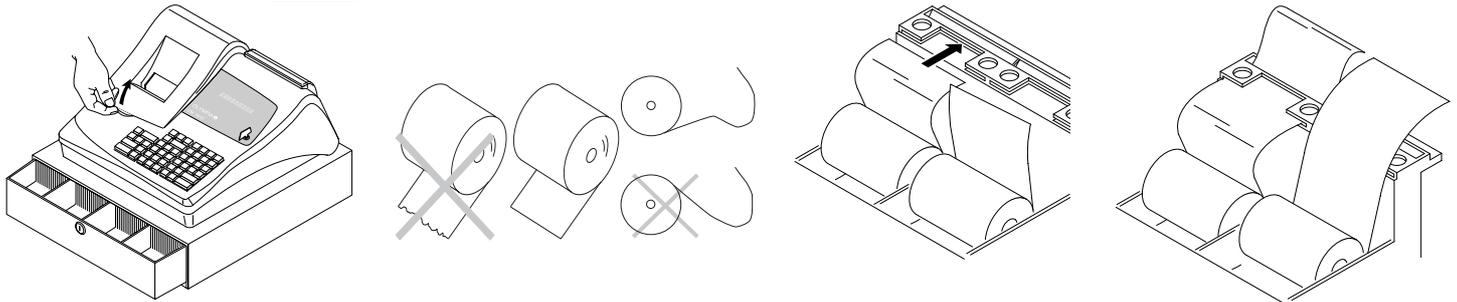


***This quick reference only provides basic information.***

***For more detailed information, please refer to the Operating Instructions manual.***

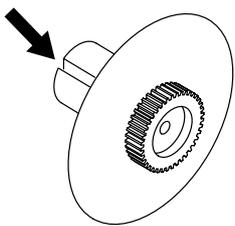
### Insert paper roll

Connect the cash register to the power supply. The message *E-P* appears in the display and an acoustic signal is issued. Press the  key to stop the acoustic alarm. Open the printer lid. Set the key-operated switch to **R**. Insert the paper rolls (37 mm width) for the receipt and journal in the paper holders. Do not use recycled paper. This causes the printer to wear more quickly. Prepare the paper rolls for insertion. Unroll the first layer and cut the end of paper straight. This prevents a paper jam occurring. The end of the paper rolls must be at the bottom. The journal paper must be fed over the end of paper sensor as illustrated below. Insert the end of the paper roll, cut straight, into the printer mechanism and press  (receipt) or  (journal) accordingly, until approx. 10 cm has been fed through. Depending on the roll used, feed the paper past the tear-off edge on the printer lid or onto the paper reel. Close the printer lid. Press the  key.



### Paper reel

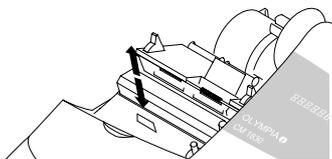
The paper reel is required when the journal paper should be rolled onto it.



1. Open the printer lid.
2. Remove the paper reel.
3. Thread the end of the journal roll in the slit of the paper reel.
4. Insert the paper reel in the reel guides provided for it.
5. In order to remove the journal paper after it has been rolled up on the reel, remove the paper reel and pull the journal paper roll off.
6. Reinsert the paper reel.
7. Close the printer lid.

### Change ribbon cassette

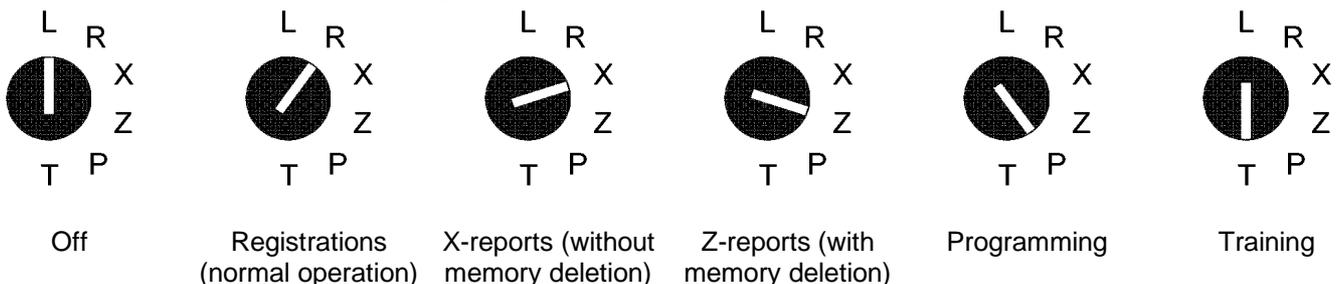
Note: Only use original ribbons.



