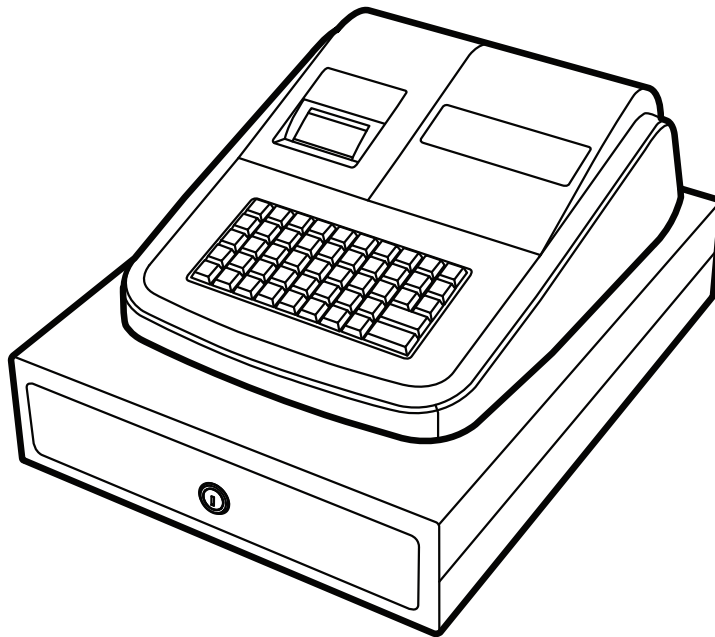


SAM4S

ER-180U Series Electronic Cash Register

Operation and Programming Manual



Note: All specifications are subject to change without notice.

ATTENTION

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

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

WARNING

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CAUTION

Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

LICENSE DETAILS



FreeRTOS

This product contains software which is linked to FreeRTOS V8.0.1 - Copyright (C) 2014 Real Time Engineers Ltd. FreeRTOS V8.0.1 is licensed by the modified GNU General Public License (GPL) Version 2 (see the licensing section of <http://www.FreeRTOS.org> for full details).

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 ECR. 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, () or (). 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 instructions.

ATTENTION

Il y a danger d'explosion si 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 should 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. 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.
2. 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.
3. 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.
4. Check the insulation between the blades of the AC plug and accessible conductive parts (examples: metal panels and input terminals).
5. 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 instruments ground lead to the instrument chassis ground before connecting the positive lead; always remove the instruments 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

Unpacking

- Unpack and unwrap the cash register.
- Locate in the packaging the following items:
 - 1 roll of 57mm thermal paper
 - 1 journal spool
 - 1 set of control keys
- Remove the cardboard protectors from the cash drawer.
- Connect the adaptor cord to the right side of the register, and plug the register power adaptor into a grounded socket.
- The register is now ready to use and no reset procedure is required, once the roll has been loaded (see following) refer to the register chapter for operation sequences

Basic Features and Functions

Standard Hardware

- 8 position segment display
- 38 position keyboard, expandable for 10 departments
- 57mm thermal, alpha printer

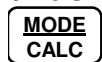
Software Features

- 500 **P**rice **L**ook **U**ps (PLU's) for open or preset sales
- Up to 5 standard departments for open or preset sales (expandable to 10)
- 10 Clerks for sales analysis of monies taken.

Mode Key

The Mode key can be changed by either pressing the key until the indicator is shown under the correct mode on the display

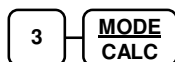
- To select register press the MODE key until the display shows an indicator under REG



Fast Track Method

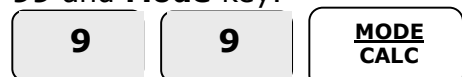
Use the fast track method by entering the number of the mode required and press the mode key.

- To select Register Mode using the fast track method enter 3 for REG and press the MODE key



<u>NUMBER</u>	<u>DISPLAY</u>	<u>MODE</u>
1	VOID	VOID MODE (VOID)
2	-	OFF MODE (OFF)
3	REG	REGISTER MODE (R)
4	REP1	MANAGER MODE (X)
5	REP2	Z MODE (Z)
6	P	PROGRAM MODE (P)
7	S	SERVICE MODE (S)

If you wish to know what mode you are in, press **99** and **Mode** key.

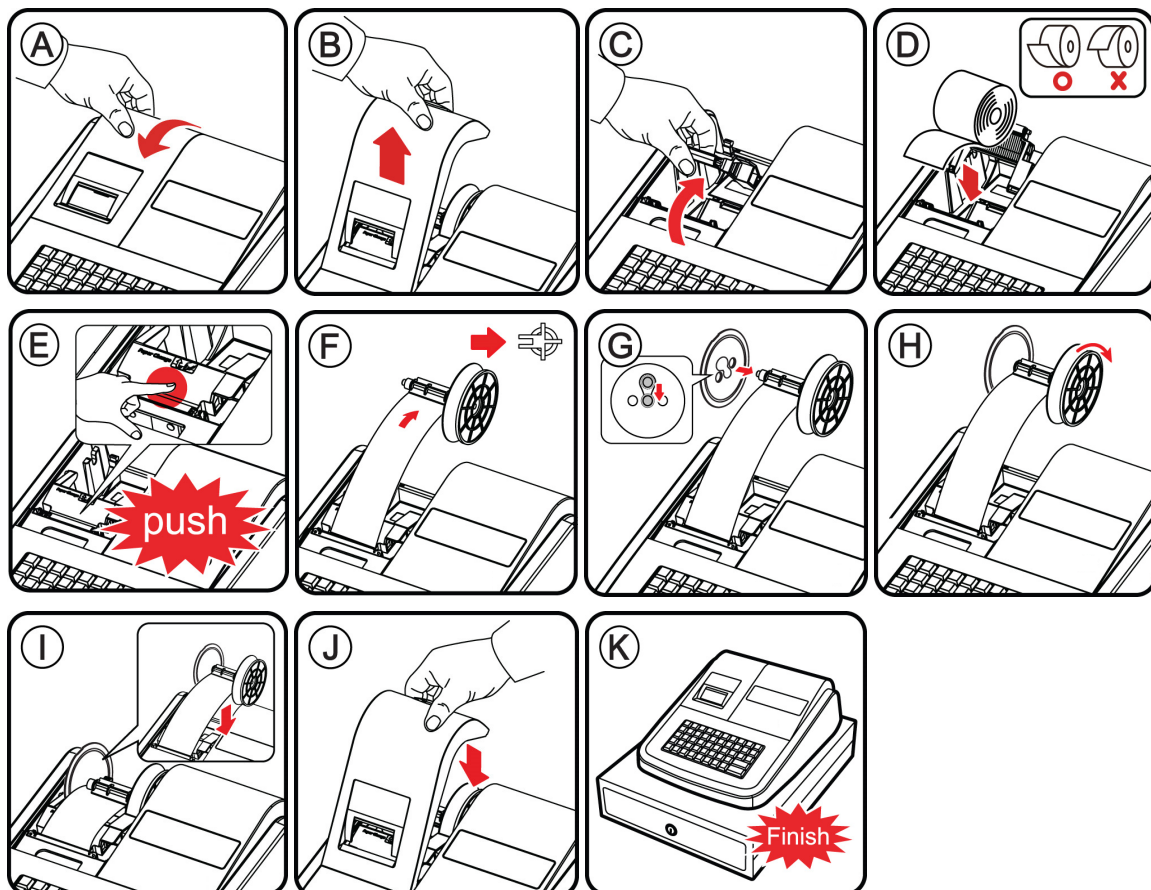


Paper and Take-Up Spool Installation

- Remove the printer cover. (Fig A & B)
- Open the paper arm. (Fig C)
- Insert the roll as shown. (Fig D)
- Push down the paper arm until it clicks in place. (Fig E)
- Press the **FEED** button to ensure the paper feeds correctly.

Journal Settings

- If using journal printing, remove the left hand end of the Spool and feed the leading edge of the paper into the slot. (Fig F)
- Replace the end of the Spool (Fig g)
- Turn the Spool two to three turns and place into the paper well slot. (Fig H & I)
- Replace the printer cover. (Fig J)
- To activate the spool turning, refer to page 10 Receipt or Journal paper usage.



Display

The display features fluorescent digits providing the user with information about the operation of the cash register. During use the register display will show the following symbols.



All these symbols appear in position 1 of the display.

C	Indicates the amount displayed is due in change .
=	Indicates the amount displayed is the Total when Cash , Cheque or Charge is pressed.
E	Indicates an error, press the " CLEAR " button to clear error.
S	Indicates the amount displayed is a SUBTOTAL

Keyboard

The cash register uses the keyboard shown for all operations, each key is explained in detail following.

SAM4S 180U Keyboard

FEED	RECEIPT ON/OFF		CLEAR	PLU	X/TIME (X)	DEPT.5		NO SALE (÷)	MODE CALC
RETURN	-		7	8	9	DEPT.4		RA (+)	PO (-)
VOID	-%		4	5	6	DEPT.3		CHEQUE	CHARGE
CLERK	+%		1	2	3	DEPT.2		SUB TOTAL	
TAX	CONV		0	00	.	DEPT.1		CASH (=)	

Key Functions

FEED	When pressed this advances the printer paper.
0 - 9	These "Number keys" are used to enter the numeric amounts For Example - Enter 100 for £1
DEPT.1 - 5	Department keys are used to sell open or preset items, with the sales quantities and values recorded on the financial report. They can also be named in order to categorise sales. I.e. - DPT.1 as FOOD and DPT.2 as LOTTERY sales. The keys can also be expanded to 10 departments if required.
X/TIME	Used to display the time in register by pressing the key or to sell multiples of the same items. This key is also the multiplication key in calculator mode.
PO (-)	Used to register any money paid out and reduce the cash in drawer total on reports. This key also acts as the minus key in calculator mode.
RA (+)	Used to register any money received and increase the cash in drawer total on reports. This key also acts as the plus key in calculator mode.
CLERK	This is used to sign up to 10 clerks for monies taken reporting. Enter 1,2,3 etc and press the key to sign on an operator or press 0 then the CLERK key to sign off.
PLU	P rice L ook U p codes 1 to 500 can be used to sell preset or open priced items. The sales of these items can be totalled to one of the department keys for reporting purposes.
-	Used to register a minus amount and reduce the sales total. It is possible to assign a value for preset discounts.
-%, +%	Used to register a percent discount (-%) or surcharge (+%) adjustment to the sales total. It is possible to assign a % for preset discounts or premiums.
VOID	Pressed immediately after an item sale this will remove the last item sold from the total. Alternatively by pressing CLEAR then VOID and entering the item again will remove the value from the sale.

Key Functions

RETURN	This will remove a sales quantity and value from the report when the key is pressed prior to entering a sale.
CLEAR	This key is used to clear error tones or numeric entries. It is also used to clear the date and time display on screen.
TAX	Entering a product's tax rate number and pressing the TAX key prior to selling an item removes the tax and reports the product sales to NON TAX. Alternatively pressing SUBTOTAL and then entering the tax rate number will exempt all applicable items in the transaction, reporting to the EXEMPT tax 1 to 4 values.
# / NO SALE	If a numeric entry is made prior to this key the number is printed on the receipt as reference number (#). Alternatively pressing this key outside of a sale acts as a no sale and opens the cash drawer.
CHEQUE	To finalize the sale as a cheque payment, an alternative to Cash, and report to a separate totaliser.
CHARGE	To finalize the sale as a charge payment, an alternative to Cash, and report to a separate totaliser
SUBTOTAL	When pressed the current total of the sale is displayed. This can be used prior to a % operation to determine the value to be adjusted or before finalization to show the amount due.
CASH / TEND (=)	When pressed this will open the cash drawer and record the monies received as cash. In addition if the value of monies given by the customer is entered, the change due will be displayed. This key also acts as equals key in calculator mode
MODE CALC	Press MODE when outside of a sale to change mode position. When pressed this switches the register into calculator mode, allowing calculations without reporting any values. The keys used in calculator mode are : RA (+) PO (-) X/TIME = (x) CASH (=) CLEAR exits.
RCPT ON/OFF	When pressed this will toggle the printing Off / On and vice versa stopping all printing irrespective of receipt or journal settings.
C/CONV	This allows the current sale total to be converted to a different currency total according to the pre-programmed rate.

