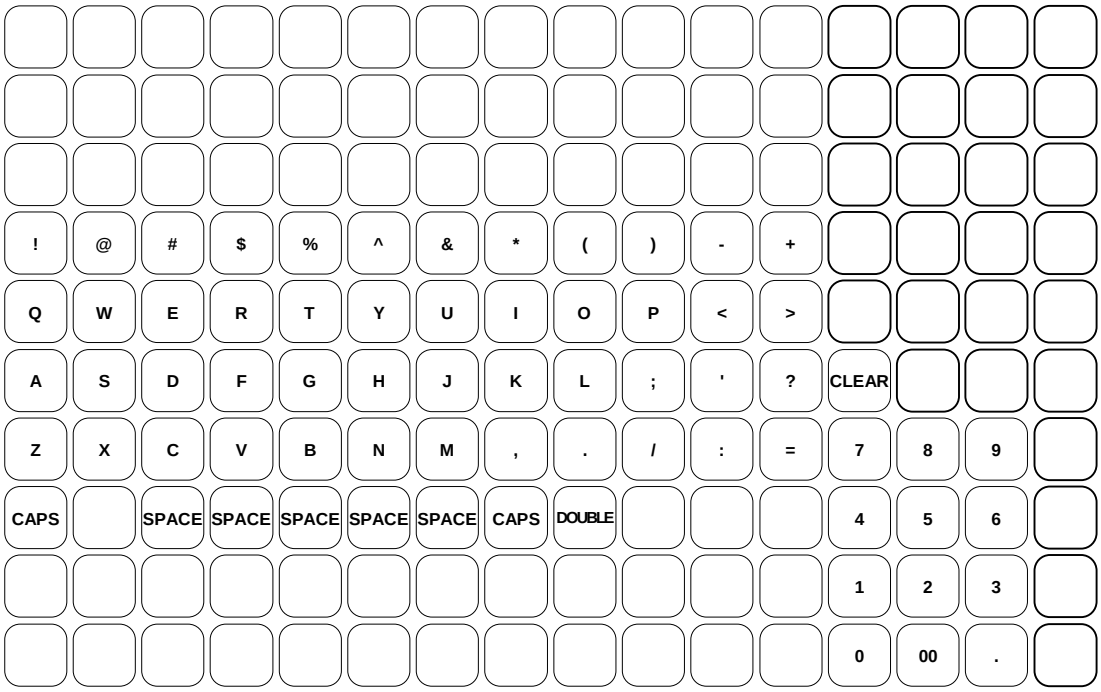


5. If you are programming an *ER-5140*, refer to the "Descriptor Code Chart - ER-5140" on page 151 and determine the codes for the descriptor you wish to program. Enter up to 12 three character codes; then press the **SBTL** key. Repeat from step 3 to program additional clerks.



6. Press the **CASH** key to finalize the program.

Alpha Keyboard Overlay - ER-5100



Descriptor Code Chart - ER-5140

CHAR	SPACE	!	"	#	$	%	&	'	(	)
CODE	032	033	034	035	036	037	038	039	040	041
CHAR	*	+	,	-	.	/	0	1	2	3
CODE	042	043	044	045	046	047	048	049	050	051
CHAR	4	5	6	7	8	9	:	;	<	=
CODE	052	053	054	055	056	057	058	059	060	061
CHAR	>	?	@	A	B	C	D	E	F	G
CODE	062	063	064	065	066	067	068	069	070	071
CHAR	H	I	J	K	L	M	N	O	P	Q
CODE	072	073	074	075	076	077	078	079	080	081
CHAR	R	S	T	U	V	W	X	Y	Z	
CODE	082	083	084	085	086	087	088	089	090	091
CHAR						a	b	c	d	e
CODE	092	093	094	095	096	097	098	099	100	101
CHAR	f	g	h	I	j	k	l	m	n	o
CODE	102	103	104	105	106	107	108	109	110	111
CHAR	p	q	r	s	t	u	v	w	x	y
CODE	112	113	114	115	116	117	118	119	120	121
CHAR	z	□	Double							
CODE	122	123	999							

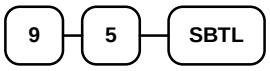
Miscellaneous Programming

Program 95 - Macro Key Sequence Programming

Macros are special function keys that are used to execute a sequence of key depressions. For example, a macro might be used to execute a string of reports or to automatically tender a preset amount. Up to five different macros may be placed on the keyboard. (See "Function Key Assignment Programming" on page 91 to place macros on the keyboard.)