1. Open the printer lid
2. Pull the ribbon cassette up and out using the grip provided.
3. Insert the new ribbon cassette in the printer so that the ribbon is positioned between the print head and paper. Latch the ribbon cassette in place by pressing lightly.
4. Tighten the ribbon by turning the wheel in the direction of the arrow.
5. Close the printer lid.

### Key-operated switch

The key should be set to position **R** (Registration) for normal operation.



**Note: Loss of data and blocking of the cash register are possible in operating modes Z and P. Only use these modes when you are familiar with programming and operating the cash register.**

## Clearing faults

Incorrect entries or fault status (acoustic signal) can be cleared by pressing the  key.

## Department registration

Enter the price without a decimal point (max. 9 digits).

Price  
PPPPPPPP  
Department

**Or: If items (PLUs) should be registered several times:**

Number of PLUs  
NNNN  
 Time  
Price  
PPPPPPPP  
Department

The sum of NNNN x PPPPPPPP is limited to the maximum capacity of the cash register.

## PLU registration

Scan the PLU, enter the PLU number or EAN code.

PLU number  
E.g.     
PLU

**Or: If items (PLUs) should be registered several times:**

Number of PLUs  
NNNN  
 Time  
PLU number  
e.g.     
PLU

The sum of NNNN x PLU price is limited to the maximum capacity of the cash register.

## Conclude receipt

After all the PLUs have been registered, press the  key to display the subtotal. Enter the amount tendered without a decimal point and conclude the receipt by pressing , for example.

Amount tendered  
 PPPPPPPP  
Conclude receipt  
e.g.

## Error correct and void

Incorrect registrations can be corrected directly after the entry itself or after the transaction.

**Error correct (direct void):** The last item entered during a registration can be cancelled directly.

Entry is cancelled.

**Void:** Errors in amounts, PLU prices and department prices for transactions entered previously can be corrected.

Activate the void function. Enter the registration to be voided.

**Void refund/returned goods:** Revision of transactions is possible by entering the respective amounts, PLU numbers, department prices or scanning the item.

Activate the Refund function. Enter the registration to be revised. E.g.

## Miscellaneous functions

Cash register is opened.

Enter the amount for payments out in cash and press this key.

Enter the amount to be received on account, press this key and conclude the receipt by pressing  or  or e.g.   .

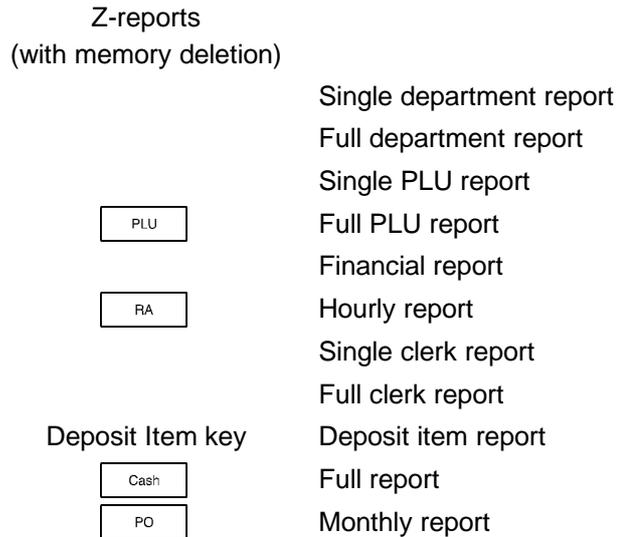
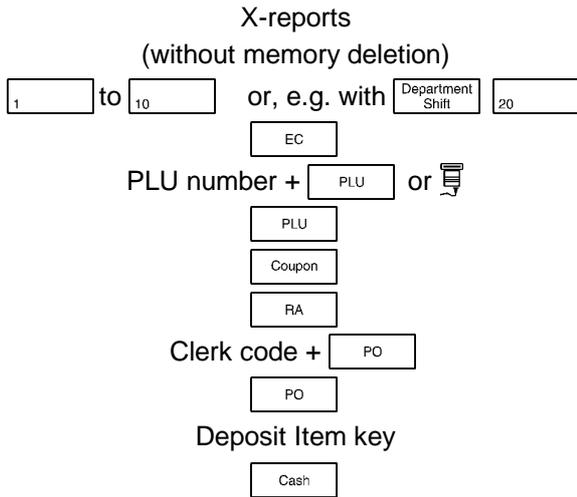
Enables the selection of departments 11 to 20 if this function has been activated.

