SAM4S

Operator's and Programming Manual
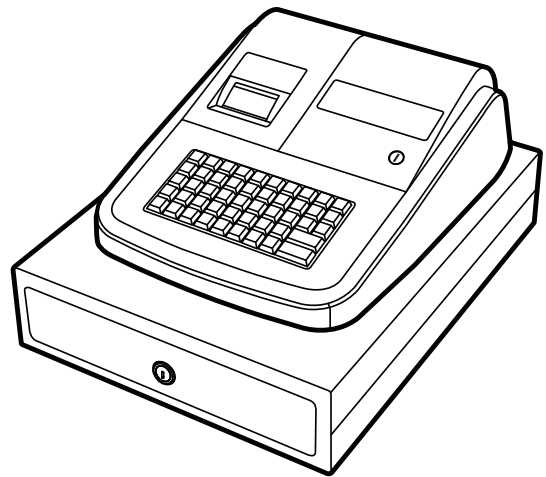
*For Fast Startup, See "Quick
Program Guide" on page 17*

CRS, Inc.
Limited Warranty and Disclaimers of Warranty

Precaution Statements

Follow these safety, servicing and ESD precautions to prevent damage and to protect against potential hazards such as electrical shock.

1-1 Safety Precautions

1. Be sure that all built-in protective devices are replaced. Restore any missing protective shields.

2. When reinstalling the chassis and its assemblies, be sure to restore all protective devices, including nonmetallic control knobs and compartment covers.

3. Make sure there are no cabinet openings through which people - particularly children - might insert fingers and contact dangerous voltages. Such openings include excessively wide cabinet ventilation slots and improperly fitted covers and drawers.

4. Design Alteration Warning:
Never alter or add to the mechanical or electrical design of the SECR. Unauthorized alterations might create a safety hazard. Also, any design changes or additions will void the manufacturer's warranty.

5. Components, parts and wiring that appear to have overheated or that are otherwise damaged should be replaced with parts that meet the original specifications. Always determine the cause of damage or over- heating, and correct any potential hazards.

6. Observe the original lead dress, especially near the following areas: sharp edges, and especially the AC and high voltage supplies. Always inspect for pinched, out-of-place, or frayed wiring. Do not change the spacing between components and the printed circuit board. Check the AC power cord for damage. Make sure that leads and components do not touch thermally hot parts.

7. Product Safety Notice:
Some electrical and mechanical parts have special safety-related characteristics that might not be obvious from visual inspection. These safety features and the protection they give might be lost if the replacement component differs from the original - even if the replacement is rated for higher voltage, wattage, etc.

   Components that are critical for safety are indicated in the circuit diagram by shading, ($\triangle$) or ($\triangle$). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

CAUTION

There is the danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the manufacturer.

Dispose used batteries according to the manufacturer's instructions.

ATTENTION

ll y a danger d'explosion s'il y a remplacement incorrect de la batterie.

Remplacer uniquement avec une batterie du même type ou d'un type équivalent recommandé par le constructeur.

Mettre au rebut les batteries usagées conformément aux instructions du fabricant.

SAFETY NOTICE: "For pluggable equipment, the socket-outlet shall be installed near the equipment and shall be easily accessible."

1-2   Servicing Precautions

WARNING: First read the-Safety Precautions-section of this manual. If some unforeseen circumstance creates a conflict between the servicing and safety precautions, always follow the safety precautions.

WARNING: An electrolytic capacitor installed with the wrong polarity might explode.

1. Servicing precautions are printed on the cabinet. Follow them.

2. Always unplug the units AC power cord from the AC power source before attempting to:
   (a) Remove or reinstall any component or assembly
   (b) Disconnect an electrical plug or connector
   (c) Connect a test component in parallel with an electrolytic capacitor

3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.

4. After servicing, always check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.

5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples: metal panels and input terminals).

6. Insulation Checking Procedure: Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.

   The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.

7. Never defeat any of the B+ voltage interlocks. Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.

8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead; always remove the instrument's ground lead last.

1-3   Precautions for Electrostatic Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatic Sensitive Devices (ESDs); examples include integrated circuits and some field-effect transistors. The following techniques will reduce the occurrence of component damage caused by static electricity.

2. Immediately before handling any semiconductor components or assemblies, drain the electrostatic charge from your body by touching a known earth ground. Alternatively, wear a discharging wrist-strap device. (Be sure to remove it prior to applying power - this is an electric shock precaution.)

3. After removing an ESD-equipped assembly, place it on a conductive surface such as aluminum foil to prevent accumulation of electrostatic charge.

4. Do not use Freon-propelled chemicals. These can generate electrical charges that damage ESDs.

5. Use only a grounded-tip soldering iron when soldering or unsoldering ESDs.

6. Use only an anti-static solder removal device. Many solder removal devices are not rated as anti-static; these can accumulate sufficient electrical charge to damage ESDs.

7. Do not remove a replacement ESD from its protective package until you are ready to install it. Most replacement ESDs are packaged with leads that are electrically shorted together by conductive foam, aluminum foil or other conductive materials.

8. Immediately before removing the protective material from the leads of a replacement ESD, touch the protective material to the chassis or circuit assembly into which the device will be installed.

9. Minimize body motions when handling unpackaged replacement ESDs. Motions such as brushing clothes together, or lifting a foot from a carpeted floor can generate enough static electricity to damage an ESD.

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Getting Started

About the ER-180T Series

The ER-180T features a 48-position keyboard with traditional raised keys. This keyboard provides 16 department keys and works best in retail stores, shops, or small food stands. The high-speed thermal printer produces high-quality receipts with easy-to-read alpha numeric descriptors and messages. The ER-180T records a sale journal in memory that can be printed at the end of day.

Unpacking

1. Unpack and unwrap the cash register.

2. Locate in the packing the following items:

    a. 1 roll of paper

    b. 1 rewind spindle

    c. 1 set of control keys

3. Remove the cardboard protectors from the cash drawer.

4. Plug the register power adaptor into a grounded outlet, connect the adaptor cord to the right-side of the regiser, insert a control key and turn the key to the **REG** control lock position.

Installing the Paper Roll

Load paper as shown in steps A through E.
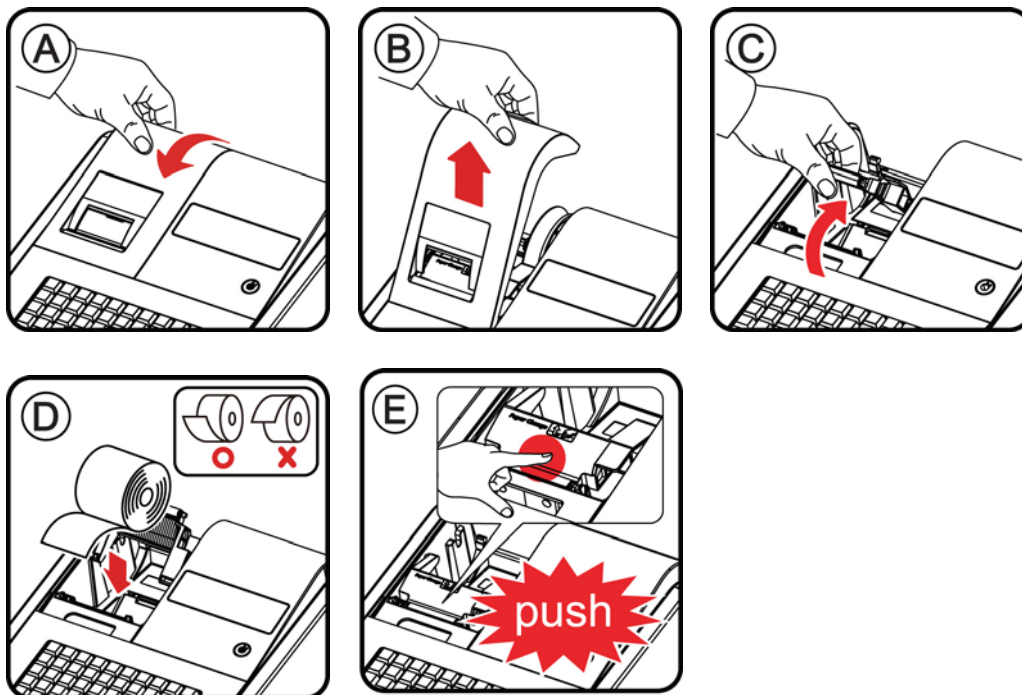
If you are using journal paper, load the paper on the spool as shown in steps F through K. If you are using receipt, thread the paper through the printer cover and replace the cover.
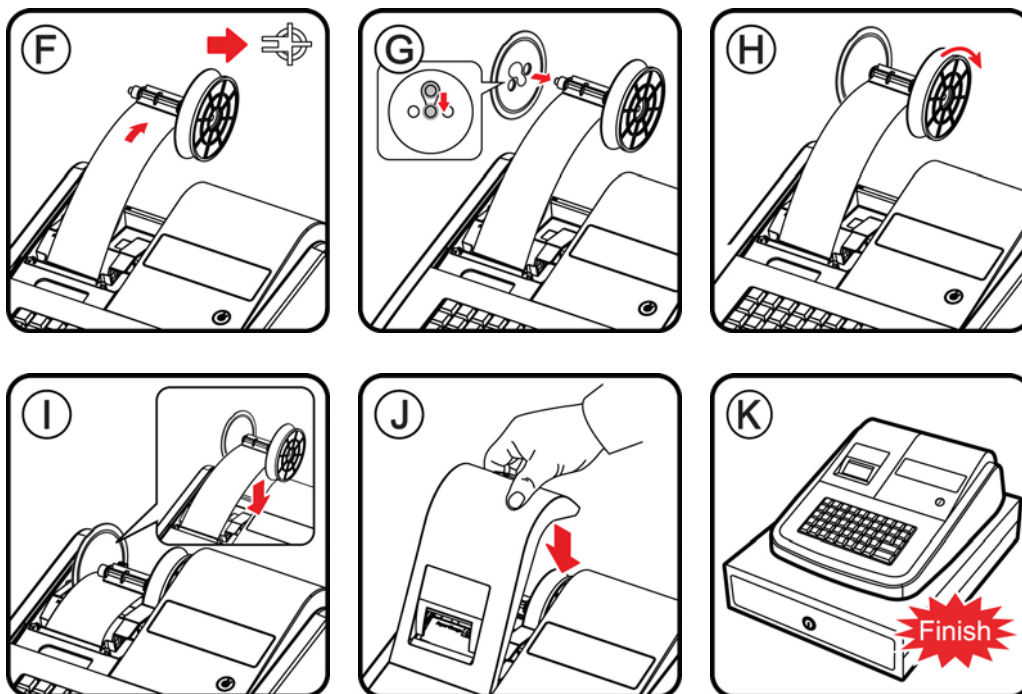
Basic Features and Functions

Standard Hardware

- 8 position front display
- 48 position keyboard

Software Features

- 16 Department Keys on the Keyboard
- 500 Price Look Ups (PLUs) for Open or Preset Item Registration
- 12-Character Programmable Descriptors for Departments and PLUs
- 8-Character Programmable Descriptors for Functions
- Cash, Check & Charge Payment Functions
- Currency Conversion
- Calculator Operation
- Operation for up to 10 clerks
- Tax Calculation by Percentage for up to Four Tax Rates
- Electronic Sales Journal (2,500 line capacity)

Display

The front display is an 8-digit florescent display that allows you to monitor the transaction and view the sale total.

Display Information

Item Count	The number of times an item has been repeated is displayed
Amount	The amount of the item, subtotal or total, is displayed in the rightmost portion of the display

Display Messages

C	Change Due
-	Negative entry
Sub	Subtotal of the sale
=	Total of the sale

Change Due

```
 ┌                3.95
```
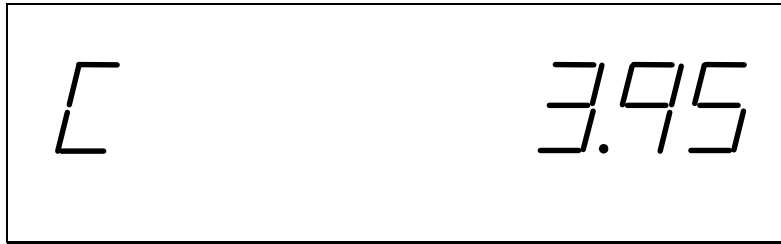
Numbered Error Conditions

```
 ┌ ┌┌
 └ └┘└┘
```
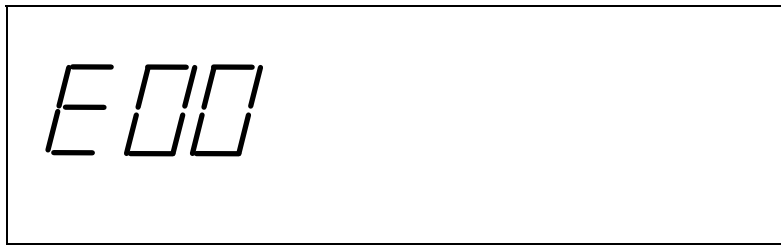
Error Message List

E0	SEQUENCE ERROR
E1	PLU NO DATA
E2	CLERK ERROR
E3	AMOUNT COUNT OVER
E4	TIME AND DATE
E5	LIMIT OVER
E6	REQ.DRAWER
E7	CONSOL OVER
E8	REQ.SUBTOTAL
E9	NO VOID PLU
E10	REQ.PRESET VALUE
E11	REQ.OPEN VALUE
E12	REQ. AMOUNT
E13	INVALID FUNCTION
E14	EJ FULL
E15	Z REPORT REQUIRED
E16	INACTIVE
PEA	RECEIPT PRINTER PAPER END

Control Lock

The control lock has 7 positions, accessed with 5 keys. Each cash register is shipped with one full set of keys.
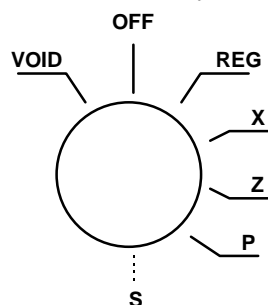
VOID Use to void (correct) items outside of a sale.