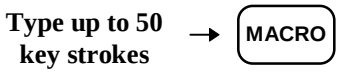
To Program a Macro

1. Turn the control lock to the **P** position.
2. To begin the program, enter **9 5**, press the **SBTL** key.



3. Press the **Macro** key that you wish to program.

4. Press up to 50 key strokes that you wish the macro to execute, press the same **Macro** key to end the sequence. Note that you are allowed to enter a different macro key as part a macro key sequence.



5. Repeat from step 3 to program additional macros. Press the **CASH** key to finalize the program.

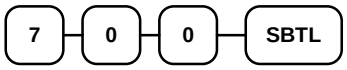
Receipt/Check Endorsement Message Programming

A preamble message of up to four lines can be printed at the top of each receipt; a postamble message of up to two lines can be printed at the bottom of each receipt. Each line can consist of up to twenty-one characters.

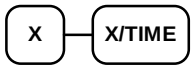
Program descriptors for the *ER-5100* by typing descriptors on the alpha keyboard overlay. Program descriptors for the *ER-5140* by entering three digit alpha character codes. The keyboard overlay option is not available on the *ER-5140*.

Programming the Receipt/Check Endorsement Message

1. Turn the control lock to the **P** position.
2. To begin the program, enter **7 0 0**, press the **SBTL** key.

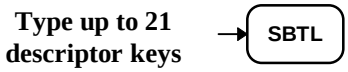


3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.

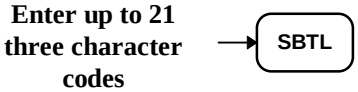


X	Message Line	X	Message Line
1	1st line of Preamble	**9**	3rd line of Endorsement
2	2nd line of Preamble	**10**	4th line of Endorsement
3	3rd line of Preamble	**11**	5th line of Endorsement
4	4th line of Preamble	**12**	6th line of Endorsement
5	1st line of Postamble	**13**	7th line of Endorsement
6	2nd line of Postamble	**14**	8th line of Endorsement
7	1st line of Endorsement	**15**	9th line of Endorsement
8	2nd line of Endorsement	**16**	10th line of Endorsement

4. **If you are programming an *ER-5100***, insert the "Alpha Keyboard Overlay - ER-5100" shown on page 154. Type up to 21 descriptors by pressing the appropriate descriptor keys on the alpha keyboard, then press the **SBTL** key. Repeat from step 3 to program additional message lines, or press the **CASH** key to finalize the program.