Following a registration or subtotal, press this key before entering a percentage premium.  
Example: Entry for 10%:   .

Following a registration or subtotal, press this key before entering a percentage discount.  
Example: Entry for 5%:  .

Interrupts the registrations for Customer A and saves the sales registered. Customer B can then be served. On completing Customer B, the system returns to Customer A to continue the transaction.

# Reports



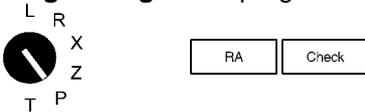
**Note:** If the reports are protected by passwords, **two** passwords (4 digits) must be entered to call in the monthly report. 1st password "Z-report"; 2nd password "Monthly report"

## Programming flags

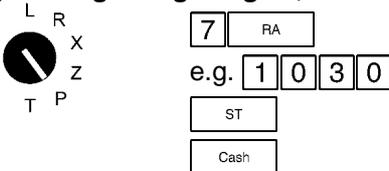
**Note:** Changing languages clears all the data and activates the default settings. See flag 45.

**Changing languages:** Set key-operated switch to P,  
Enter:  Cash  
Display: *L-~~HL~~*,  
Enter:  (GB) or  (D) or  (F) or  (F)

The basic cash register program is stored in the flags.  
**Print flag settings:** The programmed settings can be printed out



**Program flags: E.g. Flag 07, Time**



Activate Flag 7 (Time) in the basic program  
Enter the time  
Store the setting and move on to the next flag  
Conclude programming and exit programming mode

### FLAG 01 VAT, DECPT

Tax rate - Date format - Decimal places

<input type="text" value="3"/> <input type="text" value="2"/>	= Recommended setting
<input type="text" value="0"/>	= Net price (excluding tax); Date (MM-DD-YYYY)
<input type="text" value="1"/>	= Net price (excluding tax); Date (DD-MM-YYYY)
<input type="text" value="2"/>	= Gross price (including tax); Date (MM-DD-YYYY)
<input type="text" value="3"/>	= Gross price (including tax); Date (DD-MM-YYYY)
<input type="text" value="0"/>	= No decimal places
<input type="text" value="1"/>	= One decimal place
<input type="text" value="2"/>	= Two decimal places
<input type="text" value="3"/>	= Three decimal places

### FLAG 02 ROUND-OFF TX

Price rounding

= Prescribed setting

### FLAG 03 ROUND-OFF DS Tax rounding

= Prescribed setting

### FLAG 04 TAX TABLE

Tax rate calculation + Receipt header display

<input type="text" value="0"/> <input type="text" value="0"/>	= Recommended setting
	<b>With tax rate printout</b>
<input type="text" value="0"/>	= Machine no., receipt no., date, clerk, time
<input type="text" value="1"/>	= Machine no., receipt no., date, clerk
<input type="text" value="2"/>	= Time
<input type="text" value="3"/>	= No header
	<b>Without tax rate printout</b>
<input type="text" value="4"/>	= Machine no., receipt no., date, clerk, time
<input type="text" value="5"/>	= Machine no., receipt no., date, clerk
<input type="text" value="6"/>	= Time
<input type="text" value="7"/>	= No header
<input type="text" value="0"/>	= Tax name not printed
<input type="text" value="1"/>	= Tax name printed

### FLAG 05 LINE LOGO

Representation of Z-reports

<input type="text" value="0"/> <input type="text" value="0"/>	= Recommended setting
	<b>Reset receipt no. after Z-report</b>
<input type="text" value="0"/>	= All report information is printed