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.

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

Control Keys

The ER-180T Series includes keys that may be used to access the following control lock positions.

Key	Positions Accessible
REG	OFF, REG
VD	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.

Keyboard

The ER-180T keyboard is shown below with the default legends.

This configuration has 16 keyboard Department locations.

FEED	CLEAR	PLU	X/TIME (X)	RCPT ON/OFF C/CONV	CLERK –	–%	+%	NO SALE	CALC
RETURN DOUBLE	7	8	9	1 @:/	5 ABC	9 DEF	13	RA (+)	PO (–)
VOID CAPS	4	5	6	2 GHI	6 JKL	10 MNO	14	CHECK	CHARGE
CANCEL BACK	1	2	3	3 PQRS 3	7 TUV	11 WXYZ	15	SUBTOTAL	
TAX SPACE	0	00	.	4 *	8 .,?!	12 #	16	CASH/TEND (=)	

Ram Clearing

All Memory Clear

RAM clearing the cash register erases all programming and totals. Use this program the first time the cash register is programmed.

WARNING: This is a one time procedure. Do not repeat this procedure after the cash register is programmed; it causes all programs and totals to be erased.

Follow this procedure to clear totals from memory:

1. Unplug the ECR.

2. Turn the control lock to the **S** position. (The **S** position is a hidden position one position clockwise from the **PRG** position.)

3. Press and hold the **CHARGE** key on key board and plug the ECR into a power source.

4. When the buzzer beeps release the **CHARGE** key. Press the upper left key of the keyboard, then the lower left key, then the upper right key, and finally press the lower right key.
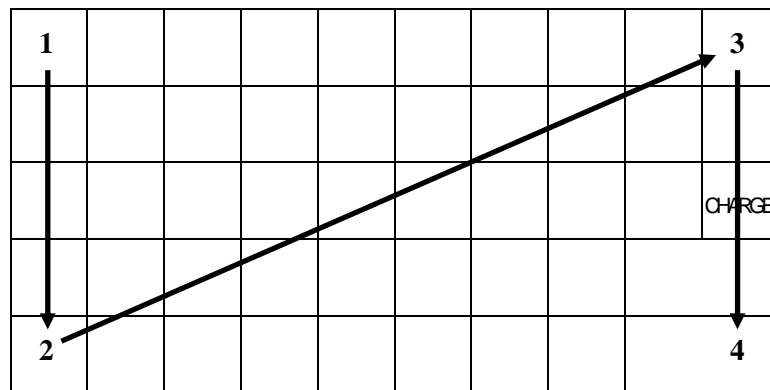
5. When memory is cleared, the register prints a message "RAM ALL CLEAR OK!" Memory is cleared and the default program is installed.

Initial Clear

CAUTION: Do not share this information with unauthorized users. Distribute the C key only to those you may want to perform this function.

The initial clear function allows you to exit any register activity and return to a beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

Here are some reasons you may want to perform an initial clear:

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.

- An initial clear may be necessary as part of servicing, or troubleshooting.

To Perform an Initial Clear:

1. Unplug the ECR.

2. Turn the control lock to the **PGM** position.

3. Press and hold the key position where the **SUBTOTAL** key is located on the default keyboard layout.

4. Continue to hold the **SUBTOTAL** key and plug the ECR into a power source.

5. The message "****** INITIAL CLEAR ******" prints when the initial clear is complete.

This procedure will not affect register programming, or clear previously stored totals in ECR memory.

Quick Program Guide

Introduction

First, refer to "Getting Started" on page 9 to unbox, clear memory, and load the paper on your SAM4s ER-180T. Next, you will need to perform a few basic programs to get your register up and running:

1. Set the date and time.

2. Program your tax rate.

3. Set departments for open or preset and taxable or non-taxable operation.

Your register is now ready for most merchant environments.

There are many other programs described in this manual that allow you to customize your cash register program. Read the manual carefully and if necessary, consult with your SAM4s dealer for assistance.

Date and Time Programming

Use this program to set the clock and calendar on your *ER-180T Series*. The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending daylight savings time.

1. Turn the control lock to the **P** position.

2. To begin the program, enter **1 3 0 0**, press the **SBTL** key.

   [1]──[3]──[0]──[0]──[SUBTOTAL]

3. 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.

   [H]──[H]──[M]──[M]──[X/TIME (X)]

4. Enter the date in MM (month) DD (day) and YY (year) format. Press the **X/TIME** key:

   [M]──[M]──[D]──[D]──[Y]──[Y]──[X/TIME (X)]
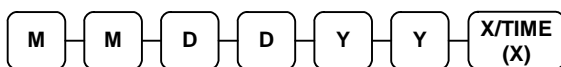
5. Press the **CASH/TEND** key to finalize the program.

   [CASH/TEND (=)]
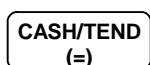
Tax Percentage Rate Programming

Most sales taxes can be programmed by entering a tax percentage rate. Use the instructons in this section to set your rate. In some cases you may find that tax that is entered as a percentage does not follow exactly the tax chart that apply in your area. If this is the case, you must enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table. See the "Tax Table Programming" on page 50.

Important Note: After you have entered your tax program, 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 amounts 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, or if you cannot program your tax properly from the information in this manual, contact your local SAM4s dealer for assistance.

If you need to collect separate state and local sales taxes, you can program up to four separate tax rates.

1. Turn the control lock to the **P** position.

2. Enter **53** and press the **SUBTOTAL** key.

3. Enter the tax rate including the decimal in a 5-digit format, i.e. enter 5% as **05.000** or enter 10 ½ % as **10.500**.

4. Enter **0** for an add-on tax, or enter **2** for a value added tax.

5. Enter the numeral that represents the number of the tax, i.e. enter **1** for tax 1, **2** for tax 2, **3** for tax 3 or **4** for tax 4.

6. Press the **X/TIME** key.

7. If needed, enter the data for another tax rate. Press the **CASH/TEND** key to end tax programming. The tax program information will print.

Tax Program Entry Flowchart
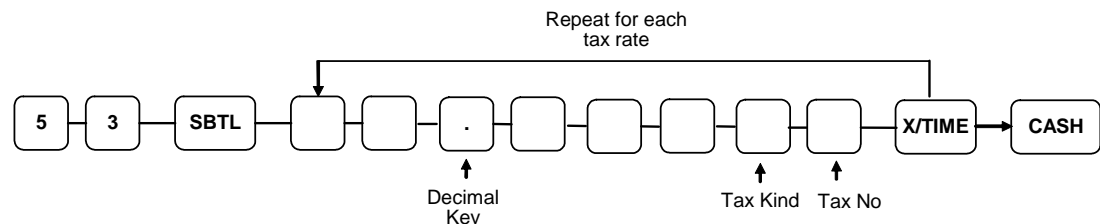
Tax Program Examples

Tax Situation	Tax Program Entry
6.5% add-on tax for tax rate #1	**0 6 . 5 0 0 0 1**
2.5% add-on tax for tax rate #3	**0 2 . 5 0 0 0 3**
10% Value added tax (VAT) for tax rate #1	**1 0 . 0 0 0 2 1**
10 3/8 % add on tax for tax rate #4	**1 0 . 3 7 5 0 4**

Quick Department Programs

These steps allow you to quickly set tax rate 1 status and open enter/preset status for each department. Refer to the complete department program instructions on page 52 if you need to program status for additional tax rates or set any of the additional department options.

Department Taxable and Preset Status

Use the following steps to set the status for each department.
1. Turn the key lock to the **P** position.
2. To begin the program, enter **5 0 0** and press the **SUBTOTAL** key.

[5]—[0]—[0]—[SUBTOTAL]

3. Press the Department key on the keyboard you wish to program:

[1]
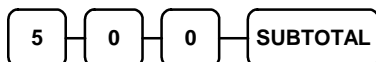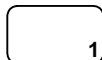
4. To set a <u>taxable open entry</u> department,
   Enter **100** and press the **X/TIME** key, or

   [1]—[0]—[0]—[X/TIME (X)]
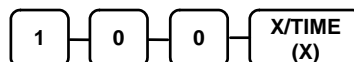
   To set a <u>non-taxable open</u> department,
   Enter **000** and press the **X/TIME** key, or

   [0]—[0]—[0]—[X/TIME (X)]
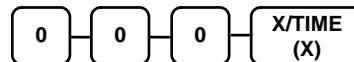
   To set a <u>taxable preset</u> department,
   Enter **101** and press the **X/TIME** key, or

   [1]—[0]—[1]—[X/TIME (X)]
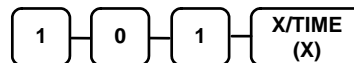
   To set a <u>non-taxable preset</u> department,
   Enter **001** and press the **X/TIME** key, or
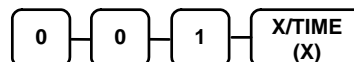
   [0]—[0]—[1]—[X/TIME (X)]

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

[CASH/TEND (=)]
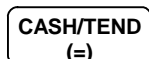
Setting Department Preset Amount

1. Turn the key lock to the **P** position.

2. To begin the program, enter **5 2 0** and press the **SUBTOTAL** key.

    | 5 | 2 | 0 | SUBTOTAL |

3. Press the Department key on the keyboard you wish to program:

    | 1 |
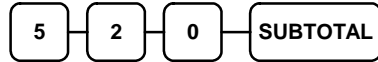
4. Enter a preset price, press the **X/TIME** key. (The maximum preset price you can enter is $99,999.99)

    | | | | | | | | X/TIME (X) |

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

    | CASH/TEND (=) |
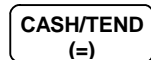
Operating Instructions

Key Descriptions

Key	Description
FEED	Press to advance the printer paper.
Numeric Keypad: 0-9 and 00	Use the numeric keypad to enter amounts, other numeric values.
CLEAR	Press to clear numeric errors made on keyboard prior to pressing the registration key. Also press to stop the error alarm when incorrect entries are made.
Department Keys	There are 16 department keys on the keyboard to register different types of merchandise. Departments may be used to accept open priced entries, or may be programmed to register preset prices.
NO SALE	Press to open the cash drawer when you have not already started a transaction. No sale activity is logged on the financial report. Also, may be used to print any number (up to 8 digits) on the printer paper.
X/TIME (x)	Enter a quantity and then press the X/TIME key to enter multiple items. Use to enter "split pricing" items, such as 1 item at 3 for $.89. Also use to perform the multiplication function in calculator mode.
VOID	Press to void (or erase) the last item entered. You can also void an item previously entered within a transaction by pressing CLEAR, then VOID then re-entering the item you wish to correct.
RETURN	If you wish to return or refund an item, press Return Merchandise, then re-enter any item you wish to return.
CLERK - (MINUS)	Outside of a sale, use to sign on or sign off a clerk. Inside of a sale use this key to enter a negative amount (such as a coupon or deposit) by entering a price, then pressing the - (MINUS) key.
CANCEL	Press to void (or erase) all items entered in any transaction.

Key	Description
RCPT ON/OFF	Outside of a sale, press to toggle the recipt from OFF to ON.
C/CONV	Inside of a sale use the Currency Conversion key to convert the sale subtotal into an equivalent value in foreign currency. You must first program foreign currency exchange rates.
-% , +%	Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of the sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage.
PLU	Use to register a Price Look Up (PLU).
RA (RECD ACCT) (+)	Use to accept cash into the cash drawer when you are not actually selling merchandise. For example, use the Received on Account key to accept payments for previously sold merchandise or record loans to the cash drawer. Also use as the *add* key when in calculator mode.
PO (PAID OUT) (-)	Use to track cash paid out for merchandise or to record loans from the cash drawer. Also use as a *subtract* key in calculator mode (press first before entering an amount to subtract.)
. (Decimal)	Use the Decimal key to enter fractions of percentages. For example to enter a one third off discount, enter 3 3 . 3 3 before pressing the -% key.
SUB TOTAL	Press to see the subtotal of a sale.
CHARGE	Press to total a transaction paid by charge or credit card.
CHECK	Press to total a transaction paid by check. Also if the check amount is over the amount purchased, enter the amount of the check, then press the CHECK key. The drawer will open and the cash change will be computed.
CASH/TEND (=)	Press to total a transaction paid by cash. Also if the cash amount tendered is over the amount purchased, enter the amount of the tender, then press the CASH/TEND key. The drawer will open and the cash change will be computed. Also use at the *total* function in calculator mode.
TAX	Enter the tax number and press **TAX** to reverse the programmed tax status of a department or PLU key. For example, by using the TAX key prior to registering a taxable item, the item will be sold without sales tax added.
CALC	Press **CALC** when outside of a sale to use the ER-180T as a basic calculator.