Initial Setup Instructions

Receipt or Journal Paper usage

The following sets the paper roll to act as either a customer receipt or journal

- Move to **PGM** mode
- On the number keys enter

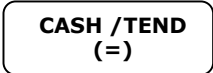


For **Receipt** printing



Or

For **Journal** printing

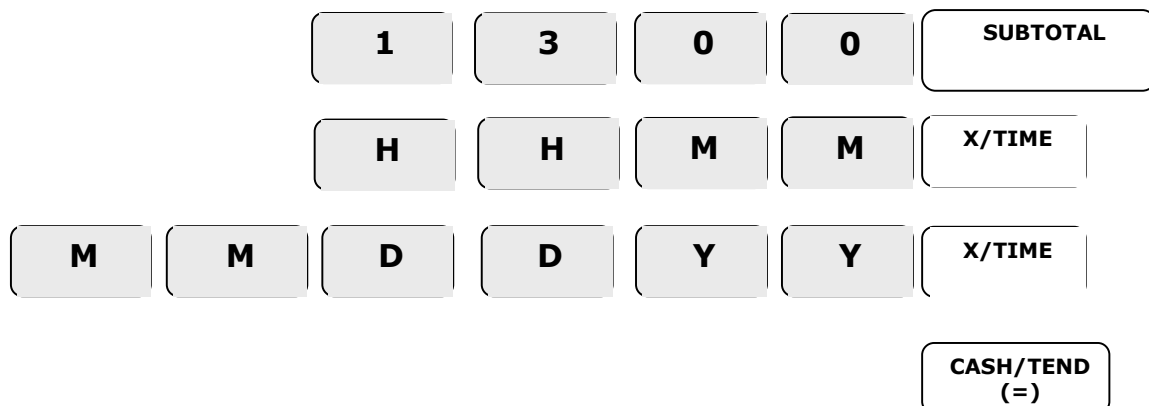


- Press the  key and return to the **REG** position
- If the display shows **CLOSED** press   to begin

Setting the Date and Time

Follow the instructions below to set the time and date.

- Move to **PGM** mode
- Enter **1300** and press the **SUBTOTAL** key
- Enter the time in the 24 hour format and press **X/TIME**
- Enter the date in 6 digits as **MMDDYY** and press **X/TIME**
- Press **CASH/TEND** and return to the **REG** position



Mode Password

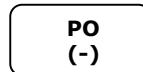
You can use 'Mode Password' function on X/Z/P/S mode.

If you wish to use mode password function, you need to set system option and mode password on Programming.

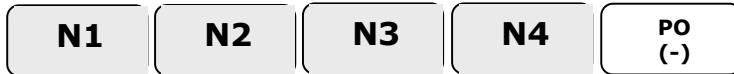
After set option and password, you should enter password before operate on X/Z/P/S mode.

To enter Mode

- Press the **PO** key



- Enter password (4 digits) and press the **PO** key to terminate.



Register Mode

Register

The following explains the operation of the register

 REGISTER MODE (R)

If an error occurs during operation in this mode press the **CLEAR** key to stop the tone and continue with the operation.

Clerk Operation

A clerk can be signed on to the register by entering a clerk number 1 to 10 followed by the **CLERK** key.

The register provides reporting totalisers per operator.

Clerk Sign On



Clerk Sign off

Entering **0** and pressing the **CLERK** key will sign off an operator. This will also set the register to the **CLOSED** state preventing any operation.



Printing (Receipt On / Off)

The paper roll can be either a journal printout or customer receipt. This is set within the programming options.

The following will turn off all printing, irrespective of settings.

- Ensure the mode is in the **REG** position
- Press the **RCPT ON / OFF** key to toggle the printing **OFF** and **ON**



Copy Receipt

It is possible to produce a copy of the receipt when the printer is turned off, or if a duplicate of the customer receipt is required.

- Press the **CASH/TEND** key at the end of the transaction.



No Sale Cash Drawer Open

A NO SALE operation opens the cash drawer outside of a sale and the financial report records a count of the activity.

- Ensure the mode is in the **REG** position
- Press the **#/NO SALE** key

Example Receipt

**# / NO
SALE**

```
THANK-YOU  
CALL AGAIN  
  
13/07/2015 MON      09:23  
  
NOSALE-----  
CLERK 1  000011      00001
```

Non Add Reference Number Entry

The **#/NO SALE** key can be used to enter up to a seven digit number, which is printed on the receipt or journal as a reference.

The reference entry can be made prior or during any operation in the register mode. This numeric entry will not add to any counts or totals.

- Ensure the mode is in the **REG** position
- Enter the reference number
I.e. 123 as a docket number
- Press the **#/NO SALE** key
- Continue with the sale as normal

Example Receipt

1

2

3

**# / NO
SALE**

```
THANK-YOU  
CALL AGAIN  
  
13/07/2015 MON      09:23  
  
DEPT1                £2.99  
NONADD #              123  
TOTAL                 2.99  
CHARGE                2.99  
CLERK 1  000011      00001
```

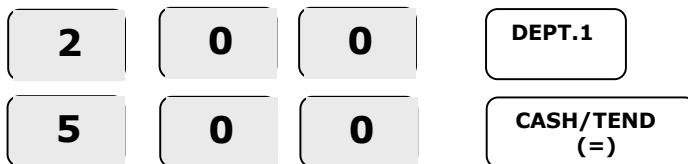
Department Manual Price Operation

Department keys are used to classify the items sold, reporting the quantities and values to their own individual totals. Departments can be either manual or preset priced items, as set within **PGM** mode.

For example, **DEPT.1** is used for **FOOD** sales, **DEPT.2** for **NON FOOD** sales and **DEPT.3** for **LOTTERY @ £1**

Manual Example Sale

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Repeat the above for further sales items
- If change calculation is required enter the value given by the customer
I.e. enter 500 for £5
- Press the **CASH/TEND** key to finalize

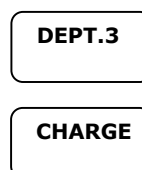


Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£2.00
TOTAL	£2.00
CASH	£5.00
CHANGE	£3.00
CLERK 1 000011	000000

Preset Example Sale

- Ensure the mode is in the **REG** position
- Press the **DEPT.3** key preset with a price
I.e. press DEPT.3 which has been preset as 100 (£1) for the lottery
- Repeat the above for further sales items
- Press the **CHARGE** key to finalize



Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT3	£1.00
TOTAL	£1.00
CHARGE	£1.00
CLERK 1 000012	000000

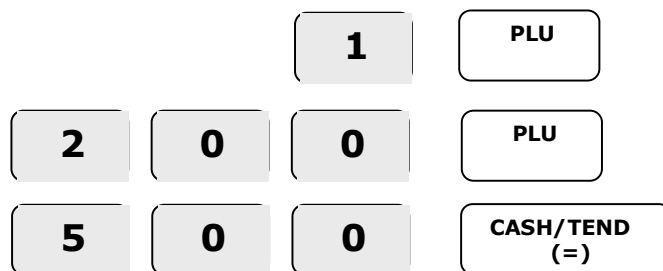
PLU Manual Price Operation

Price Look Up codes 1 to 500 can be used to classify the items sold either as preset or open priced items.

The sale of items can be totalled to any of the department keys for reporting For Example, **Code 1** for **Open Sweets** and **Code 2** for **Cake Bar** sales at 50p

Manual Example Sale

- Ensure the mode is in the **REG** position
- Enter the Item Code Number (1 to 500) and press the **PLU** key
I.e. enter 1 PLU for PLU Code 1
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **PLU** key
- Repeat the above for further sales items
- If change calculation is required enter the value given by the customer
I.e. enter 500 for £5
- Press the **CASH/TEND** key to finalize

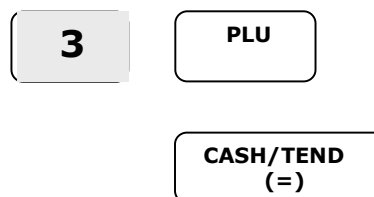


Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
PLU 1	£2.00
TOTAL	£2.00
CASH	£5.00
CHANGE	£3.00
CLERK 1 00012	000000

Preset Example Sale

- Ensure the mode is in the **REG** position
- Enter the Item Code Number (1 to 500) number and press **PLU** key
I.e. enter 3 PLU for PLU code 3 which has been preset as 100 (£1)
- Repeat the above for further sales items
- Press the **CASH/TEND** key to finalize



Example Receipt

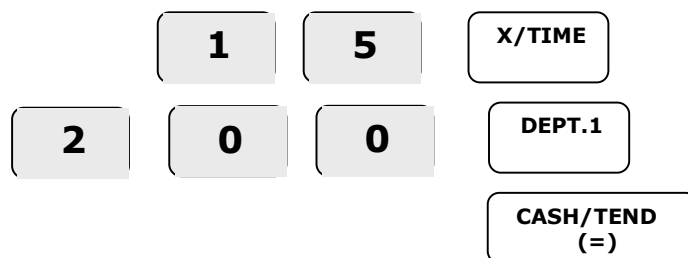
THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
PLU3	£0.50
TOTAL	£0.50
CASH	£0.5 0
CLERK 1 00012	000000

Multiplication Operation

It is possible to sell multiple products by entering the quantity required and pressing the **X/TIME** key. The product price will then multiply by the entered quantity.

Manual Department Example

- Ensure the mode is in the **REG** position
- Type in the quantity required and press the **X/TIME** key
I.e. enter 15 X/TIME for a quantity of 15
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Repeat the above for further sales items
- Press the **CASH/TEND** key to finalize

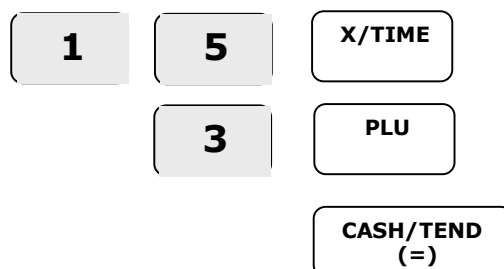


Example Receipt

THANK-YOU CALL AGAIN		
13/07/2015 MON	09:23	
15x	2.00	
DEPT1	£30.00	
TOTAL	£30.00	
CASH	£30.00	
CLERK 1 00012	000000	

Preset Price Look Up (PLU) Example

- Ensure the mode is in the **REG** position
- Type in the quantity required and press the **X/TIME** key
I.e. enter 15 X/TIME for a quantity of 15
- Enter the Item Code Number and press the **PLU** key
I.e. enter 3 PLU for PLU code 3 which has been preset as 100 (£1)
- Repeat the above for further sales items
- Press the **CASH/TEND** key to finalize



Example Receipt

THANK-YOU CALL AGAIN		
13/07/2015 MON	09:23	
15x	1.00	
PLU3	£15.00	
TOTAL	£15.00	
CASH	£15.00	
CLERK 1 00012	000000	

Department Single Item Operation

Products can be preset to open the cash drawer immediately after the item price has been recorded. This is set within the department status program.

Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
The cash drawer will open immediately



Example Receipt

THANK-YOU CALL AGAIN		
13/07/2015 MON		09:23
DEPT1		£2.00
TOTAL		£2.00
CASH		£2.00
CLERK 1	00012	000000

Preset Department Example

- Ensure the mode is in the **REG** position
 - Press the **DEPT.3** key preset with a price
I.e. Dept 3 which has been preset as 100 (£1) for the lottery
- The cash drawer will open immediately



Example Receipt

THANK-YOU CALL AGAIN		
13/07/2015 MON		09:23
DEPT3		£1.00
TOTAL		£1.00
CASH		£1.00
CLERK 1	00012	000000

Percentage (%) Premium or Discount

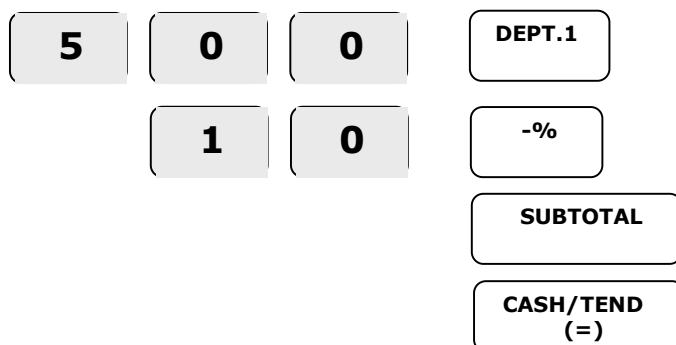
The % keys can be used to add or subtract a value to either the item retail price or the whole sale total, depending on the operation.

