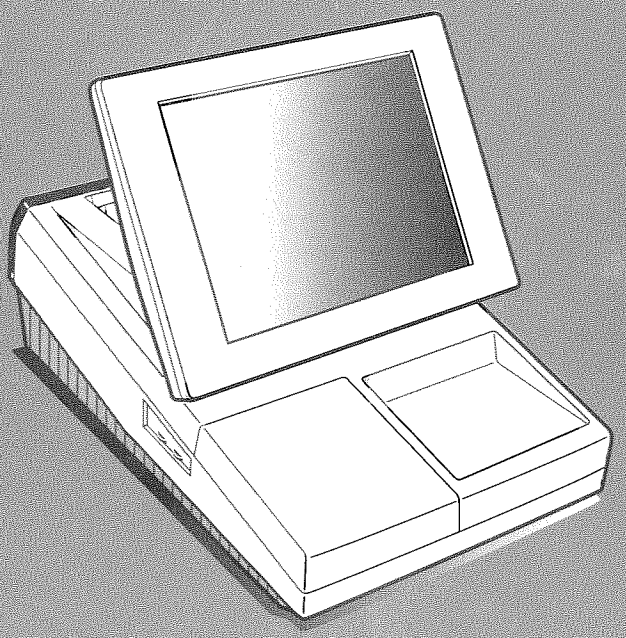
SHARP®

POS TERMINAL

MODEL

UP-3300

INSTRUCTION MANUAL



CAUTION

The socket-outlet should be installed near the equipment and should be easily accessible.

INTRODUCTION

Thank you very much for your purchase of the SHARP POS Terminal Model UP-3300. Please read this Manual carefully before operating your machine in order to gain full understanding of functions and features. Please keep this manual for future reference. It will help you if you encounter any operational problems.