Clerk Sign-On/Sign-Off

Sign-On

To sign on, enter the clerk number and press the **CLERK** key.

[ ] ─[**CLERK**]

↑

Clerk # (1-10)
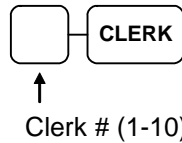
Sign-Off

To sign the clerk off, Enter 0 (Zero) and press the **CLERK** key.

[**0**] ─[**CLERK**]
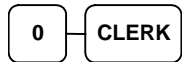
Calculator Function

You can use the ER-180T to perform simple addition, subtraction and multiplication calculator functions outside of a sale.

- Press the **CALC** key to enter calculator mode:

[**CALC**]

Addition

Enter amount, press [**RA (+)**]   Enter amount, press [**CASH/TEND (=)**]
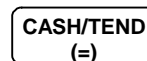
Subtraction

Enter amount, press [**PO (-)**]   Enter amount, press [**CASH/TEND (=)**]
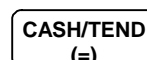
Multiplication

Enter amount, press [**X/TIME (X)**]   Enter amount, press [**CASH/TEND (=)**]
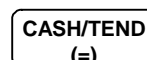
- Press the **CLEAR** key to exit calculator mode:

[**CLEAR**]

Training Operation

Training operations do not add to department, PLU, or function key totals. If you wish to perform training operations, designate one of the clerks (see address #21 in "System Option Programming" on page 63. **You must clear (Z) the register before the training clerk can be used.** When that clerk is signed on, the register is in "training mode".

Department Registrations

Departments are open (enter the price and press the department key) or preset (press the key to register the pre-programmed price.)

Note: When multiples of an item are entered, either by multiplication or by pressing the department again (the repeat function), the left-most 2 characters in the display will show a count of the items entered.

In the following examples:

Dept 1 is programmed for open entries, and is taxable by Tax 1.

Dept 2 is programmed for open entries, and is taxable by Tax 2.

Dept 3 is programmed with a preset price of $3.00, and is taxable by Tax 3.

Tax 1 is programmed at 5%; Tax 2 is programmed at 10%; Tax 3 is programmed at 15%.

Open Department Entry

1. Enter an amount on the ten-key pad. Do not use the decimal key. For example, for $2.99, enter:

   2 **9** **9**

2. Press a department key. For example, press department #1:

   1

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


DEPT1 T1             $2.99
       1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $2.99
TAX 1               $0.15
TOTAL               $3.14
C A S H        $ 3 . 1 4
KELLY       000023  000000
```

Preset Price Department Entry

1. Press a preset department key. For example, press department #3:

   3

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


DEPT3 T3             $3.00
       1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $3.00
TAX 1               $0.45
TOTAL               $3.44
C A S H        $ 3 . 4 5
KELLY       000024  000000
```

Department Repeat Entry

1. Enter an amount on the ten-key pad. Do not use the decimal key. For example, for $2.99, enter:

   2 **9** **9**

2. Press a department key. For example, press DEPT1:

   1

   To register a second item exactly as the first, press the department key a second time. For example, press department #1:

   1

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


DEPT1 T1             $2.99
DEPT1 T1             $2.99
       2.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $5.98
TAX 1               $0.30
TOTAL               $6.28
C A S H        $ 6 . 2 8
KELLY       000025  000000
```

Department Multiplication

1. Enter the quantity of items being purchased, press the X/TIME key. For example, enter 4 on the numeric key pad and press the X/TIME key:

   4 — **X/TIME (X)**

2. Enter an amount on the ten-key pad. Do not use the decimal key. For example, for $1.99, enter:

   1 — **9** — **9**
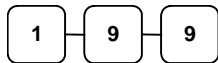
3. Press a department key. For example, press department #1:

   1
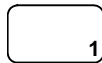
```
        THANK-YOU
       CALL AGAIN
02/17/2010 MON      09:23

4X                    1.99
DEPT1 T1            $7.96
      4.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1          $7.96
TAX 1              $0.40
TOTAL              $8.36
C A S H      $ 8 . 3 6
KELLY     000026  000000
```

Department Multiplication with Decimal Point

If you are selling items by weight, or decimal quantities such as half-pints, you can multiply a fraction of a unit.

1. Enter the amount with the decimal point, press the X/TIME key. For example, for 3.75 kilos of produce, enter:

   3 — **.** — **7** — **5** — **X/TIME (X)**
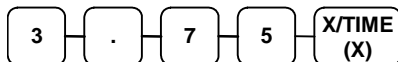
2. Enter an amount on the ten-key pad. Do not use the decimal key. For example, if the price is $.99 per kilo, enter:

   9 — **9**

3. Press a DEPT key. For example, press DEPT 1:

   1
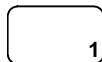
```
        THANK-YOU
       CALL AGAIN
02/17/2010 MON      09:23

3.75X                 0.99
DEPT1 T1            $3.71
      3.75xITEMS
- - - - - - - - - - - - - -
TAXABLE 1          $3.71
TAX 1              $0.19
TOTAL              $3.71
C A S H      $ 3 . 9 0
KELLY     000027  000000
```

Single Item Department

Single item departments automatically total as a cash sale immediately after registration. Use single item departments for speedy one item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can assign open or preset department single item department for ticket sales. After each registration, the drawer will immediately open, and a separate receipt is printed. See "Program 500 - Department Status Programming" on page 55 to program a single item department.

1. Press a single item preset department key. (or enter a price and press a single item open department key.) For example, press DEPT 6:

```
     ___
    |   |
    | 6 |
    |___|
```

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON       09:23

DEPT6                  $3.71
      1.00 xITEMS
- - - - - - - - - - - -
TOTAL                  $3.71
C A S H          $ 3 . 7 1
KELLY     000028  000000
```

Split Pricing

When items are priced in groups, i.e. 3 for $1.00, you can enter the quantity purchased and let the register calculate the correct price.

1. Enter the quantity purchased, press the X/TIME key. For example, enter:

```
 ___     _____
|   |   | X/TIME |
| 2 |---|  (X)   |
|___|   |_____|
```

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON       09:23
2/3FOR                 1.00
DEPT1 T1               $0.67
      2.00xITEMS
- - - - - - - - - - - -
TAXABLE 1              $0.67
TAX 1                  $0.03
TOTAL                  $0.70
C A S H          $ 0 . 7 0
KELLY     000029  000000
```

2. Enter the quantity of the group price, press the X/TIME key. For example, if the items are priced 3 for $1.00, enter:

```
 ___     _____
|   |   | X/TIME |
| 3 |---|  (X)   |
|___|   |_____|
```

3. Enter an amount on the ten key pad. For example, if the items are priced 3 for $1.00, enter:

```
 ___     ___     ___
| 1 |---| 0 |---| 0 |
|___|   |___|   |___|
```

4. Press a department key. For example, press department #1:

```
     ___
    |   |
    | 1 |
    |___|
```

PLU (Price Look Up) Registrations

PLUs must be programmed before they may be operated. See "PLU Programming" on page 58 to program open or preset PLUs.

Open PLU

If the PRESET status of a PLU is set to N (no), the PLU will operate as an open PLU.

1. Enter the PLU number; press the PLU key. For example, enter:

    ```
    [ 2 ]──[ PLU ]
    ```

2. The display will prompt "ENTER PRICE". Enter an amount on the ten-key pad. Do not use the decimal key. For example, for $2.99, enter:

    ```
    [ 2 ]──[ 9 ]──[ 9 ]
    ```
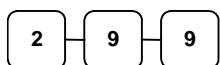
3. Press the PLU key again.

    ```
    [ PLU ]
    ```

```
           THANK-YOU
          CALL AGAIN
02/17/2010 MON       09:23

#2 T1                 $2.99
       1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1             $2.99
TAX 1                 $0.15
TOTAL                 $3.14
C A S H       $ 3 . 1 4
KELLY      000035  000000
```

Preset Price PLU

1. Enter the PLU number; press the PLU key. For example, enter:

    ```
    [ 1 ]──[ PLU ]
    ```

```
           THANK-YOU
          CALL AGAIN
02/17/2010 MON       09:23

#1 T1                 $2.99
       1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1             $2.99
TAX 1                 $0.15
TOTAL                 $3.14
C A S H       $ 3 . 1 4
KELLY      000040  000000
```

PLU Multiplication

When several of the same items are to be entered into the same PLU, you can use multiplication. You can enter a quantity (1 to 999.999) using the X/TIME key. You can multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the X/TIME key. For example, enter 4 on the numeric key pad and press the X/TIME key:

   [4]─[X/TIME (X)]
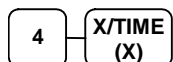
2. Enter the PLU number; press the PLU key. For example, enter:

   [1]─[PLU]

```
         THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23


4X                     2.99
#1 T1                $11.96
        4.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $11.96
TAX 1                 $0.60
TOTAL                $12.56
C A S H      $ 1 2 . 5 6
KELLY      000041  000000
```

Shifting Tax

You can shift the pre-programmed status of a department or PLU by entering the tax number (**1-4**) and pressing the **TAX** key before entering an item. Using this sequence you can make normally taxable items non-taxable; or make normally non-taxable items taxable.

You can also exempt tax from an entire sale by first pressing the **SUBTOTAL** key, and the entering the tax number (**1-4**) and pressing the **TAX** key before tendering the sale

1. Enter the tax number; press the TAX key. For example, enter:

   [1]─[TAX]

2. Enter the item. In this example department #1 is normally taxable:
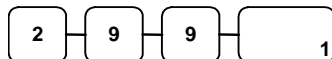
   [2]─[9]─[9]─[1]

3. The normal tax status is shifted.

```
         THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23

DEPT1                  $2.99
       1.00xITEMS
- - - - - - - - - - - - - -
TOTAL                 $2.99
C A S H        $ 2 . 9 9
KELLY      000023  000000
```

Percent Key (+% and -%) Operations

Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of a sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage. Programming determines whether it is possible to enter a percentage when the key is also programmed with a preset percentage. See "-% / +% Key Programming" on page 72 to set a preset percentage.

Preset Percent on a Department or PLU Item

In this example the -% key is preset with a rate of %10.00.

1. Register the discounted item.

2. Press the -% key:

    | -% |

3. The discount is automatically subtracted.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23

DEPT1 T1            $10.00
-%                -10.000%
DEPT1 T1            -1.00
      1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1           $9.00
TAX 1               $0.45
TOTAL               $9.45
C A S H      $ 9 . 4 5
KELLY      000045  000000
```

Enter a Percent on a Department or PLU

You can also operate the -% or +% keys by entering the percentage of the discount or surcharge. If necessary, you can enter the percentage with a decimal key (up two 3 digits, i.e. 99.999%).

1. Register the discounted item.

2. Enter the percentage. If you are entering a fraction of a percent, you must use the decimal key. For example, for 1/3 off enter:

    | 3 | 3 | . | 3 | 3 | 3 |

3. Press the -% key:

    | -% |

4. The discount is automatically subtracted.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23

DEPT1 T1            $10.00
-%                 33.333%
DEPT1 T1            -3.33
      1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1           $6.67
TAX 1               $0.50
TOTAL               $7.17
C A S H      $ 7 . 1 7
KELLY      000048  000000
```

Percent On Sale Total

In this example a surcharge of 15% is applied.

1. Register the items you wish to sell.

2. Press SUBTOTAL:

   | SUB |
   | TOTAL |

3. Enter the percentage. For example, for 15% enter:

   | 1 | | 5 |

4. Press the +% key:

   | -% |

5. The surcharge is automatically added.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23

DEPT1 T1            $10.00
+%                 15.000%
+%                  $1.50
        1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1          $11.50
TAX 1               $0.58
TOTAL              $11.50
C A S H    $ 1 2 . 0 8
KELLY      000054  000000
```

- (Minus) Key Registrations

You can register a negative amount by entering a price, then pressing the - (Minus) key. For example, you can enter bottle returns or coupons using the - (Minus) key.

1. Register the items you wish to sell.

2. Enter the amount you wish to subtract from the sale, for example for a $.50 coupon, enter:

   | 5 | | 0 |

   Press the CLERK/ - (Minus) key.

CLERK

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23

DEPT1 T1            $10.00
-                   -0.50
DEPT1 CT1           -0.50
        2.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1          $15.00
TAX 1               $0.75
TOTAL              $15.25
C A S H    $ 1 5 . 2 5
KELLY      000056  000000
```

Return Merchandise Registrations

If you wish to return or refund an item press RETURN, then re-enter any item. You can return merchandise as part of a sale, or you can return merchandise as a separate transaction and return cash to the customer.

1. Press RETURN:

    RETURN

2. Enter the price of the item you wish to return, and then press the PLU key where it was registered originally.

    2 — **9** — **9** — **2**

3. Total the sale with CASH, CHECK, or a CHARGE function.