If the % action is carried out immediately after the item, the % is calculated as part of the item retail price and reported Net, the premium is also added to the Gross Retail Price.

However if the % action is carried out after the Subtotal key has been pressed; it is assumed the discount is not item related, and the value is calculated as part of the whole sale total and the items are reported at the Gross Retail Price.

Item % - Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Enter the value and press the **-%** or **+%** key
I.e. enter 10 -% for a 10% discount
- Press the **SUBTOTAL** key to see amount due
- Press the **CASH/TEND** key to finalize



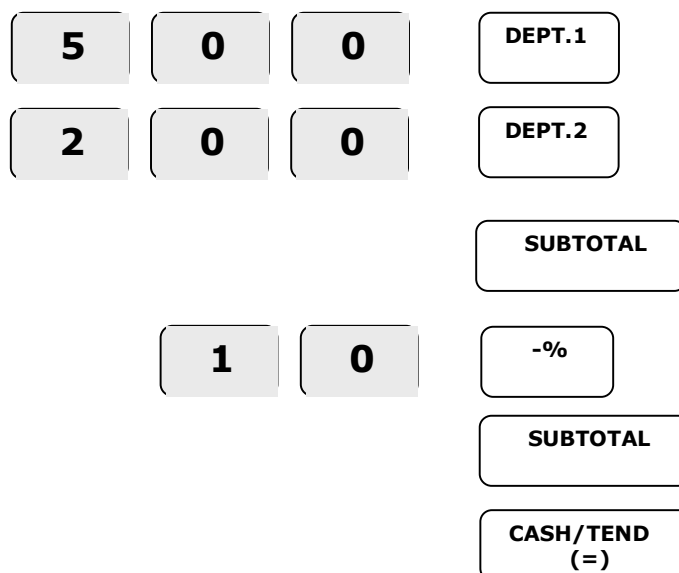
Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT2	£5.00
-%	-10.000%
AMOUNT	-.50
TOTAL	£4.50
CASH	£4.50
CLERK 1 00012	000000

Percentage (%) Premium or Discount

Subtotal % - Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.2** key to register the item
- Press the **SUBTOTAL** key to see amount to be discounted
- Enter the value and press the **-%** or **+%** key
I.e. enter 10 -% for a 10% discount
- Press the **SUBTOTAL** key to see amount due
- Press the **CASH/TEND** key to finalize



Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£5.00
DEPT2	£2.00
-%	-10.000%
AMOUNT	-.70
TOTAL	£6.30
CASH	£6.30
CLERK 1 00012	000000

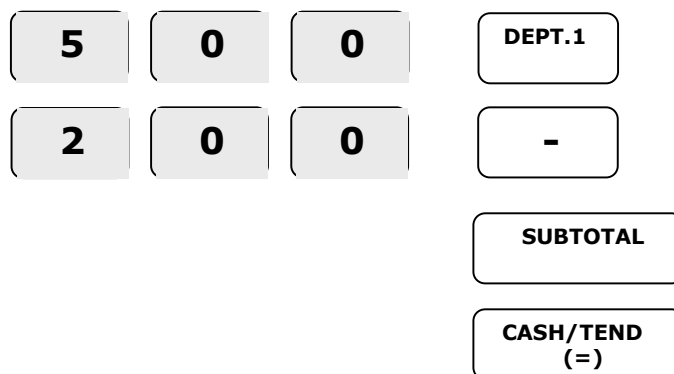
Item Minus (-) Key Operation

It is possible to deduct an amount from an item by entering the required value and pressing the (-) key.

The minus value is always reported as a negative amount from the immediately preceding item, irrespective of the Subtotal key operation.

Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Enter the value of the minus and press the (-) minus key
I.e. enter 200 for £2
- Press the **SUBTOTAL** key to see amount due
- Press the **CASH/TEND** key to finalize



Example Receipt

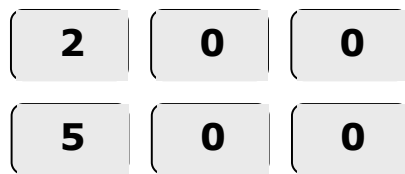
THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£5.00
-	-2.00
TOTAL	£3.00
CASH	£3.00
CLERK 1 00012	000000

Tendering Operation

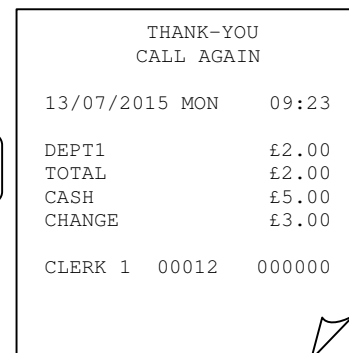
The register allows payment to be made either as Cash, Charge or Cheque with each reporting independently to the financial reports.

Change Calculation – Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Repeat the above for further items
- If change calculation is required, enter the value given by the customer
I.e. enter 500 for £5
- Press the **CASH/TEND** key to finalize and display the change due



Example Receipt



Tendering Operation

It is possible to split a transaction value into multiple methods of payment I.e. Cash and Charge. It is also possible to calculate the amount of change due to the customer for cash payments.

Partial Tender – Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 2000 for £20
- Press the **DEPT.1** key to register the item
- Press the **SUBTOTAL** key to display the value due
- Enter the value of monies paid by charge and press the **CHARGE** key
I.e. enter 500 CHARGE for £5
- Enter the value of monies paid by cash and press the **CASH/TEND** key
I.e. enter 1500 CASH/TEND for £15

Example Receipt

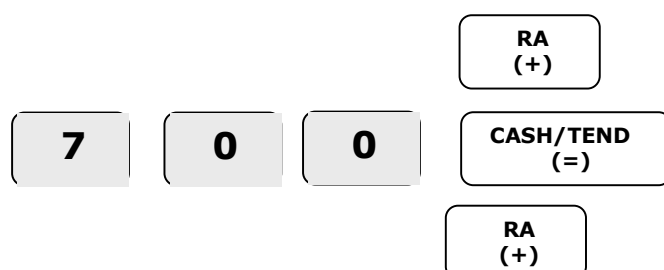
2	0	0	0	DEPT.1
				SUBTOTAL
	5	0	0	CHARGE
1	5	0	0	CASH/TEND (=)

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£20.00
TOTAL	£20.00
CHARGE	£5.00
TOTAL	£15.00
CASH	£15.00
CLERK 1 00012	00000

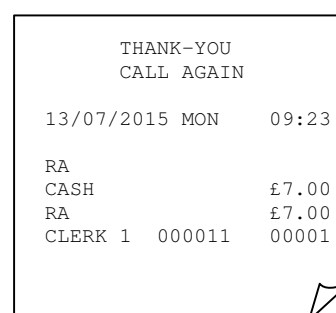
Received on Account (RA) Operation

It is possible to register monies added to the cash drawer which do not relate to a sale i.e. amount of float added to the drawer at the start of day

- Ensure the mode is in the **REG** position
- Press the **RA** key
- Type in the received value on the number keys without a decimal point
I.e. enter 700 for £7
- Press the **CASH/TEND** key
- Press the **RA** key to register the monies received



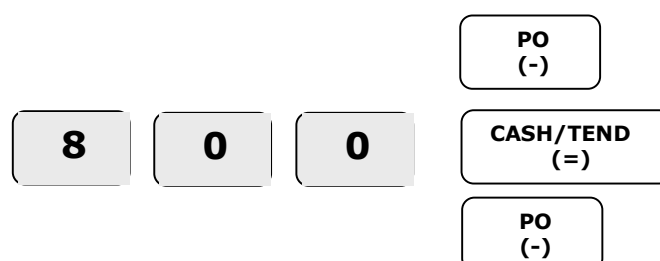
Example Receipt



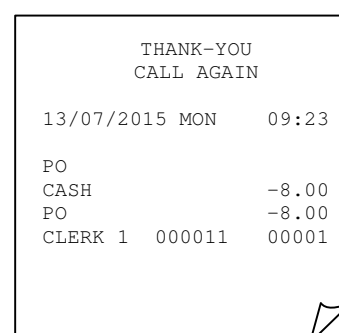
Paid Out Monies (PO) Operation

It is possible to register monies removed from the cash drawer which do not relate to a sale i.e. the amount of monies paid out to a window cleaner etc.

- Ensure the mode is in the **REG** position
- Press the **PO** key
- Type in the paid out value on the number keys without a decimal point
I.e. enter 800 for £8
- Press the **CASH/TEND** key
- Press the **PO** key to register the monies paid out



Example Receipt

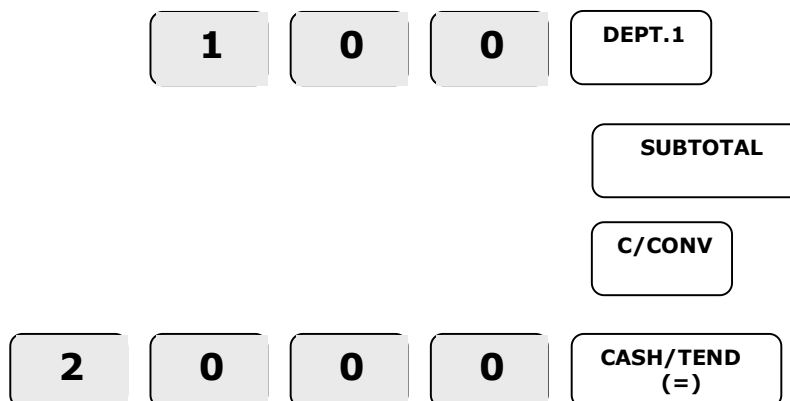


Currency Conversion Operation

It is possible for the current sale total to be converted to a new total as a foreign currency using the pre-programmed currency rate.

The item sales will be entered in the home currency, the value due converted and tender taken in foreign currency, any change will be in the home currency.

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 100 for £1
- Press the **DEPT.1** key to register the item
- Press the **SUBTOTAL** key to display the value due
- Press the **C/CONV** key to see the value converted to the programmed currency rate.
- Enter the value of monies paid by foreign cash and press **CASH/TEND**
I.e. enter 2000 CASH/TEND for \$20



Example Receipt

THANK-YOU CALL AGAIN		
13/07/2015 MON		09:23
DEPT1		£1.00
TOTAL		£1.00
CONV		.20.00
CHANGE RATE		@1.58
HOME AMT		£12.66
CHANGE		£11.66
CLERK 1	00012	00000

Manual Tax Operation

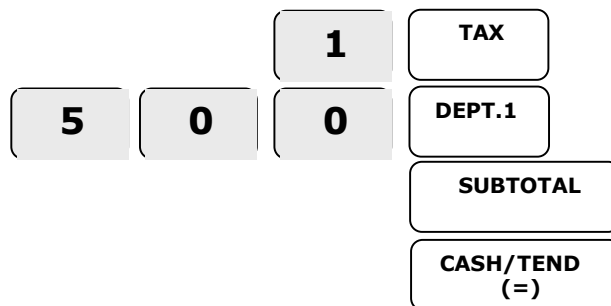
To exempt (remove) tax from an item, enter the tax rate number 1 to 4 and press the **TAX** key prior to selling the item. This removes the tax and reports the product sales to the NON TAX totals.

If a tax rate number is entered that is not set to the item, then the product is taxable by the rate entered, in addition to the item's existing rate.

To exempt (remove) tax from the sales total press **SUBTOTAL**, and then enter the tax rate number from 1 to 4 to exempt all applicable items in the transaction. This removes the tax and reports the value to EXEMPT TAX totals.