1	= Grand total is <i>not</i> printed
2	= Consec. Z-report no. is <i>not</i> printed
3	= Grand total + report no. are <i>not</i> printed
<b>No receipt no. reset after Z-report</b>	
4	= All report information is printed
5	= Grand total is <i>not</i> printed
6	= Consec. Z-report no. is <i>not</i> printed
7	= Grand total + report no. are <i>not</i> printed
5	= Prints 0 to 6 logo lines, here 5 logo lines

**FLAG 06 DAY.MO.YEAR**

**2 0 0 6 2 0 0 1** = E.g. 20 June 2001  
= (DD-MM-YYYY)

**FLAG 07 HH.MM**

**1 4 3 0** = E.g. 14:30 (hour:minute)

**FLAG 08 MACHINE NO.**

Consecutive machine number

**0 0** = Recommended setting

Numbers from 00 to 99 are possible

**FLAG 09 LINE N**

Multi-function flag

**1 0 0 7** = Recommended setting

**Print variations and self-test**

0	= Print receipt, journal: yes; Self-test: no
1	= Print receipt, journal: yes; Self-test: yes
2	= Print receipt, journal: no; Self-test: no
3	= Print receipt, journal: no; Self-test: yes
6	= Print receipt, journal: header, total, tax share, net amount, type of tender; Self-test: no
7	= Print receipt, journal: header, total, tax share, net amount, type of tender; Self-test: yes
<b>ZW=Compulsory to enter change, EW= Change levels, automatic reset to Level 1</b>	
0	= ZW: no / EW: no
1	= ZW: yes / EW: no
2	= ZW: no / EW: yes, on pressing once
3	= ZW: yes / EW: yes, on pressing once
4	= ZW: no / EW: yes, after completion of receipt
5	= ZW: yes / EW: yes, after completion of receipt

**Number of departments**

0 = 40 departments + 1 coupon

7 = **Receipt paper feed**  
(entry of 0 to 9 lines is possible)

**FLAG 10 CONSEC-NO**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 11 CLERK A**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 12 CLERK B**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 13 CLERK C**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 14 CLERK D**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 15 CLERK E**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 16 CLERK F**

**0 0 0 1** = Enter a 4-digit number between 0 and 9999

**FLAG 17 SERVICE %+**

Fixed premium percentage

**1 0 5 0** = Example for 10.5% (surcharge); always enter a 4-digit number without decimal point

**FLAG 18 DISCOUNT %-**

Fixed discount percentage

**0 2 5 0** = Example for 2.5% (discount); always enter a 4-digit number without decimal point

**FLAG 19 PRNRNDFLAG**

Duplicate receipt - Printer on/off - Rounding

**1 0 0** = Recommended setting

**Duplicate receipt**

0	= Dup. rcpt: no; Print "Training": yes; CCL: no
1	= Dup. rcpt: yes; Print "Training": yes; CCL: no
2	= Dup. rcpt: no; Print "Training": no; CCL: no
3	= Dup. rcpt: yes; Print "Training": no; CCL: no
4	= Dup. rcpt: no; Print "Training": yes; CCL: yes
5	= Dup. rcpt: yes; Print "Training": yes; CCL: yes
6	= Dup. rcpt: no; Print "Training": no; CCL: yes
7	= Dup. rcpt: yes; Print "Training": no; CCL: yes

**Printer on or off**

0	= Printer on, unit price display
1	= Printer off, unit price display
2	= Printer on, unit price display for 0.5 sec., then subtotal display
3	= Printer off, unit price display for 0.5 sec., then subtotal display

**Rounding**

0	= Standard rounding 5/4, detailed list of the amounts of all tax rates
1	= Scandinavian rounding (0-0.24=0.00; 0.25-0.74=0.50; 0.75-1=1.00), detailed list of the amounts of all tax rates
2	Swiss rounding (0, 1, 2 = 0; 3, 4, 5, 6, 7 = 5; 8, 9 = 10), detailed list of the amounts of all tax rates
3	Standard rounding 5/4, total amount of all tax rates
4	= Scandinavian rounding (0-0.24=0.00; 0.25-0.74=0.50; 0.75-1=1.00), total amount of all tax rates
5	Swiss rounding (0, 1, 2 = 0; 3, 4, 5, 6, 7 = 5; 8, 9 = 10), total amount of all tax rates