```
        THANK-YOU
       CALL AGAIN
02/17/2010 MON        09:23

RETURN ******************
DEPT2 T2              -2.99
        1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 2             -2.99
TAX 2                -0.30
TOTAL                -3.29
C A S H       - 3 . 2 9
KELLY      000057  000000
```

Voids

Void Last Item

You can correct any mistakenly entered item by pressing VOID immediately after the item entry.

Void Previous Item

This function allows you to correct an item registered previously in a transaction.

1. Register an item. Then register a second item.

2. To correct the first item, press CLEAR and then VOID:

    CLEAR — **VOID**

3. Enter the price of the first item, and then press the PLU key where it was registered originally.

    1 — **9** — **9** — **2**

```
        THANK-YOU
       CALL AGAIN
02/17/2010 MON        09:23

DEPT2 T2              $1.99
DEPT1 T1              $2.99
VOID  ******************
DEPT2 T2             -1.99
        1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1            $2.99
TAX 1               $0.15
TOTAL               $3.14
C A S H       $ 3 . 1 4
KELLY      000061  000000
```

Cancel

The CANCEL key allows you to stop any transaction. Anything registered within the
transaction before the CANCEL key is pressed is automatically corrected.

1. Register the items you wish to sell.

2. Press the CANCEL key

   [CANCEL]

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


PLU1 T1               $2.29
CANCEL *****************
TOTAL                $0.00
KELLY      000062  000000
```

Void Position Operations

You can use the VOID control lock position to correct any complete transaction. To correct
any transaction:

1. Turn the control lock to the VOID
   position.

2. Enter the transaction you wish to correct
   exactly as it was entered originally in the
   REG control lock position. You can
   enter discounts, voids, returns, tax
   exemptions or any other function.

3. All totals and counters are corrected as if
   the original transaction did not take
   place.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


VOID MODE **************
DEPT2 T2             -2.99
       1.00xITEMS
- - - - - - - - - - - - -
TAXABLE 2           -2.99
TAX 2               -0.30
TOTAL               -3.29
C A S H     - 3 . 2 9
KELLY      000063  000000
```

No Sale Operations

Open Drawer

The NO SALE key will open the cash drawer when you have not already started a
transaction.

1. Press NO SALE:

   [NO SALE]

2. The drawer will open and the receipt
   will print as in the example on the right.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23


NO SALE -----------------
KELLY      000063  000000
```

Received On Account Operations

You can use the received on account function to accept cash or checks into the cash drawer when you are not actually selling merchandise. For example, use received on account to accept payments for previously sold merchandise or record loans to the cash drawer.

1. Press the RA/(+) key

    [RA (+)]

2. Enter the amount of cash received, press CASH/TEND.

    [1]—[0]—[0]—[0]—[CASH/ TEND]

3. Enter the check amount received, and press CHECK.

    [1]—[0]—[0]—[0]—[CHECK]

4. Enter the charge amount received, press CHARGE.

    [1]—[0]—[0]—[0]—[CHARGE]

5. You can continue to itemize receipts, or you can finalize by pressing the RA/(+) key.

    [RA (+)]d

```
          THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23

RA
CASH                  $10.00
CHECK                 $10.00
CHARGE                $10.00
RA                    $30.00
KELLY        000065  000000
```

Paid Out Operations

You can use the paid out function to track cash or checks paid out or to record loans from the cash drawer.

1. Press the PO/(-) key

    PO
    (-)

2. Enter the amount of cash paid out, press CASH/TEND.

    1 — 0 — 0 — 0 — CASH/TEND (=)

3. Enter the check paid out, and press CHECK.

    1 — 0 — 0 — 0 — CHECK

4. Enter the charge amount paid out, press CHARGE.

    1 — 0 — 0 — 0 — CHARGE

5. You can continue to itemize paid outs, or you can finalize by pressing the PO/(-) key.

    PO
    (-)

```
          THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23

PO
CASH                  -10.00
CHECK                 -10.00
CHARGE                -10.00
PO                    -30.00
KELLY       000066   000000
```

Totaling and Tendering

Separate CASH, CHECK and CHARGE keys are located on the keyboard.

Subtotaling a Sale

1. Register the items you wish to sell.

2. Press SUBTOTAL. The subtotal will display with the message "Sub" indicated on the display.

SUBTOTAL

3. The subtotal can be printed if the system option is set. See "Print Option Programming" in the "Program Mode Programming" chapter.

Totaling a Cash Sale

1. Register the items you wish to sell.

2. To total a cash sale, press CASH/TEND:

CASH/TEND (=)

3. The display will indicate the total amount of the cash sale.

```
         THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23


#1 T1                 $5.99
       1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1             $5.99
TAX 1                 $0.30
TOTAL                 $6.29
C A S H        $ 6 . 2 9
KELLY      000069  000000
```

Totaling a Check Sale

1. Register the items you wish to sell.

2. To total a cash sale, press CHECK:

CHECK

3. The display will indicate the total amount of the cash sale.

```
         THANK-YOU
         CALL AGAIN

#1 T1                 $4.99
       1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1             $4.99
TAX 1                 $0.25
TOTAL                 $5.24
C H E C K      $ 5 . 2 4
KELLY      000070  000000
```

Tendering a Cash Sale

1. Register the items you wish to sell.

2. Enter the amount tendered by the customer. For example, for $20.00 enter:

    ```
    [ 2 ]—[ 0 ]—[ 0 ]—[ 0 ]
    ```

3. Press CASH/TEND:

    ```
    CASH/TEND
       (=)
    ```

4. The display will indicate the total amount of the cash tendered and the change due, if any.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON       09:23

DEPT1 T1              $2.99
DEPT1 T1              $2.99
4X                    1.99
DEPT2 T2             $7.96
        6.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $5.98
TAX 1               $0.30
TAXABLE 2           $7.96
TAX 2               $0.80
TOTAL              $15.04
C A S H     $ 2 0 . 0 0
CHANGE              $4.96
KELLY      000072  000000
```

Tendering a Check Sale

1. Register the items you wish to sell.

2. Enter the amount tendered by the customer. For example, for $20.00 enter:

    ```
    [ 2 ]—[ 0 ]—[ 0 ]—[ 0 ]
    ```

3. Press CHECK:

    ```
    CHECK
    ```

4. The display will indicate the total amount of the check tendered and the change due, if any.

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON       09:23

DEPT1 T1              $2.99
DEPT1 T1              $2.99
4X                    1.99
DEPT2 T2             $7.96
        6.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $5.98
TAX 1               $0.30
TAXABLE 2           $7.96
TAX 2               $0.80
TOTAL              $15.04
C H E C K   $ 2 0 . 0 0
CHANGE              $4.96
KELLY      000074  000000
```

Totaling a Charge Sale

Use the charge key to track charge or credit card sales. See "Function Key Programming" in the "Program Mode Programming" chapter to change the descriptor for the charge tender function. You can set tendering options for the charge key, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.

2. Press one of the charge key if it is located on the keyboard:

   CHARGE

```
         THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23

DEPT1 T1              $2.99
DEPT1 T1              $2.99
4X                    1.99
DEPT2 T2             $7.96
         6.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1            $5.98
TAX 1               $0.30
TAXABLE 2           $7.96
TAX 2               $0.80
TOTAL              $15.04
C H A R G E
              $ 1 5 . 0 4
KELLY      000076  000000
```

Tendering a Charge Sale

Tendering a charge sale may or may not be allowed. See "Function Key Programming" in the "Program Mode Programming" chapter to set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.

2. Enter the amount of the charge and press one of the charge keys if it is located on the keyboard:

   2 — **0** — **0** — **0** — **CHARGE**

```
         THANK-YOU
         CALL AGAIN
02/17/2010 MON        09:23

DEPT1 T1              $2.99
DEPT1 T1              $2.99
4X                    1.99
DEPT2 T2             $7.96
         6.00xITEMS
- - - - - - - - - - - - -
TAXABLE 1            $5.98
TAX 1               $0.30
TAXABLE 2           $7.96
TAX 2               $0.80
TOTAL              $15.04
C H A R G E
              $ 2 0 . 0 0
CHANGE              $4.96
KELLY      000078  000000
```

Split Tender

Split tendering is paying for one transaction by more than one payment method. For example, a $22.00 sale could be split so $10.00 is paid in cash, and the remaining $12.00 is paid by a check. If necessary, you can make several different payments.

1. Register the items you wish to sell.

2. Enter the amount of cash tendered by the customer. For example, enter $10.00 and press CASH/TEND:

   [1]─[0]─[0]─[0]─[CASH/TEND (=)]

3. The display will indicate the $10.00 cash tender and the $10.00 total still due.

4. Enter the amount of check tendered by the customer. For example, enter $12.00 and press CHECK:

   [1]─[2]─[0]─[0]─[CHECK]

5. When the total tendered equals or exceeds the total due, the receipt will print and the transaction is complete.

```
          THANK-YOU
          CALL AGAIN
02/17/2010 MON        09:23


DEPT2 T2             $20.00
        1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 2           $20.00
TAX 2                $2.00
TOTAL               $22.00
C A S H       $ 1 0 . 0 0
TOTAL               $12.00
C H E C K     $ 1 2 . 0 0
KELLY      000081  000000
```

Post Tender

Post tendering means computing change after the sale has been totaled and the drawer is open. System option #12 must be set to a value of "1" to allow this function. See "System Option Programming" on page 63.

1. Register the items you wish to sell.

2. Press CASH:

   [CASH/TEND (=)]

3. The display will indicate the total of the cash sale.

4. Enter the amount of the new tender, Press CASH/TEND:

   [2]─[0]─[0]─[0]─[CASH/TEND (=)]

5. The display will indicate the change due.

```
          THANK-YOU
          CALL AGAIN
02/17/2010 MON        09:23


#1 T1                $5.99
        1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1            $5.99
TAX 1                $0.30
TOTAL                $6.29
C A S H         $ 6 . 2 9
KELLY      000082  000000
```

Currency Conversion

If you normally accept currency from neighboring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. To do this, you 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 "Function Key Programming" in the "Program Mode Programming" chapter to set a conversion factor.

1. Register the items you wish to sell.

2. Press the RCPT ON/OFF-C/CONV key:

   [RCPT ON/OFF C/CONV]

3. Enter the amount of the foreign currency tender, Press CASH:

   [1] [0] [0] [0] [CASH/TEND (=)]

4. The display will indicate the amount of foreign currency tendered and display $5.19 change due. The change due is computed in home currency!

```
          THANK-YOU
          CALL AGAIN
02/17/2010 MON        09:23

DEPT T1                $2.00
        1.00xITEMS
- - - - - - - - - - - - - -
TAXABLE 1              $2.00
TAX 1                  $0.10
TOTAL                  $2.10
CONV                  €10.00
CHANGE RATE          @1.3720
HOME AMT               $7.29
TOTAL                  $5.19
KELLY       000085  000000
```

The currency symbol you program will display here. See "Print Option Programming" in the "Program Mode Programming" chapter.

Management Reports

X & Z 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

Running a Report - General Instructions

1. Refer to the "Report Table".
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/Dept	1	X	X	1 – SBTL
		Z	Z	1 – SBTL
		X2	X	201 – SBTL
		Z2	Z	201 – SBTL
All PLU	2	X	X	2 – SBTL
		Z	Z	2 – SBTL
All Clerk	3	X	X	3 – SBTL
		Z	Z	3 – SBTL
Print Electronic Journal	300	X	X	300 - SBTL
Reset Electronic Journal	399	Z	Z	399- SBTL

Cash Declaration

If compulsory cash declaration is required, 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. Enter 90 and press the SUBTOTAL key.