Item Non Tax

- Ensure the mode is in the **REG** position
- Enter the Tax rate set to the item and press the **TAX** key
I.e. enter 1 TAX to remove the tax for an item set as Tax 1 at 17.5%
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Press the **SUBTOTAL** key to see amount due
- Press the **CASH/TEND** key to finalize

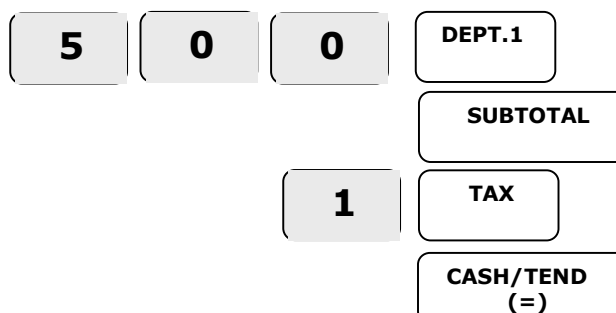


Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£5.00
TOTAL	£5.00
CASH	£5.00
CLERK 1 00012	000000

Sale Exempt Tax

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Press the **SUBTOTAL** key to see amount due.
- Enter the Tax rate set to the item and press the **TAX** key
I.e. enter 1 TAX to remove the tax for all items set as Tax 1 at 17.5%
- Press the **CASH/TEND** key to finalize.



Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1 T1	£5.00
TOTAL	£5.00
CASH	£5.00
CLERK 1 00012	000000

Calculator Operation

The register will also act as a calculator, during this operation values are not added into the sales totals and the register operates as a simple calculator

Example Calculator

- Ensure the mode is in the **REG** position
- Enter **1 0 0** and press the **CALC** key to enter the calculator mode
- Use the calculator functions as required.

RA (+)	Is the Plus Function
PO (-)	Is the Minus Function
X/TIME (X)	Is the Multiplication Function
#/NO SALE (÷)	Is the Division Function
CASH / TEND (=)	Is the Equals Function

- Press **CLEAR** to quit the calculator operation

Example Calculator

100 + 200 = 300 - 150 = 150 x 100 = 15000

1	0	0	MODE CALC
1	0	0	RA (+)
2	0	0	CASH/TEND (=)
			PO (-)
1	5	0	CASH/TEND (=)
			X/TIME (X)
1	0	0	CASH/TEND (=)

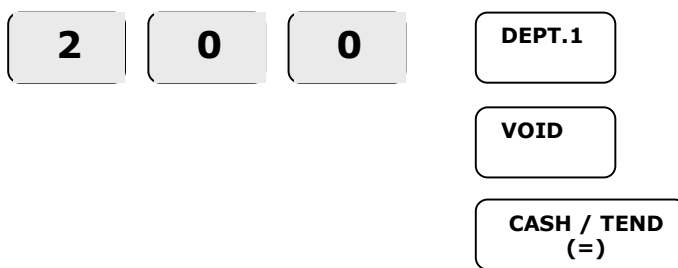
Voiding Items (VOID)

The VOID key can be used within an existing sale to correct the last item sold, or to remove previous items within the sale.

Pressing VOID immediately after the sale of the item will remove the value.

Voiding Last Item – Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Press the **VOID** key to remove the last item sold
- Continue with the sale, or press **CASH/TEND** to finish

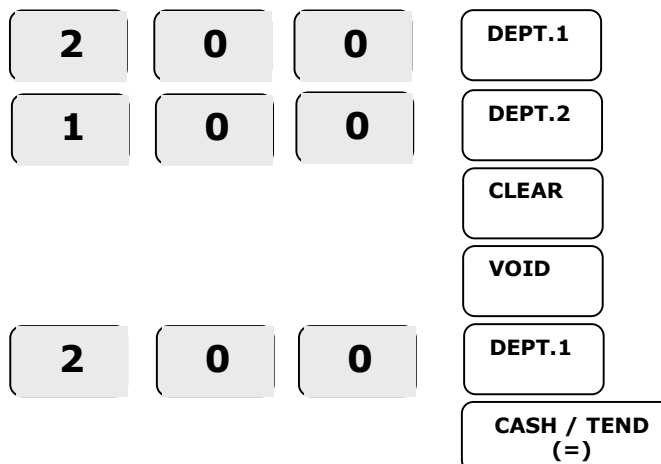


Example Receipt

THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£2.00
ERRCORR -----	
DEPT1	-2.00
TOTAL	£0.00
CASH	£0.00
CLERK 1 00012	000000

Voiding Previous Item – Manual Price Department Example

- Ensure the mode is in the **REG** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Repeat with another department sale.
- To remove the first department sale, press **CLEAR** then press **VOID**
- Enter the price of the first item followed by the **DEPT.1** key
- Continue with the sale, or press **CASH/TEND** to finish



Example Receipt

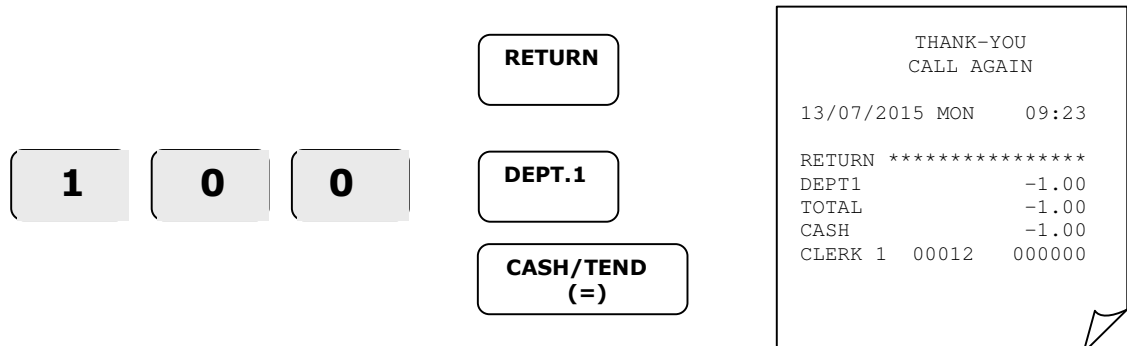
THANK-YOU CALL AGAIN	
13/07/2015 MON	09:23
DEPT1	£2.00
DEPT2	£1.00
VOID -----	
DEPT1	-2.00
TOTAL	£1.00
CASH	£1.00
CLERK 1 00012	000000

Merchandise Return

The RETURN key can be used within or outside of an existing sale to record the following item as a negative. This function can be used when customers return goods for a monetary refund.

Return – Manual Price Department Example

- Ensure the mode is in the **REG** position
- Press the **RETURN** key
- Type in the price of the item on the number keys without a decimal point
I.e. enter 100 for £1
- Press the **DEPT.1** key to register the item
- Press the **CASH/TEND** key to finalize



Void Mode

Void Mode

The following explains the operation of the register whilst in **VOID** position

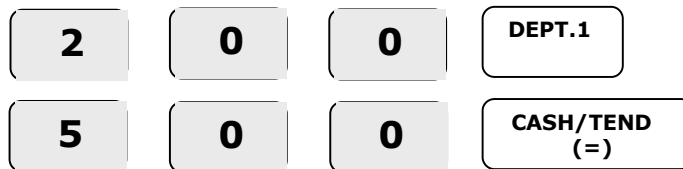
 VOID MODE (VOID)

Void mode operates in exactly the same way as the REG mode. However the sales entered are reported as a negative and subtracted from the report totals.

Manual Department Example Void Sale

- Ensure the mode is in the **VOID** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 200 for £2
- Press the **DEPT.1** key to register the item
- Repeat the above for further sales items
- If change calculation is required enter the value given by the customer
I.e. enter 500 for £5
- Press the **CASH/TEND** key to finalize

Example Report



```
THANK-YOU  
CALL AGAIN  
13/07/2015 MON 09:23  
VOID MODE *****  
DEPT1 -2.00  
TOTAL -2.00  
CASH -5.00  
CHANGE -3.00  
CLERK 1 000011 000000
```

Void Mode

Preset Department Example Void Sale

- Ensure the mode is in the **VOID** position
- Press the **DEPT.3** key preset with a price
I.e. press DEPT.3 which has been preset as 100 (£1) for the lottery
- Repeat the above for further sales items
- Press the **CHARGE** key to finalize

DEPT.3

CHARGE

Example Receipt

```
THANK-YOU  
CALL AGAIN  
  
13/07/2015 MON    09:23  
  
VOID MODE *****  
DEPT3              -1.00  
TOTAL              -1.00  
CHARGE             -1.00  
CLERK 1  000012  000000
```

Item % - Manual Price Department Example

- Ensure the mode is in the **VOID** position
- Type in the price of the item on the number keys without a decimal point
I.e. enter 500 for £5
- Press the **DEPT.1** key to register the item
- Enter the value and press the **-%** or **+%** key
I.e. enter 10 -% for a 10% discount
- Press the **SUBTOTAL** key to see amount due
- Press the **CASH/TEND** key to finalize

5 0 0 DEPT.1
1 0 -%
SUBTOTAL
CASH/TEND (=)

Example Receipt

```
THANK-YOU  
CALL AGAIN  
  
13/07/2015 MON    09:23  
  
VOID MODE *****  
DEPT2              -5.00  
-%                 10.000%  
AMOUNT              .50  
TOTAL              -4.50  
CASH                -4.50  
CLERK 1  00012   000000
```


Reporting Mode

Reports

The register has two reporting modes

<i>rEP1</i>	MANAGER MODE (X)	X to Print reports
<i>rEP2</i>	Z MODE (Z)	Z to Print and Reset reports

The following table below shows the report selections available

To Print a Report

- Ensure the mode is in either:-
 - X** to **Print** reports
 - or*
 - Z** to **Print** and **Reset**
- Press the required keys for the report
I.e. 1 SUBTOTAL for a financial report
- Once the report has finished return to the **REG** position.

Mode Lock	Key Press	Report Printed
X - Only	90 Value <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div> <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">CASH / TEND (=)</div>	Cash Declaration Report. Enter the cash in drawer amount for comparison of actual monies with theoretical taken
X - Read Z - Reset	1 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Financial Report
X - Read Z - Reset	201 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Periodic Financial Report. This totals all Z Financial Reports
X - Read Z - Reset	2 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Price Look Up Code Report
X - Read Z - Reset	3 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Clerk Report
X - Read	300 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Print Electronic Journal
Z - Reset	399 <div style="border: 1px solid black; border-radius: 5px; padding: 2px; display: inline-block;">SUBTOTAL</div>	Clear Electronic Journal no print out

Cash Declaration

It is possible to enter actual monies in drawer prior to printing any reports. This value is compared to the Cash in Drawer figure and the difference printed on the financial report.

This can be made compulsory prior to printing reports with a system option.

- Ensure the mode is in **REG** position
- Press the **#/NO SALE** key to open cash drawer
- Count the actual sum of cash
- Ensure the mode is in **X** position
- Enter **90** on the number keys and press the **SUBTOTAL** key
- On the number keys enter the total amount of monies without a decimal point
I.e. enter 5025 for £50.25 etc.
- Press the **CASH/TEND** key to register the monies taken
- Press **CASH/TEND** key to finish, the **X or Z reports** can then be printed

Example Receipt

```
THANK-YOU  
CALL AGAIN  
  
13/07/2015 MON    09:23  
  
CASH                £5.00  
INPUT AMT          £5.00  
DRAWER TTL         £105.00  
DIFFERENCE         £100.00  
  
CLERK 1  00012  00000
```

Total actual monies entered
Total theoretical cash in drawer
This is the difference

To Display Monies

- Ensure the mode is in the **X** position
- Press the **CASH/TEND** key
- The report will be displayed on screen.
- Return to the **REG** position

X - Read

CASH / TEND
(=)

This displays the Cash in Drawer

User Messages

User Messages

E00	The wrong key sequence has been used. - Press CLEAR
E1	A PLU code greater than 500 has been entered. - Enter a valid code between 1 and 500
E2	A Clerk code greater than 10 has been entered. - Enter a valid code between 1 and 10
E3	The amount count (quantity) is over the limit. - Enter an amount below the value limit.
E4	The date and time are required. - Program the date and time
E5	A limit restriction has been added to this key preventing an amount entry. - This function has been programmed, see function status to remove limit
E7	The item limit in the transaction has been reached. - Finalise the sale and begin another transaction
E8	The Subtotal is required. - Press the SUBTOTAL key and continue with the action.
E9	It is not possible to void this item. - Continue with normal operation.
E10	This function is programmed only to accept a preset value. - Ensure a preset amount has been programmed to function or sales item.
E11	This function is programmed only to accept a manual value. - Enter the required value for this function.
E12	This operation requires an amount entry. - Enter the amount appropriate to the operation being carried out.
E13	The requested function is not valid. - Attempt an accepted operation.
E14	Electronic Journal report is full. - Reset the report with or without a print as per the reports chapter
E15	It is necessary to declare amount of monies in drawer before report print. - Refer to the cash declared section within the reports chapter.
E16	It is necessary to run a Z report as the next action. - Refer to the reports chapter for valid reporting operations.
E17	Inactive function. - This function is set as inactive, see function status to enable key.
E20	Mode password is required. - Refer to the mode password chapter.
E21	Printer stops to be cooling of printer.
PEA	Receipt paper near end and/or The paper arm is not shut correctly. - Insert a new 57mm thermal paper roll and/or close the paper arm

CLOSED

A Clerk must be signed on in order to operate the Register.
- Enter Clerk Number 1 to 10 and press the CLERK key. *I.e. 1 CLERK*

Error Reset

If the register is in an error which cannot be cleared the following operation will reset the current transaction and clear the error without any loss of pre-programmed data.