**FLAG 20 PASSWORDX**

Password for X-report

**0 0 0 0** = No password / Password 0001 to 9999

**FLAG 21 PASSWORDZ**

Password for Z-report

**0 0 0 0** = No password / Password 0001 to 9999

**FLAG 22 PASSWORDPR**

Password for monthly (periodical) report

**0 0 0 0** = No password / Password 0001 to 9999

**FLAG 23 PASSWORDP**

Password for programming

**0 0 0 0** = No password / Password 0001 to 9999

**FLAG 24 PASSWORDEVN**

Password for Void, NS/#, Refund and PO keys

**0 0 0 0** = No password / Password 0001 to 9999

**FLAG 25 RESERVED**

**Attempt no input!** Cash register will be locked!

**FLAG 26 CHECKAMOUNT**

Highest acceptable check amount - compulsory entry

**0 0 0 4 0 0 0 0** = Example for 400.00 pounds;  
Enter the amount without a decimal point

**FLAG 27 QUICKTENDERA**

Fixed tender (lower cash tender key)

**0 0 1 0 0 0** = Example for 10.00 pounds;  
a 4-digit number without decimal point

**FLAG 28 QUICKTENDERB**

Fixed tender (cash tender key)

0	0	2	0	0	0
---	---	---	---	---	---

 = Example for 20.00 pounds;  
a 4-digit number without decimal point
**FLAG 29 QUICKTENDERC**

Fixed tender (cash tender key)

0	0	5	0	0	0
---	---	---	---	---	---

 = Example for 50.00 pounds;  
a 4-digit number without decimal point
**FLAG 30 QUICKTENDERD**

Fixed tender (upper cash tender key)

0	1	0	0	0	0
---	---	---	---	---	---

 = Example for 100.00 pounds;  
a 4-digit number without decimal point
**FLAG 31 RESERVED****FLAG 32 JOUPRT**

Print journal / Training mode options

0	0	0	0
---	---	---	---

 = **Recommended setting**  

0			
---	--	--	--

 = Logo print in journal deactivated  

1			
---	--	--	--

 = Logo print in journal activated  

	0		
--	---	--	--

 = Training mode report deactivated  

	1		
--	---	--	--

 = Training mode report activated  

		0	
--	--	---	--

 = Journal printing in Training mode deactivated  

		1	
--	--	---	--

 = Journal printing in Training mode activated  

			0
--	--	--	---

 = Reserved  

			1
--	--	--	---

 = Reserved
**FLAG 33 FCEBARPRT**

Print currency information

0	1	0	0
---	---	---	---

 = Recommended setting  

0	0	0	0
---	---	---	---

 = No foreign currency conversion printout  

0	0	0	1
---	---	---	---

 = Currency conversion printout for EC cash-cards  

0	0	1	0
---	---	---	---

 = Currency conversion printout for Eurochecks  

0	1	0	0
---	---	---	---

 = Currency conversion for amount in Euro  

1	0	0	0
---	---	---	---

 = Reserved
**FLAG 34 RESERVED**

0	0
---	---

0	
---	--

 = Reserved  

	0
--	---

 = Reserved
**FLAG 35 LOGO CTL**

Print logo

0	0	1
---	---	---

 = Recommended setting  

0		
---	--	--

 = Receipt without footer logo  

1		
---	--	--

 = Receipt with footer logo  

	0	
--	---	--

 = Receipt without additional logo lines (prices in pounds)  

	1	
--	---	--

 = Receipt with additional logo lines (prices in pounds)  

		0
--	--	---

 = Receipt without header logo  

		1
--	--	---

 = Receipt with header logo
**FLAG 36 FCEORECD**

Cash register calculation / Print currency rate

0	0
---	---

 = Recommended setting  

0	
---	--

 Cash register need not be calculated prior to Z-report and amount need not be entered  

1	
---	--

 = Cash register must be calculated and amount must be entered Compulsory calculation  