   9 — **0** — **SUBTOTAL**

3. Enter the total of cash and press the CASH/TEND key.

   9 — **8** — **7** — **6** — **CASH/TEND (=)**

4. Enter the total of checks and press the CHECK key..

   2 — **0** — **0** — **0** — **CHECK**

5. Press the CASH/TEND key to total the declaration.

   CASH/TEND (=)

```
        THANK-YOU
        CALL AGAIN
02/17/2010 MON      09:23

**   CASH DECLARATION   **

CASH                 $98.76
CHECK                $20.00
INPUT AMT           $118.76
DRAWER TOTAL        $375.83
DIFFERENCE          $257.07
KELLY      000091  000000
```

Report Samples

Financial Report

Note: This sample report is shown with items of zero value listed on the report. Your report may only show totals with values other than zero, depending on the setting for system option #5.

```
Date, Day & Time ->              02/17/2010 MON    09:23

Report Type/Reset (Z) Counter -> Z 1 REPORT        00002
                                 -----------------------
Report Name ->                   FINANCIAL
Department Name ->               DEPT1
Department Sales Activity Counter & Total ->
                                  21           $192.45
                                 DEPT2
                                  5             $3.10
Department Counters and Totals are
listed for each department)      .
                                 DEPT16
                                  0             $0.00
Count & Total of all Departments -> DEPT  TTL
                                  26          $195.55
                                 -----------------------
Total of non-taxable sales ->    NONTAX        $0.00
Taxable sales for each tax ->    TAX1 SALES   $10.00
                                 TAX2 SALES    $0.00
                                 TAX3 SALES    $0.00
                                 TAX4 SALES    $0.00
Tax collected for each tax ->    TAX1          $0.04
                                 TAX2          $0.00
                                 TAX3          $0.00
                                 TAX4          $0.00
Taxable sales exempted for each tax -> XMPT1 SALES  $0.00
                                 XMPT2 SALES   $0.00
                                 XMPT3 SALES   $0.00
                                 XMPT4 SALES   $0.00
Count and total for item coupons -> ITEM CPN TTL     0
(- key used as item coupon function)              $0.00
Count and total for sale coupons -> SALE CPN TTL     0
(- key used as sale coupon function)              $0.00
Count and total for item discounts by percentage -> ITEM -% TTL      0
(-% key used as item % discount function)         $0.00
Count and total for sale discounts by percentage -> SALE -% TTL      0
(-% key used as sale % discount function)         $0.00
Count and total for item surchages by percentage -> ITEM +% TTL      0
(+% key used as item % surcharge function)        $0.00
Count and total for Sale surcharges -> SALE +% TTL       0
(+% key used as sale % surcharge function)        $0.00
```

Continued on the next page ...

```
                   Customer Count ->    | NET SALE              1
                 Net Sales Amount ->    |                  $10.50
    Count of Return Merchandise items ->| RETURN                0
         Total of Return Merchandise -> |                   $0.00
Count of Last Item Voids (Error Corrections) -> | ERROR CORR      0
Total of Last Item Voids (Error Corrections) -> |                $0.00
          Count of Previous Item Voids -> | PREVIOUS VD           0
          Total of Previous Item Voids -> |                   $0.00
   Number of VOID key position transactions -> | VOID MODE        0
      Dollar amount of VOID key position -> |                 $0.00
             # of canceled transactions -> | CANCEL               0
          Amount of canceled transactions -> |                 $0.00
                          Gross Sales -> | GROSS SALES      $10.50
                       # of Cash sales -> | CASH SALES           1
             Dollar amount of Cash sales -> |                 $10.50
                     # of Check sales -> | CHECK SALES          0
           Dollar amount of Check sales -> |                  $0.00
                    # of Charge sales -> | CHARGE SALES         0
          Dollar amount of Charge sales -> |                  $0.00
   # of Rec'd on Account transactions -> | R/A                  0
          Total of Rec'd on Accounts -> |                   $0.00
            # of Paid Out transactions -> | P/O                 0
       Total of Paid Out transactions -> |                   $0.00
                  Count of no sales -> | NO SALE               0
       Total of non-add # entries -> |                    $0.00
                                      | CASH-IN-D             0
                Cash in drawer amount -> |                 $10.50
               # of Checks in Drawer -> | CHECK-IN-D           0
              Check in drawer amount - > |                  $0.00
                 # of Charge Sales -> | CHARGE-IN-D           0
          Total of Charges in Drawer -> |                  $0.00
         Total of all Media in Drawer -> | DRWR TTL            0
                Foreign Currency Total -> | FOREIGN         .0.00
                                      | ***********************
       Non-resettable Grand Total -> | GRAND           $221.40

                                      | CLERK 2   000045  000000
```

PLU Report

```
                Date, Day & Time ->   | 02/17/2010 MON    09:23

        Report Type/Reset (Z) Counter -> | X 1 REPORT        00002
                                      | -----------------------
                     Report Name ->   | PLU
                       PLU Name ->    | DEPT22
    PLU Sales Activity Counter & Total -> | CNT 1            $4.95
                                      | DEPT25
                                      | CNT 5            $8.85
                                      | ***********************
           Count & Total of all PLUs -> | TOTAL CNT            6
                                      | TOTAL AMT       $13.80

                                      | CLERK 2   000045  000000
```

Clerk Report

```
        Date, Day & Time ->  | 02/17/2010 MON    09:23
                             |
Report Type/Reset (Z) Counter ->  | X 1 REPORT        00002
                             | -----------------------
              Report Name ->  | ALL CLERK
               Clerk Name ->  | CLERK 1
        Clerk's Net Sales ->  | NET SALE        $207.40
      Clerk's Gross Sales ->  | GROSS SALES     $210.90
      Clerk's Drawer Total ->  | DRWR TTL        $209.40
                             | ***********************
                             | CLERK 2
                             | NET SALE         $71.85
                             | GROSS SALES      $76.75
                             | DRWR TTL         $71.85
                             | ***********************
                             | CLERK 3
                             | ***********************
                             | CLERK 4
                             | NET SALE         $10.50
                             | GROSS SALES      $10.50
                             | DRWR TTL         $10.50
                             | ***********************
                             | CLERK 5
                             | ***********************
                             | CLERK 6
                             | ***********************
                             | CLERK 7
                             | ***********************
                             | CLERK 8
                             | ***********************
                             | CLERK 9
                             | ***********************
                             | CLERK 10
                             | ***********************
                             |
                             | CLERK 2   000071  000000
```

Balancing Formulas

Net Sales Total

+	Total of all Departments
+	TAX1 AMOUNT
+	TAX2 AMOUNT
+	TAX3 AMOUNT
+	TAX4 AMOUNT
+	+% (Sale Surcharge Total)
-	-% (Sale Discount Total)
-	- (Sale Minus Key Total)
=	NET SALE TTL

Gross Total

+	NET TTL
+	RETURN MDSE
+	VOID MODE
+	-% (Sale Discount Total)
+	- (Sale Minus Key Total)
=	GROSS SALES TTL

Grand Total

+	Yesterdays Grand Total
+	Gross Sales Total
=	GRAND TOTAL

Program Mode Programming

Default Programming

All departments 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 that 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.

Tax Table Programming

*See "*Tax Percentage Rate Programming*" on page 19 to set a simple tax percentage.*

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" 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 **PGM** position.

2. Enter **10**.

3. Enter a digit to represent the tax you are programming:
   1 for TAX 1
   2 for TAX 2
   3 for TAX 3
   4 for TAX 4

4. Press the **TAX** key.

5. Enter the maximum amount that is not taxed and press the appropriate **TAX** key.

6. Enter the first tax amount charged and press the appropriate **TAX** key.

7. 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** key.

8. For the last non-repeat break point, enter the high side from the sale dollar range and press the **X/TIME** key.

9. For each repeat break point, enter the high side from the sale dollar range and press the appropriate **TAX** key.

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

Press the **CASH/TEND** key to complete the tax program.

Descriptor Programming Methods

Descriptors are programmable for each department, PLU, clerk, some function keys and the receipt message.

There are two methods available for programming descriptors:

1. **Descriptor Entry by Code**

   In this method, there is a 3-digit code assigned for each character (see the "Descriptor Code Chart" on page 57.) The detailed instructions for programming by this method are included in the programming instructions for each Department, PLU, Clerk, etc. that follow in this chapter.

2. **Text Entry Method**

   Refer to the default keyboard shown below. Note the characters that are printed in the lower-right corner of Departments 1-12, much like the characters on a cell phone 10-keypad. You can program descriptors directly using this method; you do not need go the the appropriate descriptor program, i.e. program 530 for departments or program 300 for PLUs.

   Use the instructions on the following page to program descriptor using this method.

| FEED	CLEAR	PLU	X/TIME (X)	RCPT ON/OFF C/CONV	CLERK −	−%	+%	NO SALE	CALC
RETURN DOUBLE	7	8	9	1 @:/	5 ABC	9 DEF	13	RA (+)	PO (−)
VOID CAPS	4	5	6	2 GHI	6 JKL	10 MNO	14	CHECK	CHARGE
CANCEL BACK	1	2	3	3 PQRS 3	7 TUV	11 WXYZ	15	SUBTOTAL	
TAX SPACE	0	00	.	4 *	8 .,?!	12 #	16	CASH/TEND (=)	

⇧ Use for Double, CAPS, BACK & SPACE Functions

⇧ Use the 10-keypad to enter numerals as descriptors

⇧ Use Depts 1-12 to enter characters.

Text Entry Descriptor Program Method

1. Turn the key lock to the **P** position.

2. Refer to the chart on the next page. Enter the address "**Y**" to determine the type of descriptor you are programming (i.e. Department, PLU, Function, etc.) For example press "**1**" to program a department.

3. Again referring to the chart, enter the number "**XXXX**" that determines the specific department, PLU, function, etc. that you wish to program. For example, press "**0012**" to program department #12.

4. Enter the text by pressing a text key one or more times to select the desired character or symbol. *Wait 2-seconds before entering the next character. The display will count the number of characters you have entered. Always wait until you see the display counter increment before entering the next character.* For example:

   a. Press [5 ABC] 3-times for "**C**". Wait 2-seconds.

   b. Press [5 ABC] 1-time for "**A**". Wait 2-seconds.

   c. Press [7 TUV] 1-time for "**T**". Your descriptor will read "**CAT**"

   - To enter numerals as text, press the appropriate numeral key on the 10-keypad.

   - [RETURN DOUBLE] To enter double-size characters, press the **RETURN/DOUBLE** key before each character. Note that each double-size character uses 2-character positions.

   - [VOID CAPS] All characters are capitalized by default. To enter lower-case descriptors, press **VOID/CAPS** before entering characters. All characters for this descriptor will be lower-case until you press the **VOID/CAPS** key again.

   - [CANCEL BACK] To back up a character, press **CANCEL/BACK**.

   - [TAX SPACE] To insert a space, press **TAX/SPACE**.

   - **Note that preamble/postamble characters will always be centered.**

5. After you have completed your descriptor entry, press the **SUBTOTAL** key.

6. If you wish to enter additional descriptors, continue from step 2 above. When you are completed, press the **CASH/TEND** key to end the program.

Use the flowchart below as a program guide.

Repeat for each Descriptor

Y — X — X — X — X — SUBTOTAL — CHARACTERS — SUBTOTAL → CASH/TEND (=)
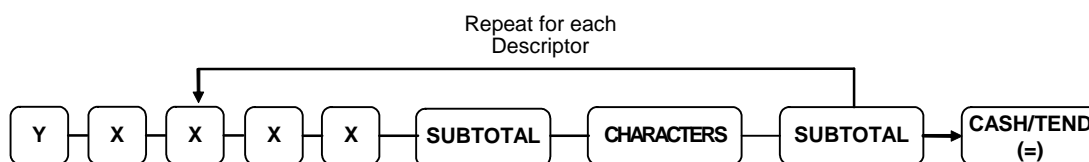
Text Entry Descriptor Program Method Chart

Descriptor	Address Y	Number XXXX	# of Characters	Remarks
Department	1	0001 ~ 0016	12.	
PLU	2	0001 ~ 0500	12.	
Receipt Message	3	0001 ~ 0006	24	Preamble
Receipt Message	4	0001 ~ 0006	24	Postamble
Clerk	5	0001 ~ 0010	8	
Function Key:				
Return	6	0030	8	
Prev Void	6	0031	8	
All Cancel	6	0032	8	
Conv	6	0034	8	
-	6	0035	8	
-%	6	0036	8	
+%	6	0037	8	
X/Time	6	0040	8	
No Sales	6	0041	8	
Recd Acct	6	0043	8	
Paid Out	6	0044	8	
Check	6	0045	8	
Charge	6	0046	8	
Subtotal	6	0047	8	
Cash	6	0048	8	
Home Currency	7	0001	5	
Foreign Currency	8	0001	5	

Department Programming

Program 500 - Department Status Programming

Use the following steps to set the status for each department.

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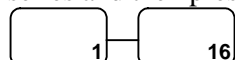2. To begin the program, enter **5 0 0** and press the **SUBTOTAL** key.

    [5]—[0]—[0]—[SUBTOTAL]

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

    [1]

    To set a group of departments with the same status, press the first department in the series and then press the last department.

    [1]—[16]

4. Refer to the "Department Status Chart" below to determine the values for N1 through N8. Enter the values you have selected, press the **X/TIME** key. (You do not need to enter preceding zeros.)

    [N1]—[N2]—[N3]—[N4]—[N5]—[N6]—[N7]—[N8]—[X/TIME (X)]
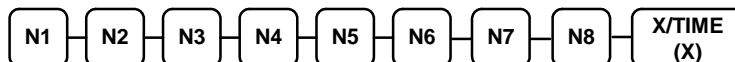
5. To program additional Departments, repeat from step 3, or press the **CASH/TEND** key to finalize the program.

    [CASH/TEND (=)]
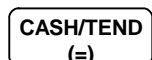
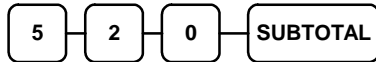### *Department Status Chart*

Address	Program Option	Value
N1	Department is negative item	Yes = 1 No = **0**
N2	Department is single item	Yes = 1 No = **0**
N3	Department is taxable by rate 4?	Yes = 1 No = **0**
N4	Department is taxable by rate 3?	Yes = 1 No = **0**
N5	Department is taxable by rate 2?	Yes = 1 No = **0**
N6	Department is taxable by rate 1?	Yes = 1 No = **0**
N7	Department is override preset ?	Yes = **1** No = 0
N8	Department is preset?	Yes = **1** No = 0

Note: Default settings are shown in bold type.