- Power **OFF**, press the key and while still pressing the key, power **ON**
- The register prints **INITIAL CLEAR OK !**
- Move to the **REG** position.
- At the **CLOSED** prompt enter and press

Program Mode

Program

The following explains the operation of the register, whilst in **PGM** (program) position

 PROGRAM MODE (P)

If an error occurs during operation in this mode press the **CLEAR** key to stop the tone and continue with the operation.

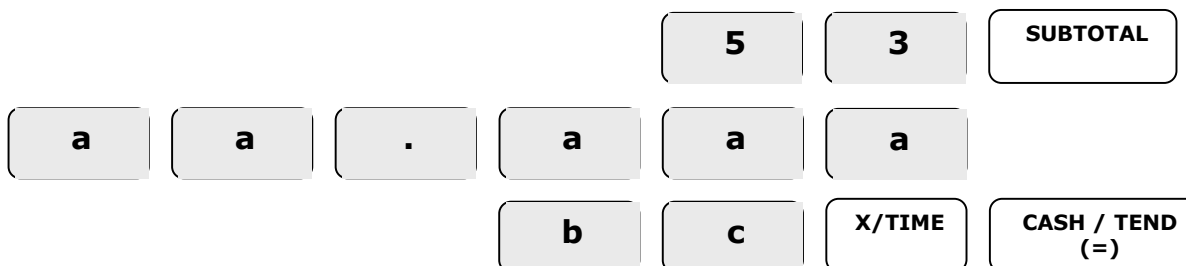
Tax Setting

The following allows the pre-programming of four tax numbers with rates I.e. Tax 1 set as 17.5% and Tax 2 as 0.00%

The sales keys are then linked to these tax numbers allowing the calculation of various VAT amounts based on the sales values entered.

To Change Settings

- Insert the key stamped **C** and turn to the **PGM** position
- Enter **53** and press the **SUBTOTAL** key
- On the number keys type in the answer to question **a**
This would be value for the first tax rate I.e. 17.500 (with decimal point) for 17.5%
- On the number keys type in the answer to question **b**
I.e. this would be 2 for VAT inclusive prices or 0 for VAT add on.
- On the number keys type in the answer to question **C**
I.e. this would be the tax number 1 to 4 which is then set to an item
- Press **X/TIME** then the **CASH/TEND** key and return to the **REG** position



Answer		Question	Explanation
a	Rate i.e. 17.500	Tax Rate Amount	This would be value for the tax rate i.e. 17.500 for 17.5% (enter decimal point)
b	2 0	Vat Included Vat added to prices	This sets whether the retail prices include Tax or if Tax is added to the sale price.
c	1 2 3 4	Tax 1 Tax 2 Tax 3 Tax 4	This sets which Tax number the rate will be applied to i.e. Rate 1 set as 17.5% Rate 2 set as 0.00%

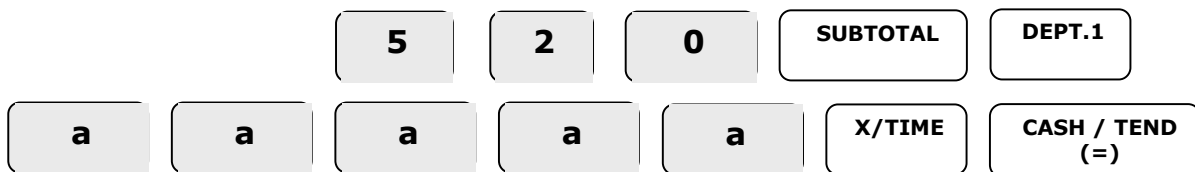
Department Keys

Sales made using the Departments on the keyboard can be either manual or preset priced, and named for printing purposes. The values are totalled for reporting and tax calculation.

Department Preset Price

It is possible when a department key is pressed that a preset price is registered. Shown below is how to preset a price.

- Move to the **PGM** position
- Enter **520** and press the **SUBTOTAL** key
- Press the department key to be preset with the price
I.e. DEPT.1
- On the number keys type in price as represented by **a**
I.e. Enter 1072 for £10.72
- Press the **X/TIME** key
- For further department keys, repeat by pressing the department, entering the price and then pressing the **X/TIME** key.
- To finish press the **CASH/TEND** key and return to **REG** position




←----- Price ----->

Department Name Programming

A 12 letter name can be programmed for each department key using alpha keys or codes as shown. This name is printed on receipts and reports.

Name – By Alpha Keys

- Move to the **PGM** position
- Enter **100** then the **2 digit** Dept Key No. and press the **SUBTOTAL** key
I.e. 10001 SUBTOTAL for DEPT.1
- The display shows **001-00-0**. This is **Dept No– Letter Count – Key Press Count**
- Press the number key 1,2,3, or 4 times to select the required letter. *I.e.*  The key press count *E.g. 001-00-1* will increase per letter
- Wait until the letter count has increased *E.g. 001-01-0* and select the next letter. Up to **12 letters** can be printed. Bold, Caps, and Back can also be selected
- Press the **SUBTOTAL** key and repeat for further items if required
- To finish press the **CASH/TEND** key and return to the **REG** position



←---DEPT Key No-----→

Press up to 12 letters using the alpha keyboard

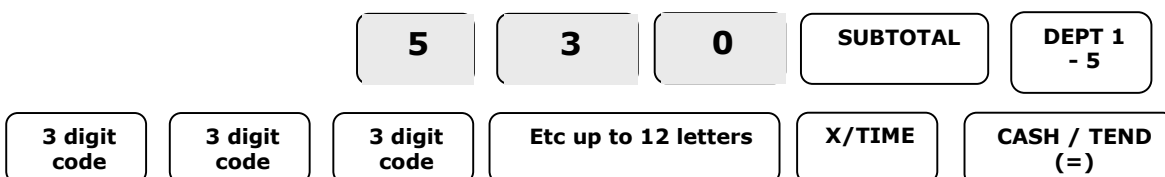
7 Space	8 ABC	9 DEF
4 GHI	5 JKL	6 MNO
1 PQRS	2 TUV	3 WXYZ
0 Bold	00 Caps	· Back

SUBTOTAL

CASH/TEND (=)

Name – By Alpha Code Entry

- Move to the **PGM** position
- Enter **530** and press the **SUBTOTAL** key
- Press the department key to be preset with the name
- Enter the 3 digit letter code (see appendix a), repeat for up to **12 letters**
- Press the **X/TIME** key
- For further department keys, press the department key followed by the set of 3 digits letter codes and then press the **X/TIME** key
- To finish press the **CASH/TEND** key and return to the **REG** position



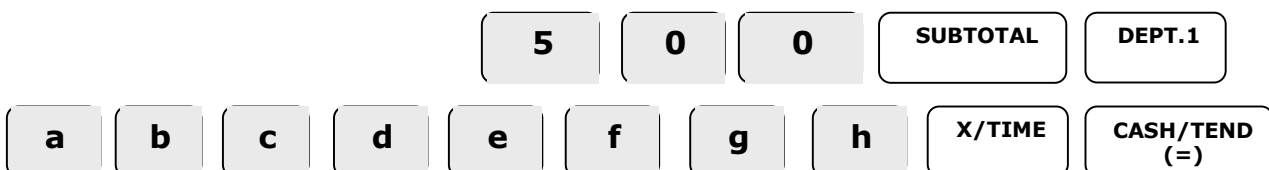
Department Status

The following determines the department action i.e. preset price, taxable

- Move to the **PGM** position
- Enter **500** and press the **SUBTOTAL** key
- Press a single department or for multiples the first and last department keys
I.e. DEPT1 for a single number or DEPT1 to DEPT5 for a multiple
- On the number keys type in the answer for question **a**
I.e. Enter 0 for normal items or 1 for items with a negative retail price
- On the number keys type in the answer for question **b**
I.e. Enter 0 for normal items or 1 for items to open cash drawer immediately
- On the number keys type in the answer for question **c**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 4
- On the number keys type in the answer for question **d**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 3
- On the number keys type in the answer for question **e**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 2
- On the number keys type in the answer for question **f**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 1
- On the number keys type in the answer for question **g**
I.e. Enter 1 to allow manual and preset price sales or 0 for preset price only
- On the number keys type in the answer for question **h**
I.e. Enter 1 to set as preset price programmed or 0 for Manual Price only
- Press the **X/TIME** key
- For further department keys, repeat by pressing the key, entering the 8 digit code and then pressing **X/TIME**
- To finish press the **CASH/TEND** key and return to the **REG** position

Answer		Question	Explanation
a	*0 1	Normal Sale Negative Sale	This sells the price of the item as a negative
b	*0 1	Normal Item Single Item	When set the cash drawer is opened immediately after selling the item
c	*0 1	Not Taxed by Rate 4 Taxed by Rate 4	When set this will tax the item by the rate programmed to Tax Number 4
d	*0 1	Not Taxed by Rate 3 Taxed by Rate 3	When set this will tax the item by the rate programmed to Tax Number 3
e	*0 1	Not Taxed by Rate 2 Taxed by Rate 2	When set this will tax the item by the rate programmed to Tax Number 2
f	*0 1	Not Taxed by Rate 1 Taxed by Rate 1	When set this will tax the item by the rate programmed to Tax Number 1
g	*0 1	Preset Price only Manual and Preset allowed	If preset price is selected this determines if the price can be manually overridden or is fixed
h	*0 1	Open Priced Item Pre-programmed Preset Item	When set to 1 this allows the item to be preset with a price

* indicates default setting



Price Look Up Codes (PLU's)

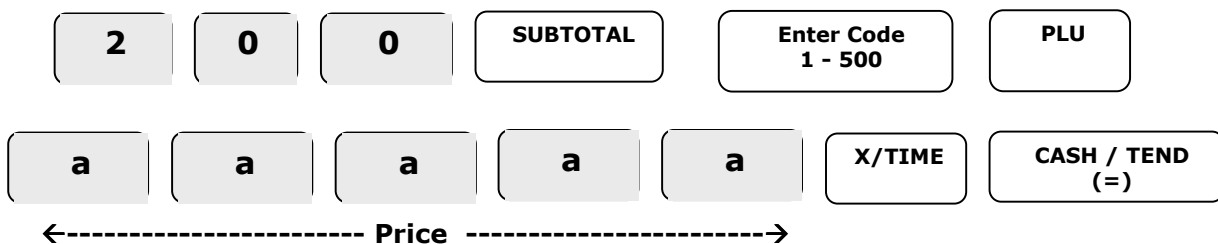
Sales made using the PLU codes 1 to 500 can be either manual or preset priced, and named for printing purposes. The values are totalled for reporting and tax calculation.

PLU Preset Price

It is possible when a PLU code is sold that a preset price is registered. Shown below is how to preset the price. (Requires status option to be set as preset)

- Move to the **PGM** position
- Enter **200** and press the **SUBTOTAL** key
- On the number keys enter the **PLU number** and press the **PLU** key
I.e. enter 1 PLU for PLU Code 1
- On the number keys type in price as represented by **a**
I.e. enter 1072 for £10.72
- Press the **X/TIME** key
- For further PLU codes, repeat by entering the **PLU Number**, pressing the **PLU** key, then enter the price and press **X/TIME**
- To finish press the **CASH/TEND** key and return to the **REG** position


Note – If this item is priced for the first time, it is necessary to program the preset setting within the PLU status options.