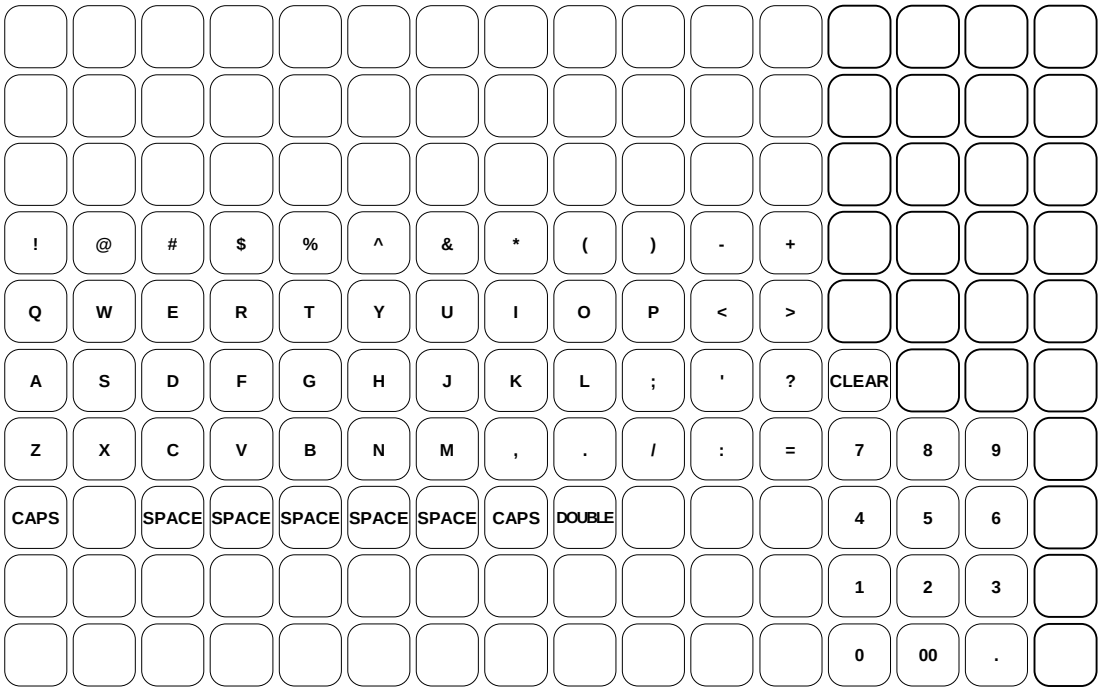


5. **If you are programming an *ER-5140***, refer to the "Descriptor Code Chart - ER-5140" on page 154 and determine the codes for the descriptor you wish to program. Enter up to 21 three character codes; then press the **SBTL** key. Repeat from step 3 to program additional message lines.



6. Press the **CASH** key to finalize the program.

Alpha Keyboard Overlay - ER-5100



Descriptor Code Chart - ER-5140

CHAR	SPACE	!	"	#	$	%	&	'	(	)
CODE	032	033	034	035	036	037	038	039	040	041
CHAR	*	+	,	-	.	/	0	1	2	3
CODE	042	043	044	045	046	047	048	049	050	051
CHAR	4	5	6	7	8	9	:	;	<	=
CODE	052	053	054	055	056	057	058	059	060	061
CHAR	>	?	@	A	B	C	D	E	F	G
CODE	062	063	064	065	066	067	068	069	070	071
CHAR	H	I	J	K	L	M	N	O	P	Q
CODE	072	073	074	075	076	077	078	079	080	081
CHAR	R	S	T	U	V	W	X	Y	Z	
CODE	082	083	084	085	086	087	088	089	090	091
CHAR						a	b	c	d	e
CODE	092	093	094	095	096	097	098	099	100	101
CHAR	f	g	h	I	j	k	l	m	n	o
CODE	102	103	104	105	106	107	108	109	110	111
CHAR	p	q	r	s	t	u	v	w	x	y
CODE	112	113	114	115	116	117	118	119	120	121
CHAR	z	□	Double							
CODE	122	123	999							

Group Status and Descriptor Programming

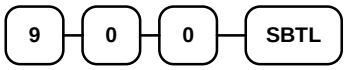
21 Group totals are available to accumulate totals of individual PLUs that are assigned to each group. Each PLU can be assigned to one or two different groups. (See "Program 150 - PLU Group Assignment" on page 102 to program PLU groups for each PLU.)

- Use program 900 to assign a group status, i.e. a group can be set to *not add* to the total of all groups, or a group can be used to designate like items for kitchen printer assignment.
- Use program 910 to assign a unique descriptor for each group, so that the group may be easily understood on the group report.

Program descriptors for the *ER-5100* by typing descriptors on the alpha keyboard overlay. Program descriptors for the *ER-5140* by entering three digit alpha character codes. The keyboard overlay option is not available on the *ER-5140*.

Programming Group Status - Program 900

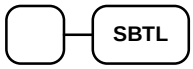
1. Turn the control lock to the **P** position.
2. To begin the program, enter **9 0 0**, press the **SBTL** key.