Program 520 - Department Price/HALO Programming

Use the following steps to set the high amount lock out or preset price for each department.

1. Turn the key lock to the **P** position.

2. To begin the program, enter **5 2 0** and press the **SUBTOTAL** key.
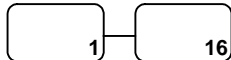
   [5]—[2]—[0]——[SUBTOTAL]

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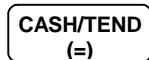
   Press a Department key on the keyboard, or

   [1]

   To set a group of departments with the same price/HALO, press the first department in the series and then press the last department.

   [1]—[16]

4. If the Department is open, enter a HALO of up to 7 digits. If the Department is preset, enter a preset price. (The maximum preset price you can enter is $99,999.99)
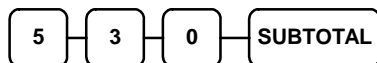
   [ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[ ]——[X/TIME (X)]

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

   [CASH/TEND (=)]

Program 530 - Department Descriptor Programming

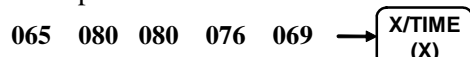1. Turn the key lock to the **P** position.
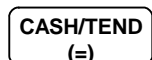2. To begin the program, enter **5 3 0** and press the **SUBTOTAL** key.

5 — **3** — **0** — **SUBTOTAL**

3. Press the Department key on the keyboard you wish to program.

1

4. Enter up to 12 three character codes and press the **X/TIME** key. Refer to the descriptor code chart shown in the below:

065   080   080   076   069 → **X/TIME (X)**

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

CASH/TEND (=)

Descriptor Code Chart

| CHAR	Ç	ü	é	â	ä	à	å	ç	ê	ë
CODE	001	002	003	004	005	006	007	008	009	010
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	011	012	013	014	015	016	017	018	019	020
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥
CODE	021	022	023	024	025	026	027	028	029	030
CHAR	€	SPACE	!	"	#	$	%	&	'	(
CODE	031	032	033	034	035	036	037	038	039	040
CHAR	)	*	+	,	-	.	/	0	1	2
CODE	041	042	043	044	045	046	047	048	049	050
CHAR	3	4	5	6	7	8	9	:	;	<
CODE	051	052	053	054	055	056	057	058	059	060
CHAR	=	>	?	@	A	B	C	D	E	F
CODE	061	062	063	064	065	066	067	068	069	070
CHAR	G	H	I	J	K	L	M	N	O	P
CODE	071	072	073	074	075	076	077	078	079	080
CHAR	Q	R	S	T	U	V	W	X	Y	Z
CODE	081	082	083	084	085	086	087	088	089	090
CHAR							a	b	c	d
CODE	091	092	093	094	095	096	097	098	099	100
CHAR	e	f	g	h	I	j	k	l	m	n
CODE	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
CODE	111	112	113	114	115	116	117	118	119	120
CHAR	y	z	BACKSPACE		Double					
CODE	121	122	150		999					

PLU Programming

PLU options are set through separate programs:

- Program 100 – PLU Status Programming determines whether the PLU is open or preset. Also selected here are tax, negative, and single item options.

- 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 300 allows you to set a unique, up to 18-character descriptor for each PLU.

- Program 350 - PLU Link Programming allow you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU..
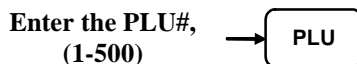
Program 100 - PLU Status Programming

1. Turn the control lock to the **P** position.

2. To begin the program, enter **1 0 0**, press the **SBTL** key.
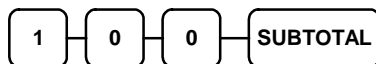
   [1]—[0]—[0]—[SUBTOTAL]

3. Select the PLU or PLUs you wish to program in one of the following ways:

   - Enter the PLU number (1-500) and press the **PLU** key, or

     Enter the PLU#, → [PLU]
   **(1-500)**

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

     Enter the PLU#, → [PLU] → **Enter the PLU#,** → [PLU]
          (1-500)   **(1-500)**
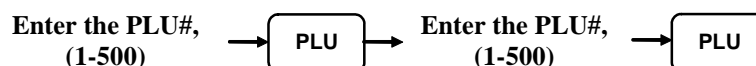
4. Refer to the "PLU" Status Chart" to determine the values for **N1** through **N8**. Enter the values you have selected, press the **X/TIME** key. (You do not need to enter preceding zeros.)

   [N1]—[N2]—[N3]—[N4]—[N5]—[N6]—[N7]—[N8]—[X/TIME (X)]

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

   [CASH/TEND (=)]
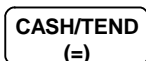
PLU Status Chart

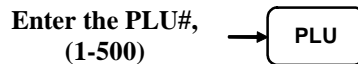| Address	Program Option	Value
N1	PLU is negative item	Yes = 1 No = 0
N2	PLU is single item	Yes = 1 No = 0
N3	PLU is taxable by rate 4?	Yes = 1 No = 0
N4	PLU is taxable by rate 3?	Yes = 1 No = 0
N5	PLU is taxable by rate 2?	Yes = 1 No = 0
N6	PLU is taxable by rate 1?	Yes = 1 No = 0
N7	PLU is override preset ?	Yes = 1 No = 0
N8	PLU is preset?	Yes = 1 No = 0

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.

1. Turn the control lock to the **P** position.

2. To begin the program, enter **2 0 0**, press the **SBTL** key.
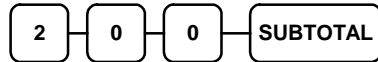
    [2]―[0]―[0]―[SUBTOTAL]

3. Select the PLU or PLUs you wish to program in one of the following ways:

    - Enter the PLU number (1-500) and press the **PLU** key, or

        Enter the PLU#, → [PLU]
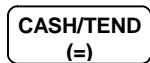   **(1-500)**

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

        Enter the PLU#, → [PLU] → **Enter the PLU#,** → [PLU]
        (1-500)   **(1-500)**
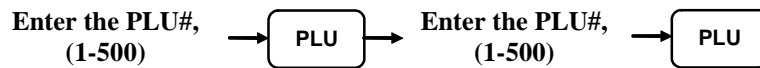
4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price.

    [ ]―[ ]―[ ]―[ ]―[ ]―[ ]―[ ]―[X/TIME (X)]

5. To program additional PLUs, repeat from step 3, or press the **CASH/TEND** key to finalize the program.
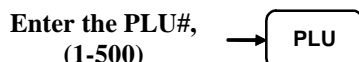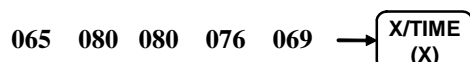
    [CASH/TEND (=)]

Program 300 - PLU Descriptor Programming

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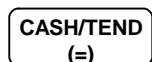2. To begin the program, enter **3 0 0** and press the **SUBTOTAL** key.

   [3]—[0]—[0]—[SUBTOTAL]

3. Enter the PLU number (1-500) and press the **PLU** key.

   Enter the PLU#,
   (1-500) ⟶ [PLU]

4. Enter up to 12 three character codes (from the chart)and press the **X/TIME** key.

   065   080   080   076   069 ⟶ [X/TIME (X)]

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

   [CASH/TEND (=)]

Descriptor Code Chart

| CHAR	Ç	ü	é	â	ä	à	å	ç	ê	ë
CODE	001	002	003	004	005	006	007	008	009	010
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	011	012	013	014	015	016	017	018	019	020
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥
CODE	021	022	023	024	025	026	027	028	029	030
CHAR	€	SPACE	!	"	#	$	%	&	'	(
CODE	031	032	033	034	035	036	037	038	039	040
CHAR	)	*	+	,	-	.	/	0	1	2
CODE	041	042	043	044	045	046	047	048	049	050
CHAR	3	4	5	6	7	8	9	:	;	<
CODE	051	052	053	054	055	056	057	058	059	060
CHAR	=	>	?	@	A	B	C	D	E	F
CODE	061	062	063	064	065	066	067	068	069	070
CHAR	G	H	I	J	K	L	M	N	O	P
CODE	071	072	073	074	075	076	077	078	079	080
CHAR	Q	R	S	T	U	V	W	X	Y	Z
CODE	081	082	083	084	085	086	087	088	089	090
CHAR							a	b	c	d
CODE	091	092	093	094	095	096	097	098	099	100
CHAR	e	f	g	h	I	j	k	l	m	n
CODE	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
CODE	111	112	113	114	115	116	117	118	119	120
CHAR	y	z	BACKSPACE		Double					
CODE	121	122	150		999					

Program 350 - PLU Link Programming

When a PLU is registered, the amount of the PLU is "linked" or reported to a department. The sale amount of the PLU will be reported in for the appropriate PLU in the PLU report and also in the department it is linked to.

Note: If a PLU is not linked to a Department, it's sales will by default link to Department #1.
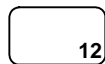
1. Turn the control lock to the **P** position.

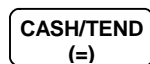2. To begin the program, enter **3 5 0**, press the **SUBTOTAL** key.

    [3]—[5]—[0]—[SUBTOTAL]

3. Enter the PLU number (1-500) and press the **PLU** key.

    Enter the PLU#, → [PLU]
    (1-500)
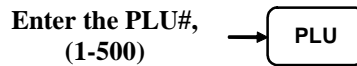
4. Press the Department key on the keyboard where you wish the PLU sales reported.

    [12]

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

    [CASH/TEND (=)]

System Option Programming

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 **SUBTOTAL** key.

3. Enter a system option address, and then press the **X/TIME** key.

4. Enter the number representing the status you have selected. Press the **SUBTOTAL** key.

5. Repeat from step 3 for each system option you wish to change.

6. Press the **CASH/TEND** key to end system option programming.

System Option Flowchart
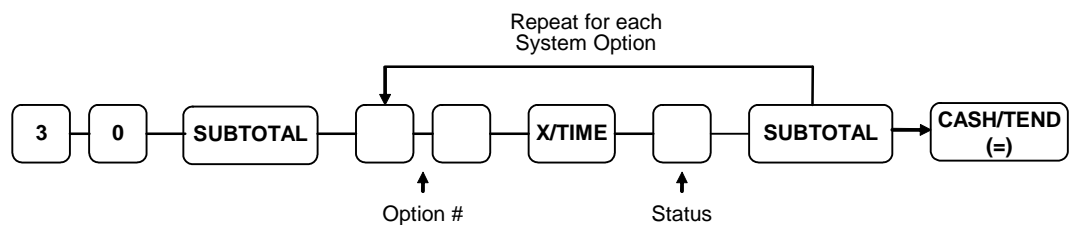
System Option Table

Address	SYSTEM OPTION		VALUE
1	Beeper is active?		Yes = **1** No = 0
2	Date format is:	MMDDYY =	**0**(default)
		DDMMYY =	1
		YYMMDD =	2
3	Decimal place: (0,1,2,3) default=**2**		0-3
4	Cash drawer will open when reports are run?		Yes = **1** No = 0
5	Drawer needs to be shut to operate?		Yes = **1** No = 0
6	Use Spool?		Yes = **1** No = 0
7	Enable Electronic Journal?		Yes = 1 No = **0**
8	Prompt operator when Electronic Journal is full		Yes = **1** No = 0
9	Electronic Journal is Oldest?		Yes = 1 No = **0**
10	Allow Direct Multiply?		Yes = 1 No = **0**
11	Allow multiple receipts?		Yes = 1 No = **0**
12	Allow the post tender function?		Yes = 1 No = **0**
13	Cash Declaration Required before Z Financial report?		Yes = 1 No = **0**
14	Consecutive number is reset after a financial report?		Yes = 1 No = **0**
15	Reset Grand Total after Z financial Report?		Yes = 1 No = **0**
16	Reset the Financial report Z counter after a Z1 Financial report?		Yes = 1 No = **0**
17	Reset the PLU report Z counter after a Z1 PLU report?		Yes = 1 No = **0**
18	Reset the Clerk report Z counter after a Z1 Clerk report?		Yes = 1 No = **0**
19	Triple multiplication (split pricing not allowed)		Yes = 1 No = **0**
20	Rounding option	No Rounding	**0**
		Europe/Canada Round	1
		Swedish Round	2
		Thai Round	3
		New Zealand Round	4
21	Training Clerk		**0**-10

Address	SYSTEM OPTION	VALUE
22	Canadian Rounding on SBTL	Yes = 1 No = **0**
	Canadian Rounding on CASH	Yes = 2 No = **0**

Note: Default settings are shown in bold.