	0
--	---

 = No currency rate printout  

	1
--	---

 = Currency rate is printed
**FLAG 37 PASSWORDT**

Password for Training mode

0	0	0	0
---	---	---	---

 = No password / Password 0001 to 9999
**FLAG 38 KEY CONTROL**

Receipt on/off; Clerk code on/off

0	0
---	---

 = Recommended setting  

0	
---	--

 = Clerk key is activated  

1	
---	--

 = Clerk key is deactivated  

	0
--	---

 = Receipt on/off key is activated  

	1
--	---

 = Receipt on/off key is deactivated
**FLAG 39 PERCENT KEY-CTL**

Discount/Premium

1	0
---	---

 = Recommended setting  

0	
---	--

 = 

-	%
---	---

 key functions as +%  

1	
---	--

 = 

-	%
---	---

 key functions as -%  

	0
--	---

 = 

+	%
---	---

 key functions as +%  

	1
--	---

 = 

+	%
---	---

 key functions as -%
**FLAG 40 X-REPORT-SEQ**

Combined sequence of reports with key in position X

0	0	0	1	2	3
---	---	---	---	---	---

 = Recommended setting  

1
---

 = Full department report  

2
---

 = Financial report  

3
---

 = Full clerk report  

4
---

 = Hourly report  

5
---

 = Full PLU report  

6
---

 = Item report
**FLAG 41 Z-REPORT-SEQ**

Combined sequence of reports with key in position Z

0	0	0	1	2	3
---	---	---	---	---	---

 = Recommended setting  

1
---

 = Full department report  

2
---

 = Financial report  

3
---

 = Full clerk report  

4
---

 = Hourly report  

5
---

 = Full PLU report  

6
---

 = Item report
**FLAG 42 CHECK-DRAWER-C.**

Cash register drawer highest amount/compulsory closure

0	0
---	---

 = Recommended setting  

0	
---	--

 = Cash register drawer compulsory closure deactivated  

1	
---	--

 = Cash register drawer compulsory closure activated  

	0
--	---

 = Highest amount for check payment deactivated  

	1
--	---

 = Highest amount for check payment activated
**FLAG 43 CID LIMIT**

Highest amount in cash register drawer

0	0	1	0	0	0	0	0
---	---	---	---	---	---	---	---

 = 10000,00
**FLAG 44 DR OPEN INTERV**

Cash register drawer open alarm signal

9	9
---	---

 = Recommended setting  

9	9
---	---

 = Default setting, enter time in seconds. Alarm signal sounds after this interval if the cash register drawer remains open.
**Changing languages****Note: Changing languages clears all the data and activates the default settings.**

Set key-operated switch to P,

Enter: 

6
---

9
---

0
---

2
---

2
---

8
---

Cash
------

Display: *L-LHL*,Enter: 

0
---

 or 

1
---

 or 

2
---

 or 

3
---

ST
----

**FLAG 45 LANGUAGE**

0
---

 = Reserved  

0
---

 = English language  

1
---

 = German language  

2
---

 = French language  

3
---

 = Spanish language
**FLAG 46 VALIDATION**

0
---

 = Reserved  

0
---

 = Validation print deactivated  

1
---

 = 1 validation print activated

2	= 2 validation prints activated
3	= 3 validation prints activated
4	= 4 validation prints activated
5	= 5 validation prints activated

**FLAG 47 PRESSCODE**

0	= Reserved
0	= Press code deactivated
1	= German press code activated
2	= French press code activated
3	= Spanish press code activated

**FLAG 48 CODE-HEADER1**

1st programmable language code for the press code

= Enter 3-digit press code

**FLAG 49 CODE-HEADER2**

2nd programmable language code for the press code

= Enter 3-digit press code

**FLAG 50 RESERVED**

= Reserved

= Reserved

**Programming tax rates**



Tax rate program is activated

e.g.

Enter a name for tax rate 1 (max. 10-digit)

Enter the tax rate (e.g.: 16%)

e.g.

Store the tax rate and program the next tax rate

Close the tax rate program

**Note:** The tax rate entered must have 6 or 5 digits. E.g.: 7%, input:

**Programming departments**



Activate the department program

e.g.

Enter the fixed price

Store the fixed price

e.g.

Enter the assignment (0 = price is added;

1 = tax rate 1; 19 = group 19; 0 = itemized receipt; 6 = number of digits for a price)

Store the assignment and move to the next setting

Enter the name. Refer to the Section "Keyboard assignment of letters and characters" (max. 12-digit)

Store the name

Close the department program

**Programming the Coupon key (negative department)**



Activate the department program

e.g.