3. Enter the number (**1**-**20**) of the group you wish to program; press the **X/TIME** key.

4. Enter an option digit from the table below, press the **SBTL** key.

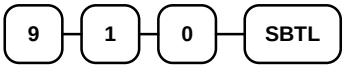
OPTION	VALUE	=	SUM
This group does not add to the group total?	Yes = 1 No = 0		
This group is a kitchen printer group?	Yes = 2 No = 0		



5. To program additional groups, repeat from step 3, or press the **CASH** key to finalize the program.

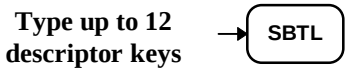
Programming Group Descriptors

1. Turn the control lock to the **P** position.
2. To begin the program, enter **9 1 0**, press the **SBTL** key.

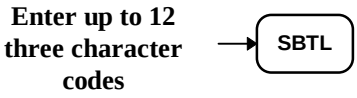


3. Enter the number (**1**-**20**) of the group you wish to program; press the **X/TIME** key.

4. If you are programming an *ER-5100*, insert the "Alpha Keyboard Overlay - ER-5100" shown on page 154. Type up to 12 descriptors by pressing the appropriate descriptor keys on the alpha keyboard, then press the **SBTL** key. Repeat from step 3 to program additional group descriptors, or press the **CASH** key to finalize the program.



5. If you are programming an *ER-5140*, refer to the "Descriptor Code Chart - ER-5140" on page 154 on and determine the codes for the descriptor you wish to program. Enter up to 12 three character codes; then press the **SBTL** key. Repeat from step 3 to program additional group descriptors.



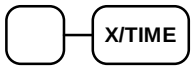
6. To program additional groups, repeat from step 3, or press the **CASH** key to finalize the program.

Scale Tare Weight Programming

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale. If you are using an optional scale you can pre-program up to five standard tare weights. By entering the tare number (1-5) the operator can automatically subtract the predetermined container weight when a product is on the scale.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 1 0 0**, press the **SBTL** key.

3. Enter the number (**1**-**5**) of the tare you wish to program; press the **X/TIME** key.



4. Enter the weight of the tare (one digit preceding the decimal key, the decimal key, then three digits after the decimal key). Press the **SBTL** key.

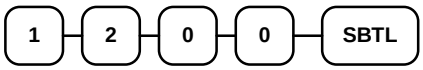
5. To program additional tare weights, repeat from step 3, or press the **CASH** key to finalize the program.

Drawer Limit Programming

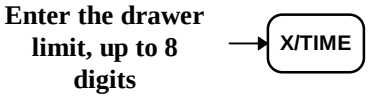
You can set the total amount of cash and checks allowed to be in cash drawer at one time. (When the limit is equaled or exceeded, the error tone will sound at the completion of each transaction. You can clear the error to continue operations, or you can use the Paid Out function to remove enough cash or checks to reduce the drawer total below the limit set here.)

Programming the Drawer Limit

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 2 0 0**, press the **SBTL** key.



3. Enter a drawer limit (up to 8 digits or **0** for no limit); press the **X/TIME** key.



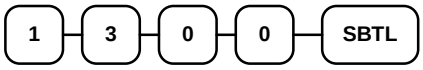
4. Press the **CASH** key to finalize the program.

Machine Number Programming

You can set a machine number to print on the receipt and journal paper. If you have multiple registers or stores, use this number to identify the machine where the transaction took place.

Programming the Machine Number

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 3 0 0**, press the **SBTL** key.



3. Enter a machine number (up to 2 digits); press the **X/TIME** key.

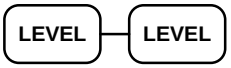
4. Press the **CASH** key to finalize the program.

Default Level Programming

The default level is the "top" or "surface" level returned to after each PLU entry when options are set for Pop-up levels.

Programming the Default Level

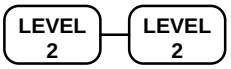
1. Turn the control lock to the **X**, **Z** or the **P** position.
2. Press the level key twice.