Print Option Programming

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 Print Option:

1. Turn the control lock to the **P** position.

2. Enter **4 0**, press the **SBTL** key.

3. Enter a print option address, and then 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 **SUBTOTAL** key.

5. Repeat from step 3 for each print option you wish to change.

6. Press the **CASH/TEND** key to end print option programming.

Print Option Flowchart
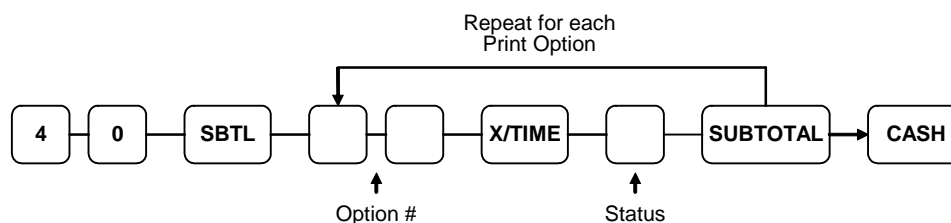
NOTE 1: Print Option# 3 – Users outside of the USA can designate a different currency symbol. To select a different symbol enter three digit alpha character codes.

NOTE 2: Print Option# 4 – If you are using the currency conversion feature, you can select the appropriate symbol for each foreign currency you are accepting. To select a different symbol enter three digit alpha character codes.

Print Option Table

Address	PRINT OPTION		VALUE
1	Print Z counter on reports?		Yes = **1** No = 0
2	Skip media totals with zero activity on the report?		Yes = **1** No = 0
3	Home Currency symbol (**$**)		Up to 5 digits
4	Currency Symbol		Up to 5 digits
5	Issue a second receipt for the same transaction?		Yes = 1 No = **0**
6	Subtotal is printed when the SUBTOTAL key is pressed?		Yes = 1 No = **0**
7	Print consecutive number counter on receipt?		Yes = **1** No = 0
8	Print date on receipt?		Yes = **1** No = 0
9	Print time on receipt?		Yes = **1** No = 0
10	Print clerk name on receipt?		Yes = **1** No = 0
11	Void/Return totals will print on the Financial report?		Yes = **1** No = 0
12	Print PLU sale item quantity on receipt?		Yes = 1 No = **0**
13	Print tax symbol?		Yes = **1** No = 0
14	Print the tax amount on receipt?		Yes = **1** No = 0
15	Print taxable totals?		Yes = 1 No = **0**
16	Print the tax rate if tax calculation is by straight percentage?		Yes = 1 No = **0**
17	Print a breakdown of the VAT eligible sale?		Yes = 1 No = **0**
18	Print Grand total on the Financial report?		Yes = **1** No = 0
19	Print Gross total on the Financial report?		Yes = **1** No = 0
20	Grand total is:	Net sale =	1
		Gross sale =	**0**
21	Print on NO SALE performed		Yes = **1** No = 0
22	Print preamble message on receipt?		Yes = **1** No = 0

Address	PRINT OPTION	VALUE
23	Print postamble message on receipt?	Yes = **1** No = 0
24	Send Z report to Electronic Jounal	Yes = 1 No = **0**
25	Print training mode message on the receipt during training mode operations?	Yes = **1** No = 0
26	Print the PLU/Department number on the receipt?	Yes = **1** No = **0**
27	Print the PLU number on the PLU Report?	Yes = **1** No = 0

Note: Default settings are shown in bold.

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 8 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.

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.
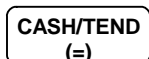
1. Turn the control lock to the **P** position.

2. To begin the program, enter **7 0**, press the **SUBTOTAL** key.

   [7]—[0]—[SUBTOTAL]

3. Enter the values for the option digit or digits. For CASH/TEND, CHECK, CHARGE and CURRENCY CONVERSION key options you will enter up to 7-digits; for -% and +% keys you will enter up to 5-digits. Press the function key you wish to program. (See the specific options for each key that follow in this chapter.)
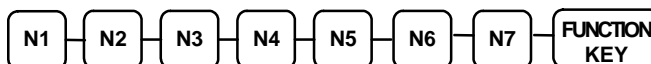
   [N1]—[N2]—[N3]—[N4]—[N5]—[N6]—[N7]—[FUNCTION KEY]

4. To program additional function keys, repeat from step 3, or press the **CASH/TEND** key to finalize the program.
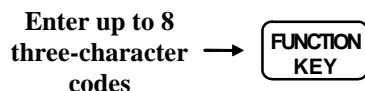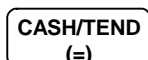
   [CASH/TEND (=)]

Program 80 - Function Key Descriptor

1. Turn the control lock to the **P** position.

2. To begin the program, enter **8 0**, press the **SUBTOTAL** key.

   [8] — [0] — [SUBTOTAL]

3. Enter up to 8 three-character codes and press the **FUNCTION KEY**. Refer to the descriptor code chart on 57.

   Enter up to 8 three-character codes → [FUNCTION KEY]

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

   [CASH/TEND (=)]

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/TEND, CHECK or CHARGE keys. Refer to the specific function key programming information in this chapter to determine when the HALO option is available.

1. Turn the control lock to the **P** position.

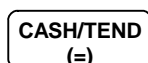2. To begin the program, enter **9 0**, press the **SUBTOTAL** key.

   [9] — [0] — [SUBTOTAL]

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.
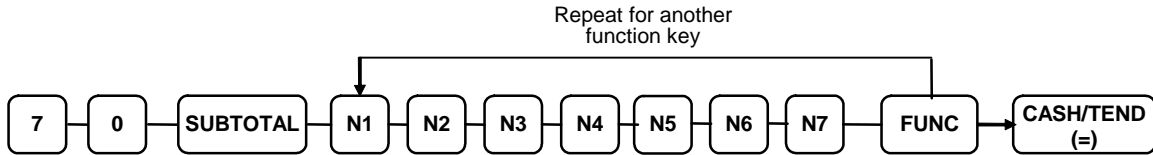
   [FUNCTION KEY]

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

   [CASH/TEND (=)]

CASH/TEND, CHECK & CHARGE Function Key Options

Options - Program 70

Repeat for another
function key

7 — 0 — SUBTOTAL — N1 — N2 — N3 — N4 — N5 — N6 — N7 — FUNC — CASH/TEND (=)

| Address	OPTION	VALUE
N1	Amount tender is compulsory?	Yes = 1 No = 0
N2	Allow over tendering?	Yes = 1 No = 0
N3	Disable under tendering?	Yes = 1 No = 0
N4	Exempt tax 1?	Yes = 1 No = 0
N5	Exempt tax 2?	Yes = 1 No = 0
N6	Exempt tax 3?	Yes = 1 No = 0
N7	Exempt tax 4?	Yes = 1 No = 0

Currency Conversion

Note: The currency conversion function is located on the same key as the receipt on/off function. Inside of a sale, the function operates as currency conversion; outside of a sale the key operates as the receipt on/off function.

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.

    [9]—[0]—[SUBTOTAL]

3. Enter the exchange rate of up to 7 digits (do not enter the decimal point), and then enter a number from 0 to 7 to indicate the decimal position. See "Currency Exchange Rate Programming Examples" below.

    [ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[ ]

    Exchange Rate   Decimal
                                 Position
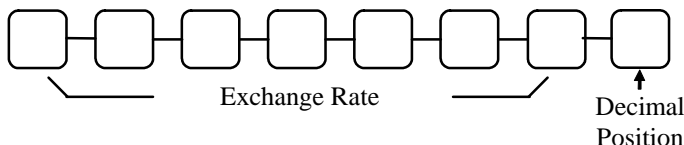
4. Press the **RECEIPT ON/OFF C/CONV** keky on the keyboard.
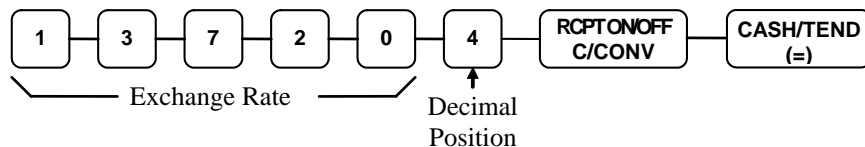
    [RCPT ON/OFF C/CONV]

5. Press the **CASH/TEND** key to finalize the program.
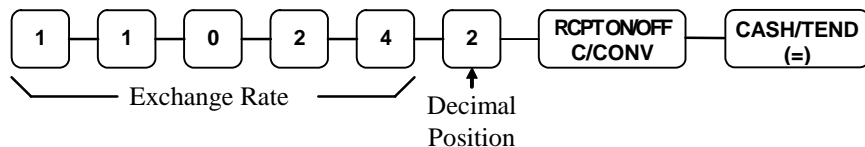
    [CASH/TEND (=)]
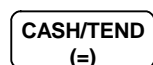
Currency Exchange Rate Programming Examples

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.

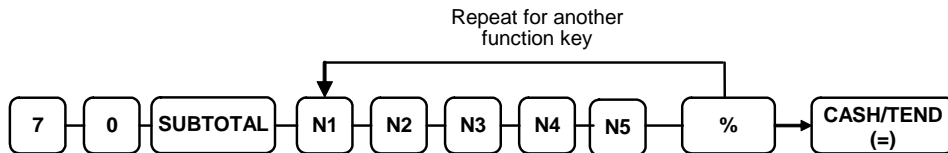The US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency).

[1]—[3]—[7]—[2]—[0]—[4]—[RCPT ON/OFF C/CONV]—[CASH/TEND (=)]

Exchange Rate   Decimal
                       Position

The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).

[1]—[1]—[0]—[2]—[4]—[2]—[RCPT ON/OFF C/CONV]—[CASH/TEND (=)]

Exchange Rate   Decimal
                       Position

-% / +% Key Programming

Options - Program 70

Repeat for another
function key

| 7 | 0 | SUBTOTAL | N1 | N2 | N3 | N4 | N5 | % | CASH/TEND (=) |

Address	OPTION		VALUE
N1	% Key is:	Open =	1
		Preset =	0
N2	% Amount taxable tax 1?		Yes = 1 No = 0
N3	% Amount taxable tax 2?		Yes = 1 No = 0
N4	% Amount taxable tax 3?		Yes = 1 No = 0
N5	% Amount taxable tax 4?		Yes = 1 No = 0

Descriptor

Refer to "Program 80 - Function Key Descriptor" on page 69.

HALO - Program 90

Repeat for another
function key

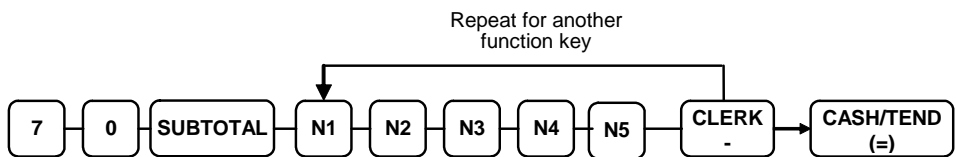| 9 | 0 | SUBTOTAL | Enter 5 digit rate or amount (see note below) | % | CASH/TEND (=) |

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.

- (Minus) Key Programming

Note: The – (Minus) function is located on the same key as the clerk function. Inside of a sale, the function operates as a – (minus) key; outside of a sale the key is used to sign on or off clerks.

Options - Program 70

Repeat for another function key

```
7 - 0 - SUBTOTAL - N1 - N2 - N3 - N4 - N5 - CLERK - CASH/TEND
                                                  -          (=)
```

Address	OPTION			VALUE
N1	% Key is:	Open	=	1
		Preset	=	0
N2	% Amount taxable tax 1?			Yes = 1 No = 0
N3	% Amount taxable tax 2?			Yes = 1 No = 0
N4	% Amount taxable tax 3?			Yes = 1 No = 0
N5	% Amount taxable tax 4?			Yes = 1 No = 0

Descriptor

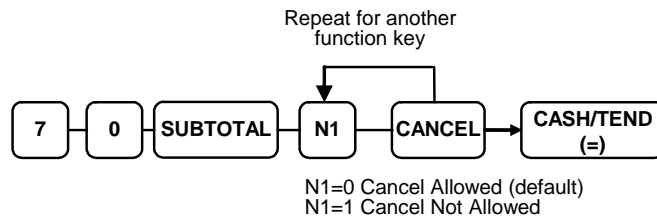Refer to "Program 80 - Function Key Descriptor" on page 69.

HALO - Program 90

Refer to "Program 90 - Function Key HALO" on page 69.

Cancel Key Programming

Note: The CANCEL key can be disabled if necessary for security reasons.

Options - Program 70

Repeat for another
function key

[7]—[0]—[SUBTOTAL]—[N1]—[CANCEL]→[CASH/TEND (=)]

N1=0 Cancel Allowed (default)
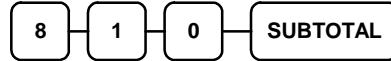N1=1 Cancel Not Allowed

Miscellaneous Programming

Clerk Description Programming

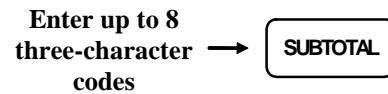You can program a clerk name to print on receipts and reports.

1. Turn the control lock to the **P** position.

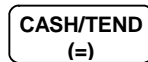2. To begin the program, enter **8 1 0**, press the **SSUBOTAL** key.

$$\boxed{8} - \boxed{1} - \boxed{0} - \boxed{\text{SUBTOTAL}}$$

3. Enter the number of the clerk you wish to program; press the **X/TIME** key.

$$\boxed{} - \boxed{} - \boxed{\begin{array}{c}\text{X/TIME}\\ \text{(X)}\end{array}}$$

4.