Enter the fixed price

Store the fixed price

e.g.

Enter the assignment (8 = price is subtracted; 1 = tax rate 1; 01 = group 1; 0 = itemized receipt; 6 = maximum number of digits for a price)

Store the assignment and move to the next setting

Enter the name. Refer to the Section "Keyboard assignment of letters and characters" (max. 12-digit)

Store the name

Close the department program

## Programming group names



e.g.

Activate the group name program

Enter the name for group 01. Refer to the Section "Keyboard assignment of letters and characters" (max. 13-digit)

Store the name and move to the next group

Close the group name program

## Programming PLUs



Activate the PLU program

Enter the fixed price

Store the fixed price

Enter the assignment (00 = no deposit items; 01 = department 1; 0 = itemized receipt; 8 = maximum number of digits for a price)

Store the assignment and move to the next setting

Basic setting appears; enter the name Refer to the Section "Keyboard assignment of letters and characters".

Store the name and move to the next setting

Basic setting appears. Enter the EAN code manually or by using a scanner. We recommend using a scanner.

Store the EAN code.

Close the PLU program

## Press code

Publications (from the press) are programmed in the same way as PLUs. Programming is performed via the 13-character EAN13 code.

The structure of the press code differs in Germany, France and Spain.

Germany:

D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13
4	3	9	9	1	1	7	7	0	5	5	0	9
Language code			Media number					Price in DM				*

**Note:**

The language code for Germany is 434 or 439.  
From the year 2002 it will be 414 or 419

France:

D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	
3	7	9	4	3	0	6	0	2	8	0	0	6
Language code		Media number					Price in FF				*	

Spain:

D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13
8	4	8	0	0	0	2	0	3	0	2	6	7
Language code		Media number					Price in Pesetas				*	

\* Check digit

**Note:**

When programming using a scanner, the information on the price is ignored. Zeros are entered instead of the PLU price. Information on the price can also be replaced by zeros during manual programming.

In this way, a publication need not be reprogrammed when the price changes.

## Programming currency conversion

For further information, refer to the Operating Instructions manual.

Local currency = Euro

Flag 33 and Flag 36 must have the following settings:

**FLAG 33 = 0000, FLAG 36 = 01**



01 464345	€ FCE 1-15
01 000000	F C E 1
01 195583	1 9 5 5 8 3
01 00	ST
01 15	1 5
02 464345	F C E 2
02 000000	1 9 5 5 8 3
02 195583	ST
02 00	1 5
02 15	ST
03 464345	F C E 3
03 000000	1 9 5 5 8 3
03 195583	ST
03 00	1 5
03 15	ST
04 464345	F C E 4
04 000000	4 0 3 3 9 9
04 403399	ST
04 00	1 4
04 14	ST
05 464345	F C E 5
05 000000	Cash

Activate the currency conversion program

Enter the name,

Define the conversion factor for **EC card** payments (FCE 1)

Move to the next setting

1 = compulsory input; 5 = decimal places of the six-digit conversion factor

Move to the next setting

Enter the name,

Define the conversion factor for **check** payments (FCE 2)

Move to the next setting

1 = compulsory input; 5 = decimal places of the six-digit conversion factor

Move to the next setting

Enter the name,

Define the conversion factor for **cash** payments in Euro and Euro table (three-way currency conversion, FCE 3)

Move to the next setting

1 = compulsory input; 5 = decimal places of the six-digit conversion factor

Move to the next setting

Enter the name,

Define the conversion factor for the first foreign currency (e.g. Belgian Francs, BFR)

Move to the next setting

1 = compulsory input; 4 = decimal places of the six-digit conversion factor

Move to the next setting

Enter the name,

Enter foreign currencies 5 to 15 correspondingly

Close the currency conversion program

### Note:

During programming (key-operated switch in Position: P), all the input can be corrected by pressing the  key before storing it by pressing the  key.

## Keyboard assignment of letters and characters

Use the keys on the keyboard to enter names or other designations. Please refer to the following keyboard layout diagram for information on the assignment of the characters to the keys.

The  key serves to switch between the various key assignment levels.