Level Programming Example

Set the surface level to level 2:

1. Turn the control lock to the **X**, **Z** or the **P** position.
2. Press the level **2** key twice.



Date and Time Programming

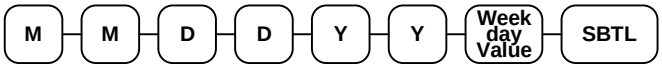
The *Samsung ER-5100/5140* features a battery maintained 24 hour clock and calendar with the date and day changing automatically. However, from time to time it may be necessary to change either the time or the date.

Programming the Date, Day of Week and Time

The date sequence is Month-Day-Year.

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 4 0 0**, press the **SBTL** key.

3. Enter the date and day of week using the chart below; press the **SBTL** key:



Value	Week Day
0	Sunday
1	Monday
2	Tuesday
3	Wednesday
4	Thursday
5	Friday
6	Saturday

4. Enter time in military standard time (based on 24 hours) , must be four digits (i.e. 1300 hours = 1:00 PM); press the **X/TIME** key.

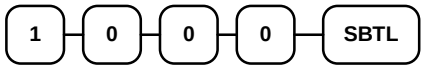
5. Press the **CASH** key to finalize the program.

PC Schedule Operation Programming

The register must be in a ready condition before a PC can connect to it. You can program the register to enter the ready condition automatically at a set time, or you can enter or exit the ready condition manually.

Setting the Time for Automatic PC Connection

1. Turn the control lock to the **P** position.
2. To begin the program, enter **1 0 0 0**, press the **SBTL** key.



3. Enter the time in 24 hour (military time) format (enter 9999 for inactive operation); press the **X/TIME** key.

4. Press the **CASH** key to finalize the program.

Entering the PC Ready Mode Manually

1. Turn the control lock to the **Z** position.
2. Press the **CLERK** key.

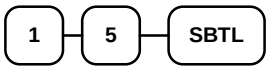
Exiting the PC Ready Mode Manually

1. Press the **CLEAR** key.

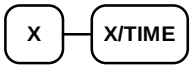
Program Scans

Since much time and energy has been invested in the planning and programming of your *Samsung ER-5100/5140*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place.

1. Turn the control lock to the **P** position.
2. To print a program scan, enter **1 5**, press the **SBTL** key.



3. Refer to the chart below and enter a digit to represent the segment of the program you wish to print; press the **X/TIME** key.



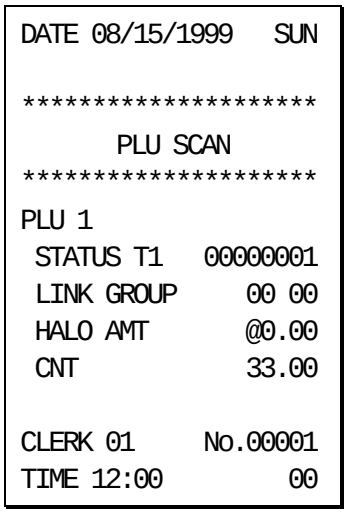
X	Program
1	Tax
2	Individual Function Key (press same key to exit)
3	Clerk
4	Group Descriptor
5	Receipt message
6	System option, Default level & drawer limit
7	Function key location
8	Macro

4. To read PLU program information, enter the number (1-1000) of the first PLU in a range of PLUs that are to scanned; press the **PLU** key. Enter the last number (1-1000) in the range; press the **PLU** key.

Or, press the first PLU key on the keyboard to be scanned, then press the last PLU key on the keyboard to be scanned

5. To read additional parts of the program, repeat from step 3, or press the **CASH** key to finalize the program.

PLU Program Scan



Date/Day

TYPE OF READOUT

PLU number
Tax status/status
groups sales reported to
High amount limit or preset amount
Activity count or inventory count