Enter up to 8 three-character codes $\longrightarrow$ $\boxed{\text{SUBTOTAL}}$

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

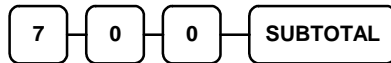$$\boxed{\begin{array}{c}\text{CASH/TEND}\\ \text{(=)}\end{array}}$$
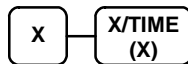
Logo Programming

Programming the Preamble Logo Message

A preamble message of up to six lines can be printed at the top of each receipt. Each line can consist of up to 24 characters.

1. Turn the key lock to the **P** position.

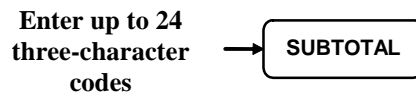2. To begin the program, enter **7 0 0**, press the **SUBTOTAL** key.

> 7 — 0 — 0 — SUBTOTAL

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

> X — X/TIME (X)
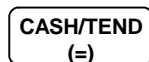
X	Message Line
1	1st line of Preamble
2	2nd line of Preamble
3	3rd line of Preamble
4	4th line of Preamble
5	5th line of Preamble
6	6th line of Preamble

4.

> **Enter up to 24 three-character codes** → SUBTOTAL

5. Continue from step 3 to program additional lines or press the **CASH/TEND** key to finalize the program.
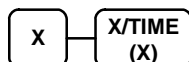
> CASH/TEND (=)

Programming the Postamble Logo Message

A preamble message of up to six lines can be printed at the top of each receipt.
Each line can consist of up to 24 characters.

1. Turn the key lock to the **P** position.

2. To begin the program, enter **7 5 0**, press the **SUBTOTAL** key.

    [7]─[5]─[0]─[SUBTOTAL]

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

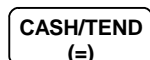   [X]─[X/TIME (X)]

X	Message Line
1	1st line of Postamble
2	2nd line of Postamble
3	3rd line of Postamble
4	4th line of Postamble
5	5th line of Postamble
6	6th line of Postamble

4.

    Enter up to 24 three-character codes → [SUBTOTAL]
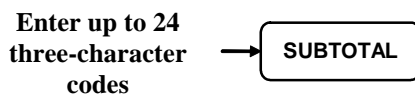
5. Press the **CASH/TEND** key to finalize the program.

    [CASH/TEND (=)]

Machine Number Programming

The machine number is printed on the register receipt. You can program a machine number so that any receipt can be identified with the store or register where the transaction took place.
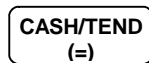
Turn the control lock to the P position.

1. Turn the control lock to the **P** position.

2. To begin the program, enter **1 6 0 0**, press the **SUBTOTAL** key.

| 1 | 6 | 0 | 0 | SUBTOTAL |

3. Enter a machine number (up to 6 digits); press the **X/TIME** key.

X/TIME (X)

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

CASH/TEND (=)

Program Scans

Since much time and energy has been invested in the planning and programming of your ER-180T, 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. Move to the **P** position.

2. To print a program scan, enter **1 5**, press the **SUBTOTAL** key.
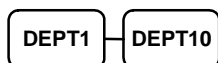
[1]–[5]–[SUBTOTAL]

Department Program Scan

To read the program information for one department, press the department key on the keyboard and press the same department key again.

[DEPT1]–[DEPT1]
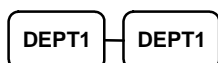
To read the program information for multiple departments, press the first department key on the keyboard and press the ending department.

[DEPT1]–[DEPT10]

PLU Program Scan

To read program information for a single PLU, enter the number of the PLU and press the **PLU** key and enter the same PLU number and press the **PLU** key again.
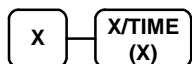
Enter the PLU#, (1-500) → [PLU] → **Enter the PLU#, (1-500)** → [PLU]
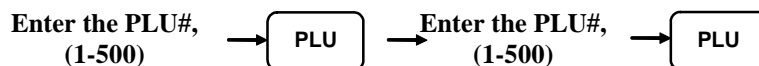
To read program information for multiple PLU program information, enter number of the first PLU in the series, press the PLU key, enter the number of the last PLU in the series, and press the PLU key again.

Enter the first PLU# (1-500) → [PLU] → **Enter the last PLU# (1-500)** → [PLU]
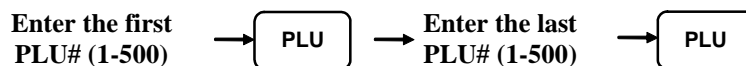
Other Program Scans

To read other programs enter the code from the chart below and press the **X/TIME** key.

[X]–[X/TIME (X)]

Or,

[4]–[X/TIME (X)]–[Function Key]

3. Press the **CASH/TEND** key to finalize the program scan.
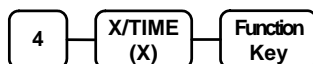
[CASH/TEND (=)]

X	Program
1	Tax
2	System option
3	Print option
4	Function keys (and press key to scan)
5	Clerk
6	Preamble message/ Postamble message
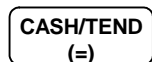
Service Mode Programming

Clear Totals

Use this function to clear all totals and counters including the grand total. Programming will not be cleared.

1. Turn the control lock to the **S** position.

2. Enter **20**, and then press the **SUBTOTAL** key.

[2]—[0]—[SUBTOTAL]

3. The message "ALL TOTAL CLEAR" prints.

Clear Grand Total

The register must be cleared (Z Financial/Dept Report) before the grand total can be cleared.

1. Turn the control lock to the **S** position.

2. Enter **20**, and then press the **SUBTOTAL** key.

[3]—[0]—[SUBTOTAL]

3. The message "GRAND TOTAL CLEAR" prints.

EPROM Information

To read the current EPROM version:

1. Turn the control lock to the **S** position.

2. Enter **50**, and then press the **SUBTOTAL** key.

[5]—[0]—[SUBTOTAL]

3. The display will show a series of equal signs, the version, checksum and EPROM date will print, and then the display will clear.

Glossary of Terms

Activity Count

The activity counter increments each time an entry is made on a particular PLU, or function key. The counter prints on the appropriate reports.

Cancel

Press the CANCEL function to abort a transaction in progress. All current items are removed (voided).

Cash Declaration

This option forces the operator to count the cash drawer and input the results before the financial report can be taken. Absentee owners may want clerks or managers to declare the drawer counts to insure that all cash is deposited, regardless of overages, or shortages.

Clerk

Sales *clerks* are individuals who are responsible for selling the merchandise to the customer. Typically, management wants to know merchandise sales levels for each clerk, in order to monitor productivity, account for cash and other media, and/or pay commissions.

Compulsory

When an operation is programmed compulsory, the appropriate entry must be performed in order to complete the operation.

Consecutive Number

A sequential number is printed on each receipt issued. This is not a "customer count" as this number is incremented for non-sales activity such as no-sales and reports. A count of revenue generating transactions (true customer count) is printed with the Net Sales total on the financial report.

Currency Conversion

Use the currency conversion function to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing the currency conversion function. Change is calculated and issued in home currency.

Default Program

The original program installed in the *ER-180T*. 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.

Compulsory Amount Tendering

The change will always be computed by the register when a customer tenders an amount greater than the total due. This will reduce cashier change errors.

Consecutive Number

A sequential number is printed on each receipt issued. This is not a "customer count" as the number is incremented for non-sales activity such as no-sales and reports. A count of revenue generating transactions (true customer count) is printed with the Net Sales total on the financial report.

Department

Traditionally cash registers have category keys to separate sales by departments within the store. For example, a grocery store may have grocery, meat and produce departments. When a clerk enters items sold, they will input the amount of the item, and then press the appropriate department the item is from. Management will get reports of activity and dollar volume for sales in each of the store's departments. Today, departments have considerable flexibility. They may be "open" to accept price entries, or "preset" to automatically ring the item's price. Where price look-ups (PLUs) are used, each PLU reports its sales to one of the departments.

Electronic Journal

The electronic journal is an area of memory designated to keep a sales journal. The electronic journal can be printed, if necessary, to provide a traditional record of all register activity.

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.

EPROM

Erasable, **P**rogrammable **R**ead-**O**nly **M**emory (EPROM) is used by the manufacturer to contain the program that runs the register. EPROMs maintain memory when power is off, allowing the register to be especially stable and reliable. In the case that the register's program is improved, or updated, the EPROM can be updated by a qualified technicial.

HALO

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

Machine Number

The number of the register can be set and printed on each receipt. If the merchant uses more than one register, or has more than one location, the register where the transaction or report was taken is easily identified.

Multiple Receipts

In some cases, for example where a mail-in rebate is offered, and extra copy of a receipt is needed. If allowed, the receipt must be re-printed immediately, before another transaction is started.

Negative Departments/PLUs

As you program Departments and PLUs, you will find a setting to make them negative (normally they are positive). Positive Departments/PLUs are used for items that add to the sale. Negative Departments/PLUs are used for items that subtract from a sale, like individual coupons or bottle deposit credits.

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 entry limit (HALO).

PLUs

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

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Over-Tendering/Under-Tendering

When a payment is made for an amount less than the amount due, it is called an under-tender. After an under-tender, the register calculates and displays the remaining balance for the sale. Additional payments must be made until the total due is satisfied. When the sale is fully paid, the cash drawer will then open and the receipt is completed. When a payment is made for an amount more than the amount due, it is called an over-tender. The register will compute and display the change due and the receipt will be completed. Note that register options can be set to allow or disallow over-tendering for check and charge payments.

Paid Out

The Paid Out key is used to track cash paid out of the cash drawer or to record pick ups from the cash drawer.

PLU Link

If you wish the registration a PLU to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically in the LINK PLU of the PLU.

Post Tender

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 to the customer is then displayed, and the cash drawer may open.

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

Preamble/Postamble Message

Programmable messages allow each merchant to customize his receipt with the store name, address, phone number, website or other critical identification information or advertising messages. The SAM4s ER-180T allows a preamble message of up to six lines, each with up to 24-characters, to be printed at the top of each receipt. A postamble of up to 6-lines of 24-characters can also be printed at the bottom of the receipt.

Preset (Department/PLU)

When a department or PLU is pre-programmed or pre-set with a fixed amount, the preset amount will automatically register when the department is pressed or the PLU is entered. Merchants use presets to accurately price individual items and report a sales count for each item.

Preset Override

When a department is preset, it is possible to override the preset price with a different price. If the override function is set to be allowed in the department program, you can simply enter a new price and press the department key.

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.

Received on Account

The Received on Account key is used to track cash received into the cash drawer or to record loans to the cash drawer.

Single Item

The transaction is finalized automatically when a single item Department or PLU is registered as the first item in a sale. Single item status is used to speed transaction entry when an item normally sold singly is sold, for example, a pack of cigarettes, a newspaper or an admission ticket.

Split Pricing

Often merchants price items in multiples, for example 3 for $1. The register will compute the price of items when the exact quantity is not purchased. If the customer chooses to buy 2 items at 3 for $1, enter 2, press the X/TIME key, enter 3, press the X/TIME key and then enter the price and the department or PLU. The register will compute the price for the items purchased.

Surcharge (Item)

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

Surcharge (Sale)

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

Tax Exempt

Tax exempt 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.

Transaction Number

See consecutive number.

Void

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

Tax Computation by Rate/Tax Computation by Table

In the simplest method of tax calculation, the register is set with a tax rate (or rates) and the taxes are computed by a percentage calculation. 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.

Training Operation

Training operations do not add to department, PLU, or function key totals. This allows an operator to practice making entries without updating sales totals. If you wish to perform training operations, designate one of the clerks for training. **You must clear (Z) the register before the training clerk can be used.** When that clerk is signed on, the register is in "training mode".

Triple Multiplication

You can perform a sequential multiplication using the X/TIME key. For example four cases of 24 beverages at $.89 each could be calculated by entering 4 X/TIME 24 X/TIME $.89 and would calculate $85.44. If triple multiplication is selected, split pricing is not allowed.

VAT

Value-**A**dded **T**ax (VAT) is a tax collection system where a portion of the item's sale price is tax. VAT is different than most sales taxes where tax amounts are calculated and **added-on** to the sale. Value added taxes are included in the item price. Most locales in the USA do not use VAT, which is used in Canada and other nations.

X & Z Reports

X (e**X**amine) read reports without resetting and **Z** (**Z**ero) reports read and reset your sales totals.

Manual Revision Record

Edition	Date published	Revison contents
V1.0		First Publication
V1.1	11/23/2010	Register key information updated; Glossary of Terms added.
V1.2	1/18/2011	Descriptor Programming by Text Method added. Default keyboard updated.
V1.3	10/13/2011	Clarified keys: one set included with ECR
V1.4	5/17/2012	The correct entry for VAT tax on page 19, step #4 is "2".
V1.5	12/28/2012	Corrected CHARGE key location on page 15.
V1.6	9/25/2015	Added System Option #22 for Canadian Rounding
V1.7	1/4/2016	Updated Rounding System Option #20