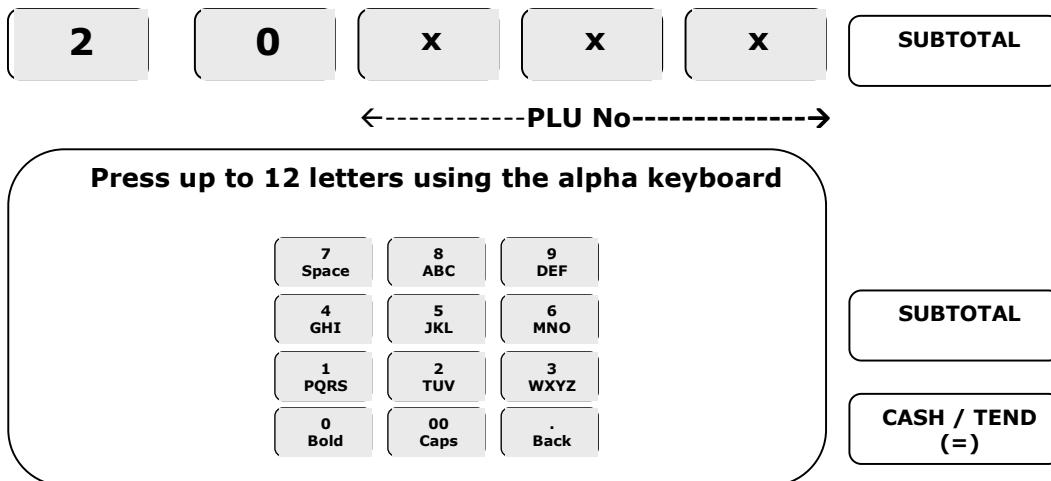


PLU Name

A 12 letter name can be programmed to each PLU key using alpha keys or codes as shown below. This name is printed on receipts and the PLU report.

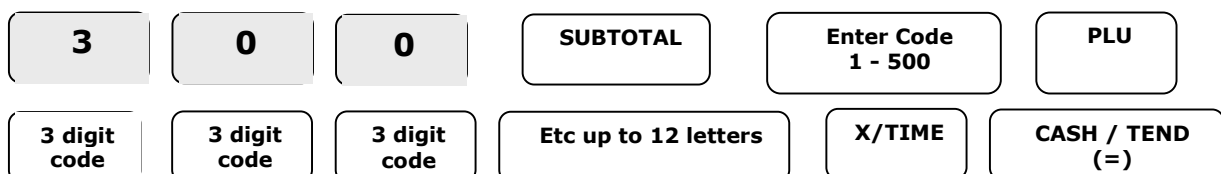
Name – By Alpha Keys

- Move to the **PGM** position
- Enter **20** then the **3 digit** PLU code and press the **SUBTOTAL** key
I.e. 20001 SUBTOTAL for PLU code 1
- The display shows **001-00-0** which is **PLU No- Letter Count – Key Press Count**
- Press the number key 1,2,3, or 4 times to select the required letter. *I.e.*  The key press count *E.g. 001-00-1* will increase per letter
- Wait until the letter count has increased *E.g. 001-01-0* and select the next letter. Up to **12 letters** can be printed. Bold, Caps, and Back can also be selected
- Press the **SUBTOTAL** key and repeat for further items if required
- To finish press the **CASH/TEND** key and return to the **REG** position



Name – By Alpha Code Entry

- Move to the **PGM** position
- Enter **300** and press the **SUBTOTAL** key
- On the number keys type the **PLU number** and press the **PLU** key
I.e. 1 PLU code 1
- Enter the 3 digit letter code (see appendix a), repeat for up to **12 letters**
- Press the **X/TIME** key
- For further PLU Codes, repeat by entering the PLU number, pressing the **PLU** key, then entering the set of 3 digit letter codes and pressing **X/TIME**
- To finish press the **CASH/TEND** key and return to the **REG** position



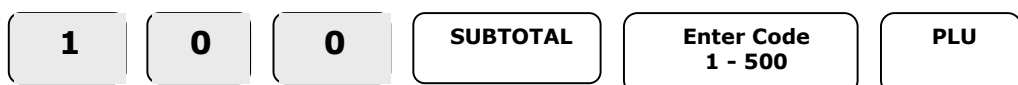
PLU Status

The following determines the PLU action i.e. Preset price, taxable etc.

- Move to the **PGM** position
- Enter **100** and then press the **SUBTOTAL** key
- Enter a single PLU No. and press the **PLU** key or for multiples enter first and last codes
I.e. 1 PLU for a single number or 1 PLU to 100 PLU for a multiple
- On the number keys type in the answer for question **a**
I.e. Enter 0 for normal items or 1 for items with a negative retail price
- On the number keys type in the answer for question **b**
I.e. Enter 0 for normal items or 1 for items to open cash drawer immediately
- On the number keys type in the answer for question **c**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 4
- On the number keys type in the answer for question **d**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 3
- On the number keys type in the answer for question **e**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 2
- On the number keys type in the answer for question **f**
I.e. Enter 0 for normal items or 1 if the item is taxable by rate 1
- On the number keys type **0** in the answer for question **g**
- On the number keys type in the answer for question **h**
I.e. Enter 1 to set as preset price programmed or 0 for Manual Price only
- Press the **X/TIME** key
- For further PLU codes, repeat by entering the PLU number and pressing the **PLU** key, then entering the 8 digit code and pressing **X/TIME**
- To finish press the **CASH/TEND** key and return to the **REG** position

Answer	Question	Explanation
a	*0 1 Normal Sale Negative Sale	This sets the price of the item as a negative
b	*0 1 Normal Item Single Item	When set the cash drawer is opened immediately after selling the item.
c	*0 1 Not Taxed by Rate 4 Taxed by Rate 4	When set this will tax the item by the rate programmed to Tax Number 4
d	*0 1 Not Taxed by Rate 3 Taxed by Rate 3	When set this will tax the item by the rate programmed to Tax Number 3
e	*0 1 Not Taxed by Rate 2 Taxed by Rate 2	When set this will tax the item by the rate programmed to Tax Number 2
f	*0 1 Not Taxed by Rate 1 Taxed by Rate 1	When set this will tax the item by the rate programmed to Tax Number 1
g	*0 Not Required Enter 0	Not Required Enter 0
h	*0 1 Open Priced Item Pre-programmed Preset Item	When set to 1 this allows the item to be preset with a price.

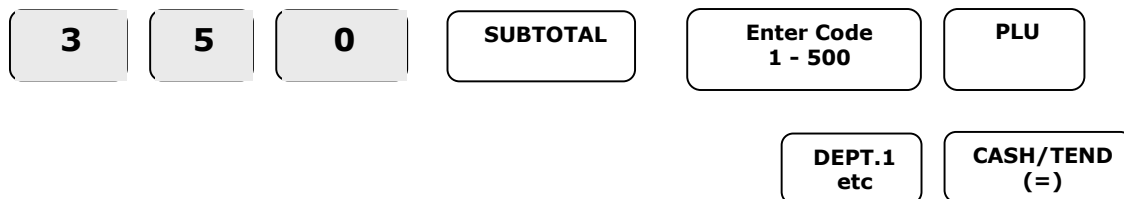
* indicates default setting



PLU Sales Link to Department

All Price Look Up codes can be linked back to one of the departments for reporting purposes. When a product is then sold, the sales values will be totalled to the selected department.

- Move to the **PGM** position
- Enter **350** and press the **SUBTOTAL** key
- Enter a **PLU No.** and press **PLU** key, or for multiples enter first and last codes
I.e. 1 PLU for a single number or 1 PLU to 100 PLU for multiples
- Press the department key on the keyboard for sales totalling
I.e. Press DEPT.1
- For further PLU codes, repeat by entering the PLU number, pressing the **PLU** key, then pressing the department key followed by **X/TIME**
- To finish press the **CASH/TEND** key and return to the **REG** position



System Option Programming

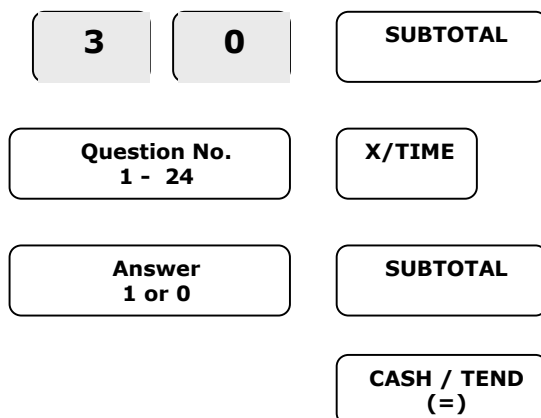
The register operation can be tailored using the following options. In order to change each option the question is entered followed by the answer, both of these entries are numeric and are shown on the subsequent page.

Programming a System Option:

- Move to the **PGM** position
- Enter **30** and press the **SUBTOTAL** key
- Enter a question number 1,2,3 etc and then press the **X/TIME** key
(Question and answer table shown over)
- Enter the answer and press **SUBTOTAL**
I.e. enter 11 X/TIME 1 SUBTOTAL to allow multiple copy receipts

Question	Answer	Explanation
11	1	Allow multiple copy receipts
	*0	Allow only one copy receipt

- Repeat with the next question
- Press the **CASH/TEND** key and return to the **REG** position



Note: See following for question and answer table

Programming a System Option:

Question	Answer	Explanation
1	* 1	A beep is made when the keys are pressed
	0	No beep is made when the keys are pressed
2	0 - 2	Date Format 0 = MMDDYY, * 1 = DDMMYY, 2 = YYMMDD
3	0 - 3	Currency decimal places i.e. * 2 for £'s
4	* 1	Cash Drawer opens when reports are run
	0	Cash Drawer does not open when reports are run
5	* 0	To allow normal drawer operation
6	1	Use the paper roll as a journal printer (the spool will turn)
	* 0	Use the paper roll as a customer receipt
7	1	Store transactions to an electronic journal memory
	* 0	Do not Store Transactions
8	* 1	Prompt if electronic journal memory is full
	0	Do not prompt with a warning message
9	1	When the electronic journal is full overwrite oldest
	* 0	Do not record any data when journal is full
10	1	For preset priced DEPTs allow direct quantity entry
	* 0	Use X/TIME for quantity entry
11	1	Allow multiple copy receipts (print option 5 disables copies)
	* 0	Allow only one copy receipt
12	1	Allow change calculation for the previous sale
	* 0	Do not allow change calculation for the previous sale
13	1	Cash declaration required before Z Financial report
	* 0	Do not force actual monies declaration before reports
14	1	Consecutive number is reset after a Financial report
	* 0	Do not reset receipt consecutive number after report
15	1	Reset Grand Total after Z Financial report
	* 0	Do not reset running Grand Total after report
16	1	Reset report Z counter after a Z1 Financial report
	* 0	Do not reset report counter after report
17	1	Reset report Z counter after a Z1 PLU report
	* 0	Do not reset report counter after report
18	1	Reset report Z counter after a Z1 Clerk report
	* 0	Do not reset report counter after report

* indicates default setting

Continued..

Continued..

Question	Answer	Explanation
19	1 *0	Allow triple multiplication using the X/TIME key Allow only single multiplication using the X/TIME key.
20	Non UK	Non UK Rounding 1, Europe 2, Swedish, 3, Thai, 4 NZ
21	0 – 10	Train Clerk is.
22	-	RESERVED
23	1 *0	Use thousand separator (space) Do not use thousand separator.
24	1 *0	Use mode password function Do not use mode password function.

* indicates default setting

Print Option Programming

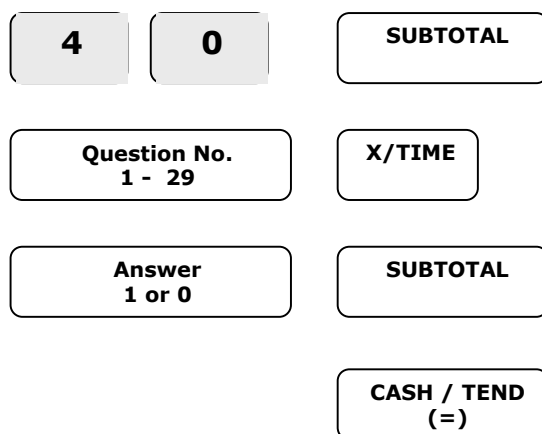
The register operation can be tailored using the following options. In order to change each option the question is entered followed by the answer, both of these entries are numeric and are shown on the subsequent page.