Clerk/Consecutive #
Time/Register #

Tax Program Scan

DATE 08/15/1999 SUN	Date/Day

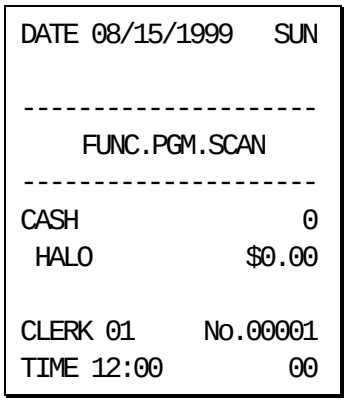
TAX SCAN	TYPE OF READOUT

**** TAX 1 TABLE ****	Tax table readout
NON TAX AMT $0.10	lowest non tax amount
FIRST TAX AMT $0.01	first tax amount charged

POINT VALUE $0.11	Differences between non
POINT VALUE $0.17	repeating breakpoints
POINT VALUE $0.18	(calculated by the
POINT VALUE $0.17	register)
POINT VALUE $0.18	

POINT VALUE $0.17	Differences between
POINT VALUE $0.16	repeating breakpoints
POINT VALUE $0.17	
STATUS 10	Tax status
TAX 2 %10.000	Tax rate readout
STATUS 0	Tax status
TAX 3 %10.000	
STATUS 0	
TAX 4 %10.000	
STATUS 0	
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

Function Key Program Scan



Date/Day

TYPE OF READOUT

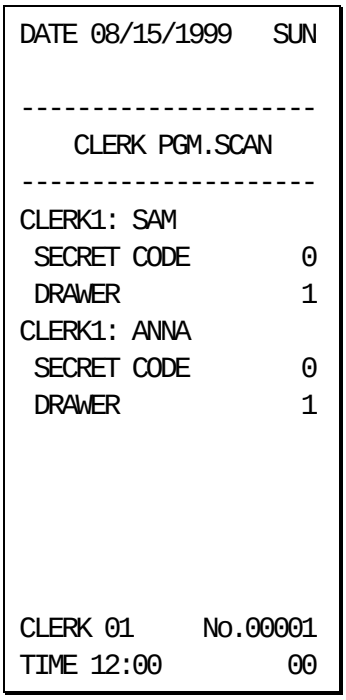
Descriptor/status

High amount lock out

Clerk/Consecutive #

Time/Register #

Clerk Program Scan



Date/Day

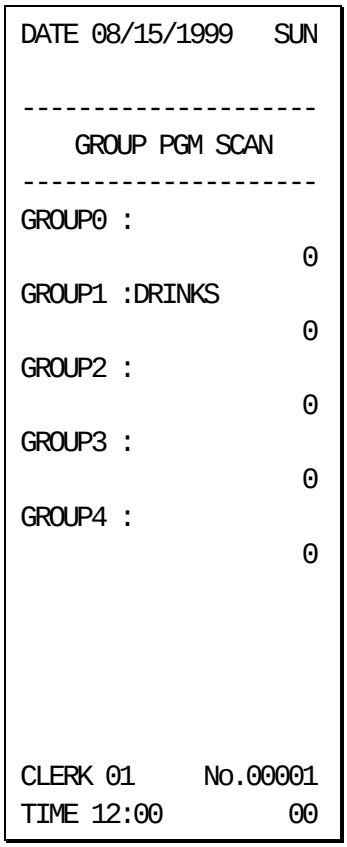
TYPE OF READOUT

Clerk #/Name
Secret code
Drawer assignment
Clerk #/Name
Secret code
Drawer assignment

(Readout continues for each of the 15 clerks)

Clerk/Consecutive #
Time/Register #

Group Descriptor Program Scan



Date/Day

TYPE OF READOUT

Group #
Group status
Group #/Descriptor
Group status
Group #/Descriptor
Group status
Group #/Descriptor
Group status
Group #/Descriptor
Group status

(Readout continues for each of the 21 groups)