IMPORTANT

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

PRECAUTION

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

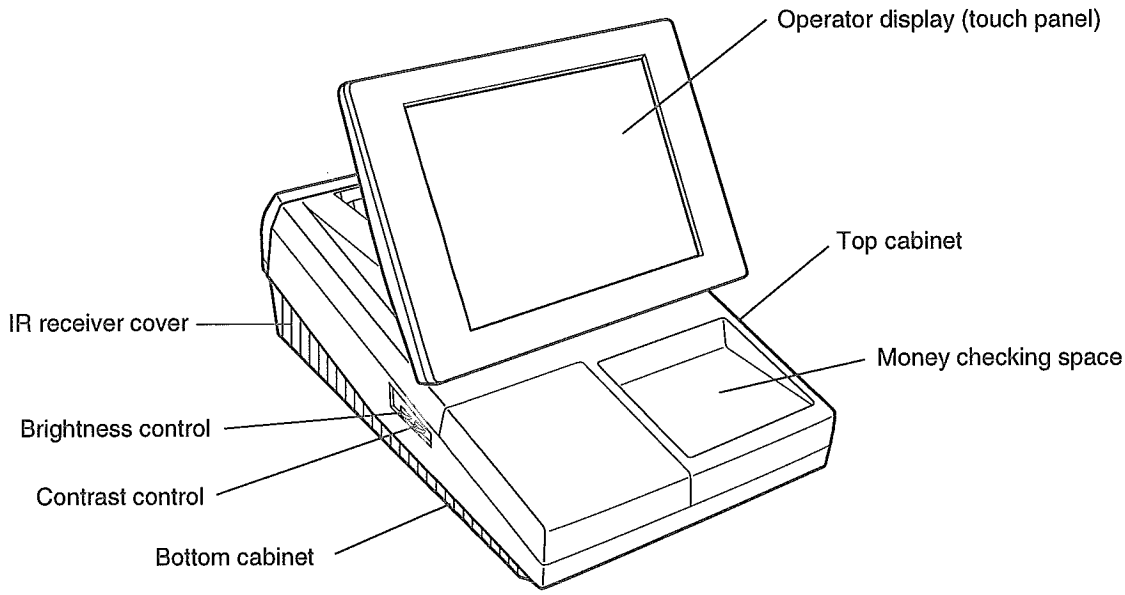
CONTENTS

1 Part Names and Functions

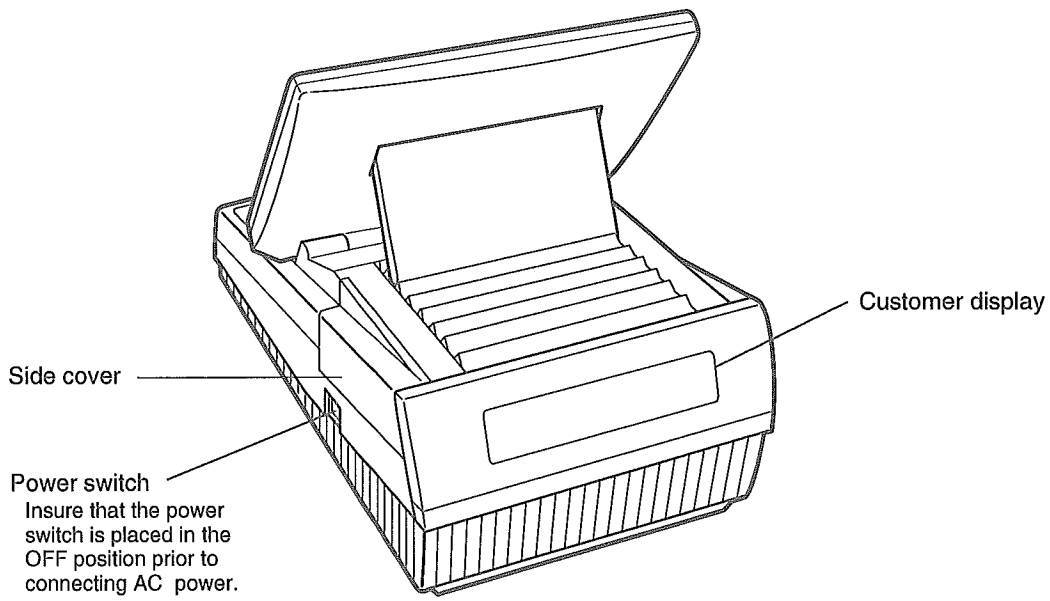
This chapter describes the part names and functions of this POS terminal.