### Basic setting: Upper case letter input

			A	B	First letter bold	C	D	E	
			F	G	H	I	J	K	L
Refund			7	8	9	M	N	O	P
Q	R	S	4	5	6	T	U	V	W
Bold print	X	Y	1	2	3	Z	Space		(
		)	0	00	.				

### Switch to lower case letter input by pressing

			a	b	First letter bold	c	d	e	
			f	g	h	i	j	k	k
Refund			7	8	9	m	n	o	p
q	r	s	4	5	6	t	u	v	w
Bold print	x	y	1	2	3	z	Space		(
		)	0	00	.				

### Press to switch to ASCII code digit input (HEX code) – table in the programming instruction manual

			A	B		C	D	E	
			F						
Refund			7	8	9				
			4	5	6				
			1	2	3				
			0	00	.				

Switch back to upper case letters by pressing 

### Error Message, Printer

In the case of a printer error, the message *P-r-n-j* appears in the display. Switch the cash register off immediately and disconnect the power plug.

Check that the paper rolls and ribbon are correctly inserted, whether the paper or ribbon are damaged or objects have fallen into the printer mechanism. Remove them if they have.

#### Caution:

Remove any objects very carefully. Do not use knives, screwdrivers or similar tools to help. Never use force. This may damage the printer mechanism.

**Error messages: operation**

Error messages appear in the display and an acoustic signal is issued as a result of incorrect operation.

Error message is cleared

Error message	Cause	Error message	Cause
E00	Incorrect key pressed	E60	The item barcode is valid but not found in the PLU database.
E01	Incorrect key operation sequence	E61	This item has been withdrawn from sales
E02	A number/digit sequence (with decimal point) must be entered or the entry is too long	E62	This department has been withdrawn from sales
E03	Result exceeds permitted number of digits or is zero	E63	Discount is possible for this PLU registration
E04	Result exceeds permitted number of digits or is zero	E64	The PLU index is outside the range
E10	Incorrect key pressed	E65	The number of digits permitted for price entry for departments has been exceeded
E20	Card payments related to negative values are not accepted	E70	It is not necessary to enter the clerk code
E24	Electronic cash-card used for payment not recognized	E71	The clerk code entered exceeds four digits
E30	This operation must be performed within a registration	E72	The clerk code is incorrect
E31	This operation must be performed outside a registration	E80	The input must be positive or zero
E32 (FULL)	PLU number in the registration outside the range	E81	The item barcode was not found / recognized
E33	PLU in the registration could not be found	E82	The result exceeds the range
E40	The operation requires the input of a number	E83	The sum exceeds the range
E41	The operation does not require the input of a number	E84	The counter for the validation printout exceeds the permissible value
E42	The operation accepts the input of a zero	<i>CASH dr FULL</i>	The total amount in the cash register drawer exceeds the permissible value
E43	The number entered exceeds the range	E86	Operating mode R/T has been changed
E44	The digits entered exceeds the range for PLU input	E87	Price input zero has been blocked
E45	Result cannot be rounded	E88	Compulsory to enter the change
E46	Result cannot be rounded	E89	Pay out amount is greater than the amount in the cash drawer
E47	The maximum permissible amount for checks has been exceeded	E90 <i>Prn-J</i>	Printer fault (jam)
E48	The percentage value is outside the range	E91 <i>Prn-F</i>	Printer memory is full
E50	The operation does not accept the entry of a decimal point	E92	A fixed key cannot be reprogrammed
E51	The decimal point has already been entered	<i>LoG</i>	Clerk code must be entered, up to four digits
E52	The number of decimal places for percentage input exceeds 2	<i>L-CHG</i>	Language change when entering the language code <b>Caution!</b> All settings will be lost! Change keyboard assignment
		<i>KEY</i>	

Only enter the following when you are familiar with the programming functions!

**Caution:**



Set the key to position P

After pressing the following key combination, the daily sales, grand total and all programmed settings (departments, PLUs, Flags etc.) are deleted.



*CLEAR* appears in the display  
All programmed settings and sales figures are deleted

After pressing the following key combination, all the programmed settings (departments, PLUs, etc.) are deleted and reset to their "default state".



*DEFAULT* appears in the display  
The department and PLU prices are reset

After pressing the following key combination, the grand total is reset. It is only executed when the Full Z-report and Monthly Report were printed out beforehand.



*CLEAR* appears in the display  
The grand total is deleted