Clerk/Consecutive #
Time/Register #

Receipt Message Program Scan

Date/Day

TYPE OF READOUT

4 - line preamble

2 - line postamble

up to 10 line endorsement message

Clerk/Consecutive #

Time/Register #

System Option/Default level/ Drawer Limit/Tare Scan

DATE 08/15/1999 SUN	Date/Day

SYSTEM OPN SCAN	TYPE OF READOUT

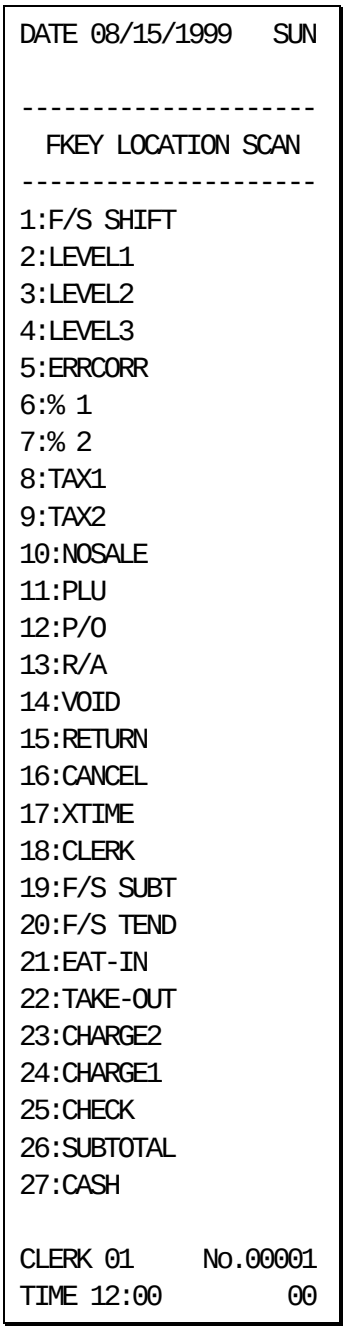
SYSTEM OPN 1 0	Option #/status
SYSTEM OPN 2 0	Option #/status
SYSTEM OPN 3 0	Option #/status
SYSTEM OPN 4 0	Option #/status
SYSTEM OPN 5 0	Option #/status
SYSTEM OPN 6 2	Option #/status
	(options and status'
SYSTEM OPN 43 0	are listed for each
SYSTEM OPN 44 0	option through option
SYSTEM OPN 45 0	#45)

DEFAULT LEVEL 1	Default level
PLU LEVEL SYSTEM 0	level numbering system
DWR LIMIT AMT $0.00	Cash drawer limit amount

TARE WEIGHT 1 0.000	tare #/weight
TARE WEIGHT 2 0.000	tare #/weight
TARE WEIGHT 3 0.000	tare #/weight
TARE WEIGHT 4 0.000	tare #/weight
TARE WEIGHT 5 0.000	tare #/weight

PC ON TIME 99.99	Preprogrammed polling time
CLERK 01 No.00001	Clerk/Consecutive #
TIME 12:00 00	Time/Register #

Key Location Program Scan



Date/Day

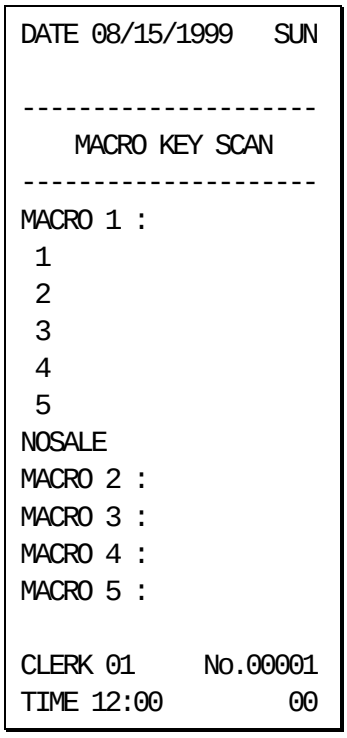
TYPE OF READOUT

Location #/key
(listed for each
location)

Clerk/Consecutive #

Time/Register #

Macro Program Scan



Glossary of Terms

Activity Count

The activity counter keeps track of the number of times an entry is made on a PLU, or function key.

Audaction

Refers to the total of all negative sale transactions.

Clerks/Cashiers

Although often used interchangeably, the terms 'clerk' and 'cashier' have separate meanings.