External View

■ Front view



■ Rear view



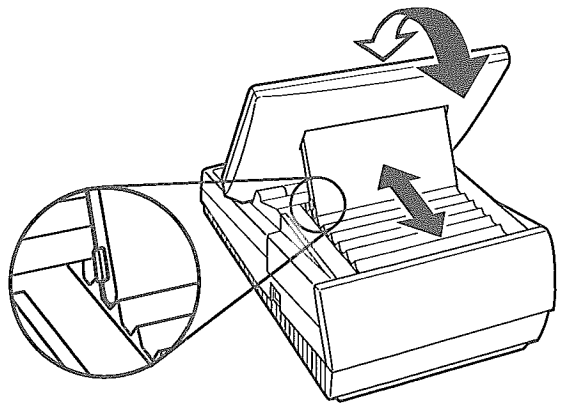
Displays

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

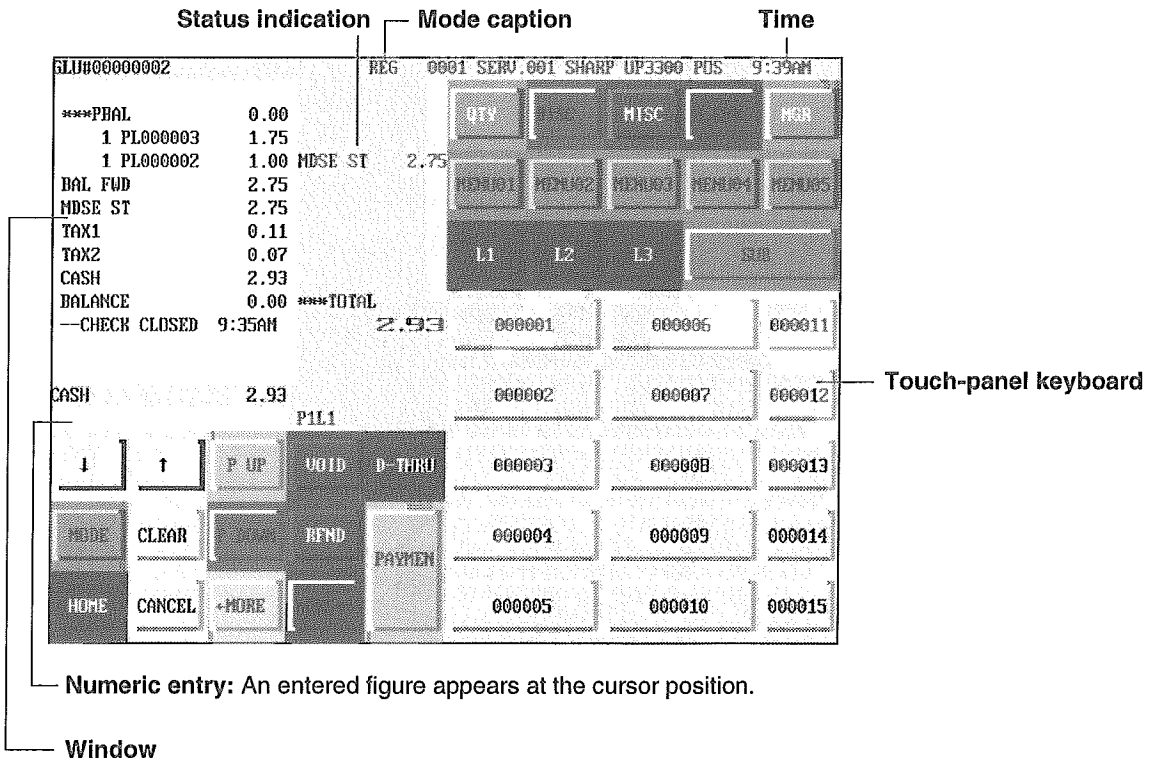
■ Operator display (touch panel)

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

Be sure to push the button on the rear stand when sliding it.