Programming a Print Option:

- Move to the **PGM** position
- Enter **40** and press the **SUBTOTAL** key
- Enter a question number 1,2,3 etc and then press the **X/TIME** key
(Question and answer table shown following)
- Enter the answer and press **SUBTOTAL**
I.e. Press 5 X/TIME 1 SUBTOTAL to allow a copy receipt to be issued

Question	Answer	Explanation
5	1	Allow a copy receipt to be issued
	0	Do not allow a copy receipt

- Repeat with the next question
- Press the **CASH/TEND** key and return to the **REG** position



Note: See following for question and answer table

Programming a Print Option:

Question	Answer	Explanation
1	*1	Print Z report counter on reports
	0	Do not print counter
2	*1	Do not print unused items on reports
	0	Print all items including zero totals
3	Character code	Home Currency symbol I.e.029=£ or 031=Euro See character code table for further options
4	Character code	Currency symbol I.e. 029=£ or 031=Euro See character code table for further options
5	*1	Allow a copy receipt to be issued
	0	Do not allow a copy receipt
6	1	Print SUBTOTAL value when key is pressed
	*0	Do not print SUBTOTAL
7	*1	Print consecutive number counter on receipt
	0	Do not print consecutive number
8	*1	Print date on receipt
	0	Do not print date on receipt
9	*1	Print time on receipt
	0	Do not print time on receipt
10	*1	Print clerk name on receipt
	0	Do not print clerk name on receipt
11	*1	Void/Return totals will print on financial report
	0	Do not print Void/Return totals on report
12	1	Print the number of items sold on receipt
	*0	Do not print total items on receipt
13	*1	Print symbol relating to tax rate next to item
	0	Do not print tax symbol
14	*1	Print the tax amount on receipt
	0	Do not print tax amount on receipt
15	1	Print taxable amount on receipt
	*0	Do no print taxable amount on receipt
16	1	Print the tax rate on receipt
	*0	Do no print tax rate on receipts
17	1	Print the NET taxable amount on receipts
	*0	Do no print NET taxable amount on receipts

* indicates default setting

Continued..

Continued..

18	* 1 0	Print Grand Total on the Financial report Do not print running Grand Total
19	* 1 0	Print Gross Total on the Financial report Do not Print Gross Total
20	1 * 0	Grand Total is reported Net of adjustment Grand Total is reported Gross with no adjust
21	* 1 0	Print receipt for No Sale operations Do not print receipt for No sale operations
22	* 1 0	Print receipt top (pre-amble) message Do not print receipt top message
23	* 1 0	Print receipt bottom (post-amble) message Do not print receipt bottom message
24	1 * 0	Store printed reports to electronic journal Do not store reports to electronic journal
25	* 0	Not used
26	1 * 0	Print PLU or Dept No. on Receipt Do not print PLU or Dept No. on Receipt
27	1 * 0	Print PLU or Dept No. on Reports Do not print PLU or Dept No. on Reports
28	1 * 0	Print a second copy of the Z report Do not print a second copy of the Z report
29	1 * 0	Stop sales items printing on electronic journal Print items on electronic journal

* indicates default setting


Function Key Programming

Function keys can be defined with an 8 letter name, which is printed on the customer receipt with the default retained for reporting. In addition there is a status which controls the functionality. The following outlines all the settings.

Function key Name – By Alpha Keys

- Move to the **PGM** position
- Enter the function code shown below and press the **SUBTOTAL** key

60034	Currency	60035	-	60036	-%
60037	+%	60030	RETURN	60041	NO SALE
60043	R.A.	60044	P.O.	60045	CHEQUE
60046	CHARGE	60048	CASH / TEND	60047	SUBTOTAL

- The display shows **034-00-0** which is **Func No–Letter Count–Key Press Count**
- Press the number key 1,2,3, or 4 times to select the required letter. **I.e.**  The key press count *E.g.* **001-00-1** will increase per letter
- Wait until the letter count has increased *E.g.* **001-01-0** and select the next letter Up to **8 letters** can be printed. Bold, Caps, and Back can also be selected.
- Press the **SUBTOTAL** key and repeat for further items if required
- To finish press the **CASH/TEND** key and return to the **REG** position


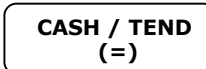










Press up to 8 letters using the alpha keyboard






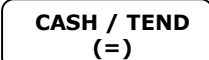
7 Space	8 ABC	9 DEF
4 GHI	5 JKL	6 MNO
1 PQRS	2 TUV	3 WXYZ
0 Bold	00 Caps	. Back

Function key Name – By Alpha Code Entry

- Move to the **PGM** position
- Enter **80** and press the **SUBTOTAL** key
- Enter 3 digit letter code (see appendix a) for up to 8 letters, and press **Key** to set
- Press the **CASH/TEND** key and return to the **REG** position

Function Key – Status

The functions can be tailored using the following options. For each option set there are multiple questions answered by entering 0 or 1. The choices must be answered at the same time resulting in an entry of 0's or 1's.

- Move to the **PGM** position
- Enter **70** and press the **SUBTOTAL** key
- On the number keys type in the **answers** to create the full code from the **answers table** shown below.

*I.e. Answer **abcdefg** etc as **1000000** to set compulsory tender on **CASH/TEND** key*

- Press the **Key** to be set with the options
- Press the **CASH/TEND** key and return to the **REG** position

Cash / Cheque / Charge - answers table			
Answer		Question	Explanation
a	1	Compulsory amount	This forces a tender operation
b	0	Not Required enter 0	Enter 0 for this field
c	1	Disable amount under total	This prevents a tender less than the sale total
d	1	Exempt for Tax 1	This prevents tax 1 rate being applied in the sale
e	1	Exempt for Tax 2	This prevents tax 2 rate being applied in the sale
f	1	Exempt for Tax 3	This prevents tax 3 rate being applied in the sale
g	1	Exempt for Tax 4	This prevents tax 4 rate being applied in the sale
* for normal operation enter 0 to any question a to g			

No Sale / Return / Void / Tax / Rcpt On/Off / Calc / RA / PO – answers table			
Answer		Question	Explanation
a	1	Prevent key operation	This will stop the key operating
* for normal operation enter 0 to any question a			

% or (-) – answers table			
Answer		Question	Explanation
a	0 1	Preset % or (-) rate Manual entered % or (-)	This sets if the key will have preset rate
b	1	Taxable by Rate 1	If set the discount amount is taxable by rate 1
c	1	Taxable by Rate 2	If set the discount amount is taxable by rate 2
d	1	Taxable by Rate 3	If set the discount amount is taxable by rate 3
e	1	Taxable by Rate 4	If set the discount amount is taxable by rate 4
f	1	Prevent key operation	This will stop the key operating in any capacity
* for normal operation enter 0 to any question a to f			



Amount Entry Restriction – Cash/Cheque/Charge/Return/Void/RA/PO

It is possible to restrict the value of a function I.e. Voids of £10 or more etc.

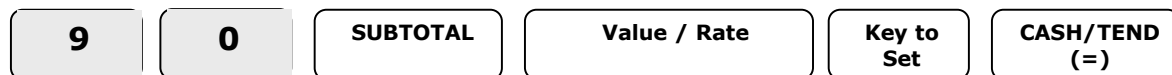
- Move to the **PGM** position
- Enter **90** and press the **SUBTOTAL** key
- Enter the value to which operations are to be restricted
I.e. To restrict Charge sales to £10 enter 1000
- Press the **Key** to be set
- Press the **CASH/TEND** key and return to the **REG** position



% or (-) Rate (or Restriction) - / +% / -%

If the status has been set it is possible to enter a preset rate as shown. Alternatively, if the keys have been set as open, then the value will act as a restriction allowing no discounts greater than the programmed amount.

- Move to the **PGM** position
- Enter **90** and press the **SUBTOTAL** key
- Enter the preset or restriction percentage value with 3 decimal places
I.e. 1000 for 10%
- Press the **% or (-) Key** to be set
- Press the **CASH/TEND** key and return to the **REG** position



Foreign Currency Rate

The foreign currency can be set with a conversion rate as shown below.


- Move to the **PGM** position
- Enter **90** and press the **SUBTOTAL** Key
- Enter the foreign exchange rate
I.e. 158
- Enter the number of decimals used in exchange rate (from 2 to 6)
I.e. 2 for two decimals
- Press the **C/CONV** key
- Press the **CASH/TEND** key and return to the **REG** position



Clerk Name

An 8 letter name can be programmed to each Clerk 1 to 10 using alpha keys or codes as shown below. This name prints on receipts and reports.

Name – By Alpha Keys

- Move to the **PGM** position
- Enter **500** then the **2 digit** Clerk code (1 to 10) and press the **SUBTOTAL** key
I.e. 5001 SUBTOTAL for Clerk code 1
- The display shows **001-00-0** which is **Clerk No–Letter Count–Key Press Count**
- Press the number key 1,2,3, or 4 times to select the required letter. *I.e.*  The key press count *E.g. 001-00-1* will increase per letter
- Wait until the letter count has increased *E.g. 001-01-0* and select the next letter. Up to **8 letters** can be printed. Bold, Caps, and Back can also be selected
- Press the **SUBTOTAL** key and repeat for further items if required
- To finish press the **CASH/TEND** key and return to the **REG** position



←---CLERK No.-----→

Press up to 8 letters using the alpha keyboard

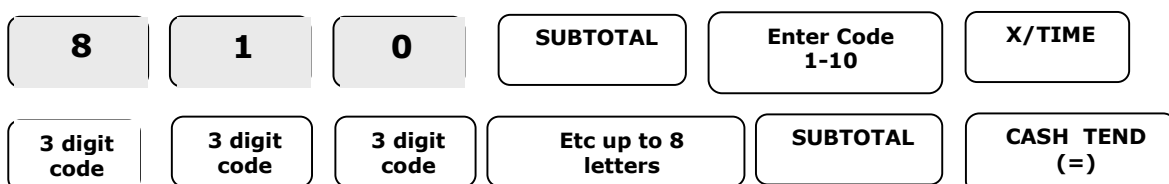
7 Space	8 ABC	9 DEF
4 GHI	5 JKL	6 MNO
1 PQRS	2 TUV	3 WXYZ
0 Bold	00 Caps	· Back

SUBTOTAL

CASH/TEND
(=)

Name – By Alpha Code Entry

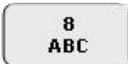
- Move to the **PGM** position
- Enter **810** and press the **SUBTOTAL** key
- Enter the clerk number and press **X/TIME**
I.e. 1 X/TIME for clerk 1
- Enter 3 digit code (see appendix a) for up to 8 letters and press the **SUBTOTAL** key
- For further Clerk codes, repeat by entering the clerk no. followed by the **CLERK** key, then the set of 3 digit letter codes and pressing **X/TIME** key
- To finish press the **CASH/TEND** key and return to the **REG** position

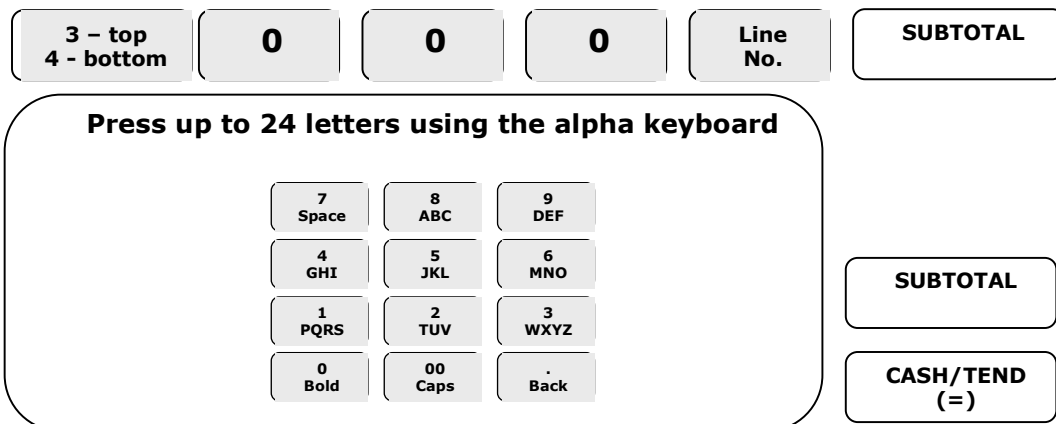


Receipt Message

It is possible to print a 6 line receipt message at the top and bottom of the receipt. This is used to show such details as store name, address and telephone number etc.