- Sales c*lerks* are individuals who are responsible for selling the merchandise to the customer. A clerk may or may not actually operate the cash register (a cashier might ring sales for many different clerks). Typically, management wants to know merchandise sales levels for each clerk, in order to monitor productivity and/or pay commissions.
- *Cashiers* actually operate the cash register, and are usually held responsible for cash, checks, and other media in the cash drawer. When new cashier begins operations, the drawer is usually counted so that responsibility can be shifted to another cashier. Or, when two cashiers are operating the same cash register at the same time, an optional second cash drawer can be installed so that each cashier can be held individually accountable.

In many establishments, clerks and cashiers perform similar functions. Cashiers can be clerks; clerks are often cashiers.

Compulsory

When an operation is programmed compulsory, a function (i.e. Non-add number entry) must be performed in order to complete the operation.

Consecutive Number

A count appears at the bottom of each receipt and after each transaction on the journal tape. This count increases by one with each transaction, report, or scan.

Default Program

The original program installed in the *ER-5100/5140*. The register has a default program which makes it operational after a RAM clear. Nearly all option, rate, and status programs are set to zero as the default condition.

Default Level

The level set, via programming, as the main, or surface level. When levels are programmed as Pop-up levels, the keyboard returns to this level automatically.

Discount (Item)

An item discount (coupon or %) subtracts an amount or percentage from the price of an item. This subtraction nets the PLU total.

Discount (Sale)

A sale discount (coupon or %) subtracts an amount or percentage from the entire sale.

Error Condition

An error condition signals that mis-operation has occurred. It is identified by an audible tone and an error descriptor appearing on the display.

Error Correct

An error correct operation voids the last item entered, it must be used within a sale.

Gallonage

Gallonage is a status that may be assigned to a PLU. Gallonage PLUs accept a price, but print both the price and the quantity of gallons sold. The quantity of gallons is computed from the price per gallon, which is set as the preset price in Program 200.

Hash

Hash status for a PLU allows the amount of the PLU entry to add to the sale, as well as the individual PLU total on the PLU report. However, the amount is not added to the Net sales, Gross sales, or Grand total. Hash status is used to account for sales of items such as lottery tickets, or bottle deposits, that do not represent reportable income.

HALO

The high amount lock-out (HALO) limits the amount allowed to be entered in a PLU, or function key.

Journal

The journal tape is a separate tape which records all of the transactions on the register. This is the management's copy of all register activity.

No Sale

No sale is an operation to simply open the cash drawer.

Override

Override is an operation used to bypass a programmed price or HALO.

Post Tendering

The Post Tendering feature allows the operator to use the register to compute change on cash transactions after the sale has been finalized.

To calculate change due after finalizing the sale, enter the cash amount presented by the customer and then press **CASH**. The amount of change due the customer is then displayed, and the cash drawer will open.

This is a calculation function only, and no totals or counters are updated by the use of this feature.

PLUs

Price look-ups (PLUs) are accessed by indexing a code number and pressing the PLU key, or by pressing a PLU key located on the keyboard. PLUs may be programmed with a preset or open price. PLUs record their own activity count and dollar total on the PLU report.

Receipt

A receipt is a printed tape given to a customer as a record of the sale transaction.

Register Number

The register number is a programmable number which prints on the receipt and journal tapes. It identifies the electronic cash register the sale or report was performed on.

Surcharge (Item)

An item percent surcharge adds a percentage to the price of an item. This addition nets the PLU total.

Stay-Down

When a function is programmed as a Stay-down function, it is valid until changed. For example, a Stay-down clerk remains signed on until either signed off, or another clerk is signed on. A Stay-down level is in effect until another level key is pressed.

Surcharge (Sale)

A sale percent surcharge adds a percentage to the entire sale.

Tax Except

Tax except is used to exclude the tax from an entire sale.

Tax Shift

Tax shift keys are used to reverse the tax status of a PLU entry.

Tender

The method of register operation in which payment is made and the transaction is finalized.

Void

A void operation will erase a previous item entry. It must be used inside of a sale only.

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