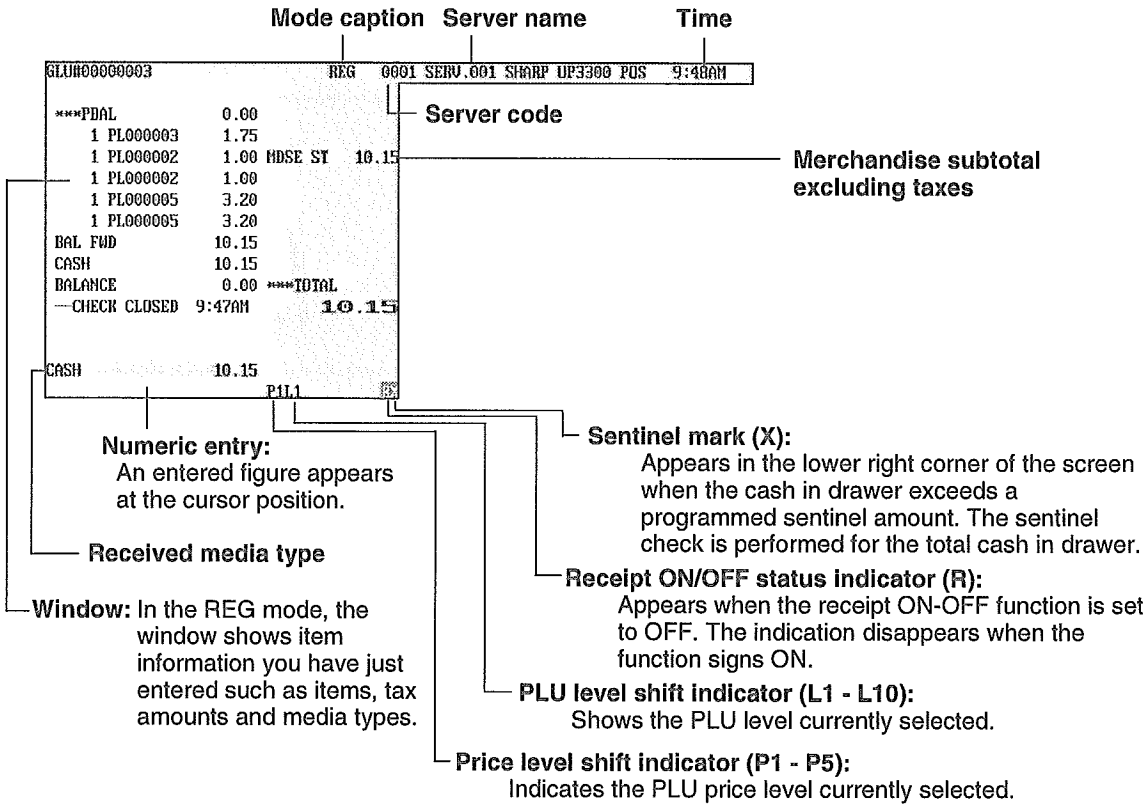


• **Screen example (REG mode)**

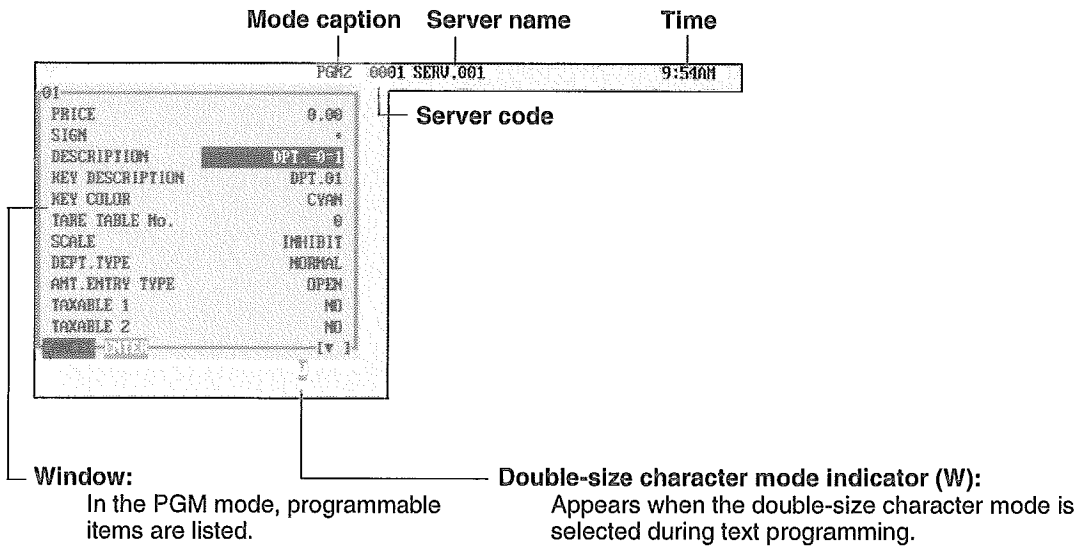


NOTE *The size of a display area depends on the layout of a touch-panel keyboard (ex. key size) or the function mode (ex. drive-through function).*

• Display example 1 (REG mode)