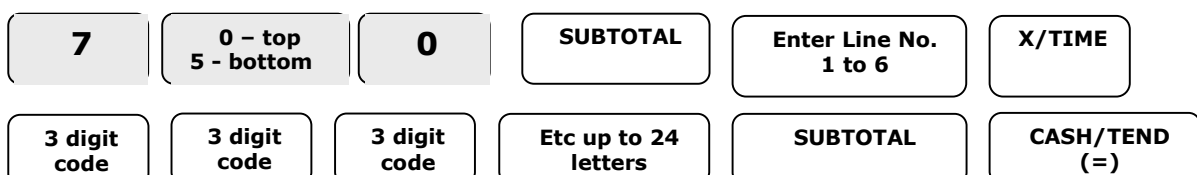
Name – By Alpha Keys

- Move to the **PGM** position
- Enter **3000** for top **or 4000** for bottom message then the **Line No.** 1 to 6
I.e. 40001 SUBTOTAL for Bottom Message Line 1
- Press the **SUBTOTAL** key
- The display shows **001-00-0** which is **Line No–Letter Count–Key Press Count**
- Press the number key 1,2,3, or 4 times to select the required letter. *I.e.*  The key press count *E.g.* **001-00-1** will increase per letter
- Wait until the letter count has increased *E.g.* **001-01-0** and select the next letter. Up to **24 letters** can be printed per line. Bold, Caps, and Back can also be selected
- Press the **SUBTOTAL** key and repeat for further lines if required
- To finish press the **CASH/TEND** key and return to the **REG** position



Name – By Alpha Code Entry

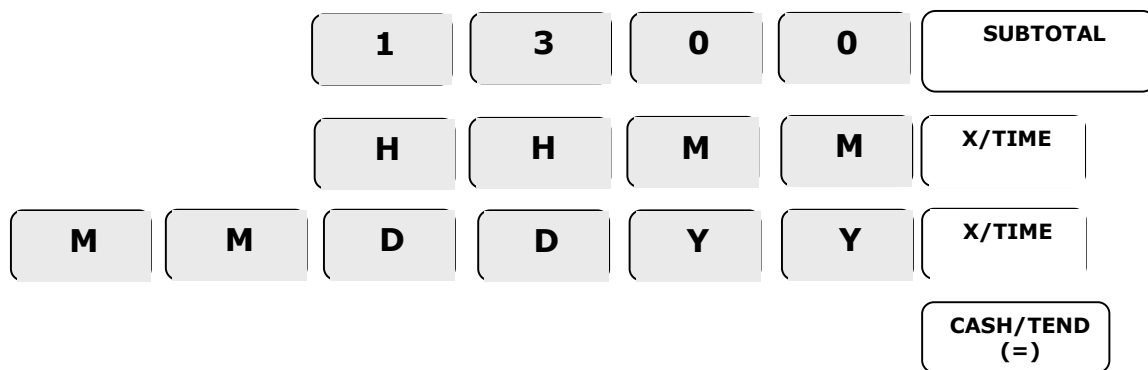
- Move to the **PGM** position
- Enter **700** for top **or** for bottom message enter **750** and press the **SUBTOTAL** key
- Enter the line number and press **X/TIME** key
- Enter 3 digit letter code (see appendix a) up to 24 letters, and press **SUBTOTAL** key
- For further lines repeat by entering the line number followed by **X/TIME**, then entering the set of 3 digit codes and press **SUBTOTAL**
- To finish, press **CASH/TEND** and return to the **REG** position



Date and Time Setting

Follow the instructions below to set the time and date.

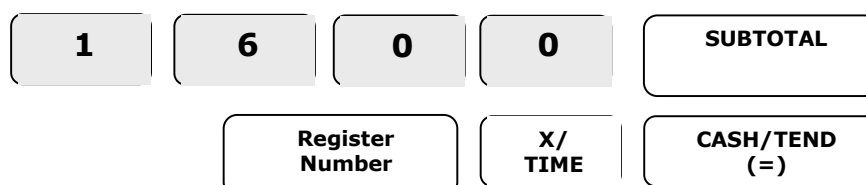
- Move to the **PGM** position
- Enter **1300** and press the **SUBTOTAL** key
- Enter the time in the 24 hour and press **X/TIME**
- Enter the date in 6 digits as MMDDYY and press **X/TIME**
- Press **CASH/TEND** and return to the **REG** position



Register Number Setting

It is possible to print a number on the receipts to identify the register.

- Move to the **PGM** position
- Enter **1600** press the **SUBTOTAL** key
- Enter the 6 digit register number and press **X/TIME**
- Press **CASH/TEND** and return to the **REG** position



Program Scans

It is possible to print pre-programmed information as shown following.

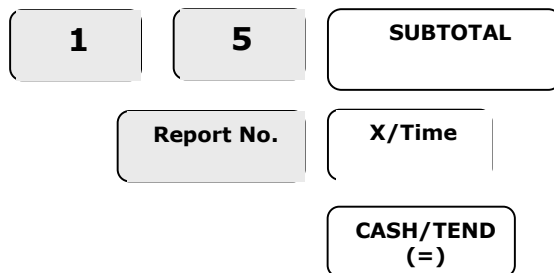
Settings Scans

This prints the settings and options

- Move to the **PGM** position
- Enter **15** and press the **SUBTOTAL** key
- Enter the **Report Number** and press **X/TIME**

1	Tax
2	System Options
3	Print Options
4	Function Keys (**4 X/TIME then press Function key)
5	Clerks
6	Receipt Message

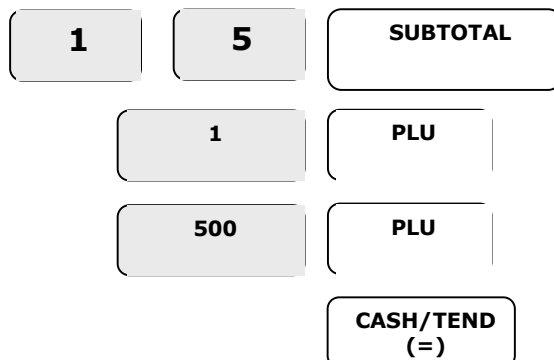
- Press **CASH/TEND** and return to the **REG** position



Item Scans

This prints the item prices, names and options.

- Move to the **PGM** position
- Enter **15** and press the **SUBTOTAL** key
Press first and then the last **DEPT** key
or
Enter the first and then the last **PLU code**
I.e. 1 PLU 500 PLU for a full list of products
- Press **CASH/TEND** and return to the **REG** position



Service Mode

Service

The following explains the operation of the register whilst in **S** (service) position. This position is for Service and for this reason is not marked on the lock.

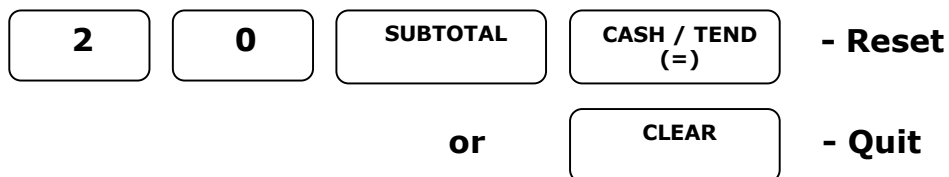
 SERVICE MODE (S)

If an error occurs during operation in this mode press the **CLEAR** key to stop the tone and continue with the operation.

Clear Totals

This will clear all report totals including the Grand Total.

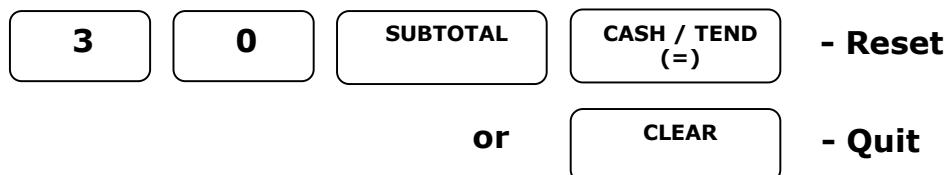
- Move to the **S** position
- Enter **20** and then press the **SUBTOTAL** key
- When prompted "**CL-CASH**" press either:
CASH/TEND to reset or **CLEAR** to quit



Clear Grand Totals

This will clear only the running Grand Totals

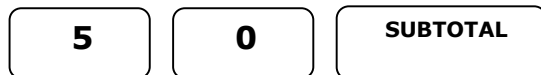
- Move to the **S** position
- Enter **30** and press the **SUBTOTAL** key
- When prompted "**CL-CASH**" press either:
CASH/TEND to reset or **CLEAR** to quit



Software Information

The following will print the related software information.

- Move to the **S** position
- Enter **50** and press the **SUBTOTAL** key



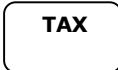

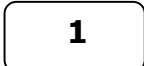

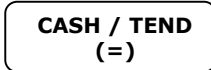


Factory Reset

WARNING – This will clear all sales and program data

Note :-

This procedure has been carried out prior to shipment and **need not** be carried out as part of the initial setup.

- Power **OFF** and press the  key and while still pressing the key power **ON**
- Press the following keys in order   
- Turn the mode key to the **REG** position
- At the **CLOSED** prompt enter  and press  

Maintenance

Recommendations

Shown below are common recommendations regarding care of the register.

Avoid excess dust and extreme temperatures.

Be certain that the AC cord poses no danger of accidental tripping and that it is inserted firmly into the outlet

Use no chemicals or abrasives while cleaning cabinet or keyboard.

Do not pull or hold the paper while the register is printing.

Specification

Below are shown the technical specifications for this product.

Specification		
DIMENSIONS	Reg. Size	280 mm W × 360 mm L × 215 mm H (inc Drawer)
DRAWER	Size	400 mm W × 450 mm L 110 mm H
KEYBOARD	Type	Rubber contact type
	Number of keys	38
	Keystroke buffer	15
PRINTER	Stations	1 alpha printer with optional take up spool
	Paper	Single ply (57.5 mm) thermal
	Copy	None
DISPLAY	Capacity	8 digits
	Symbols	5 (e, c, -, =, s)
POWER	Input	Ac local voltage ±10%,50 / 60 hz
	Consumption	Standby : 2w, max : 8w
	Memory back-up	60 days
	Battery	Ms lithium 3.0v 11mah

Appendix A – Character Codes

CODE	ç	ü	é	â	ä	à	á	ç	ê	ë
	001	002	003	004	005	006	007	008	009	010
CODE	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
	011	012	013	014	015	016	017	018	019	020
CODE	ö	ò	û	ù	ÿ	Ö	Ü	ç	£	¥
	021	022	023	024	025	026	027	028	029	030
CODE	€	SPACE	!	"	#		%	&	'	(
	031	032	033	034	035	036	037	038	039	040
CODE)	*	+	,	-	.	/	0	1	2
	041	042	043	044	045	046	047	048	049	050
CODE	3	4	5	6	7	8	9	:	;	<
	051	052	053	054	055	056	057	058	059	060
CODE	=	>	?	@	A	B	C	D	E	F
	061	062	063	064	065	066	067	068	069	070
CODE	G	H	I	J	K	L	M	N	O	P
	071	072	073	074	075	076	077	078	079	080
CODE	Q	R	S	T	U	V	W	X	Y	Z
	081	082	083	084	085	086	087	088	089	090
CODE							a	b	c	d
	091	092	093	094	095	096	097	098	099	100
CODE	e	f	g	h	i	j	k	l	m	n
	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
	111	112	113	114	115	116	117	118	119	120
CODE	y	z	BACK SPACE			Double				
	121	122	123			999				