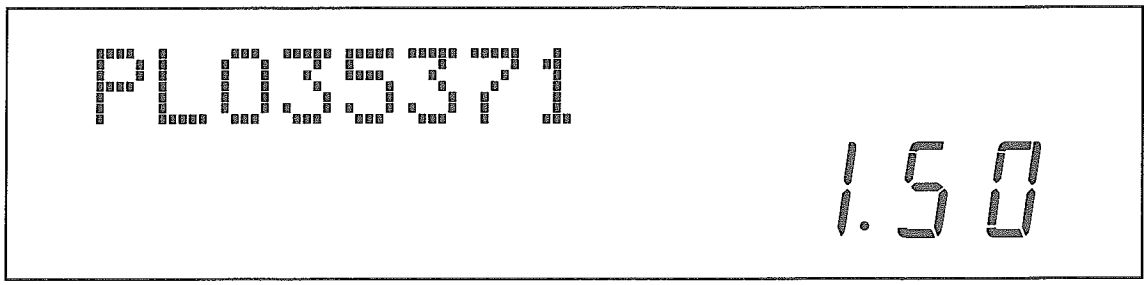


• Display example 2 (PGM mode)



Customer display

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



Screen save mode

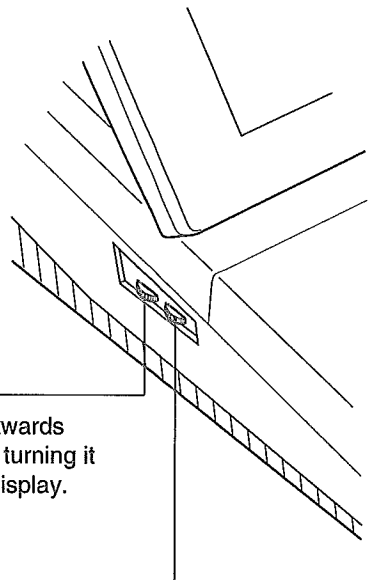
To save the electrical power or the display's life, your POS terminal is provided with the screen save function. This function can turn the LCD backlight off when the POS terminal is left idle for an extended period of time. You can program the time for which your POS terminal should keep the normal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

2 Before Operating the POS Terminal

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

Display Adjustment

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



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

- **Contrast control**
  Turning the control backwards darkens the display and turning it forwards lightens the display.

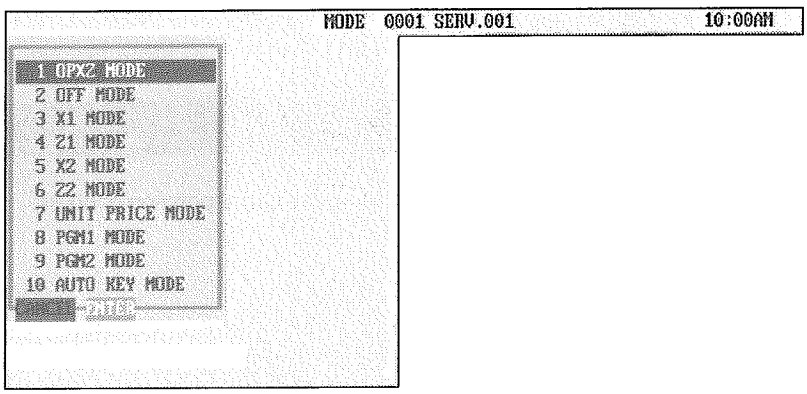
Connecting the Printer and Installing the Paper Rolls

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

3 Selecting an Operating Mode

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

Mode selection window



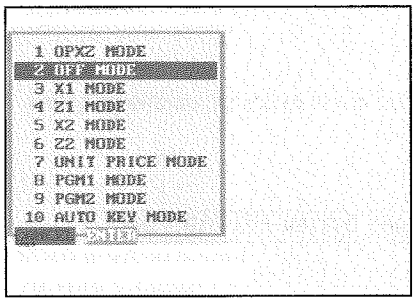
Operating Modes

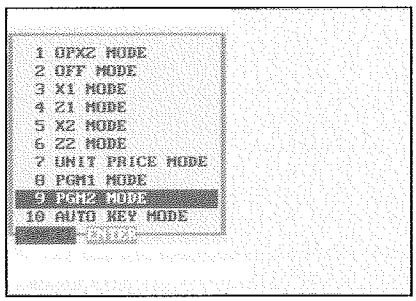
You can select any mode other than REG from the list in the mode selection window. Your POS terminal supports the following 11 operating modes:

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

Mode Selection

Procedure





Selecting a mode

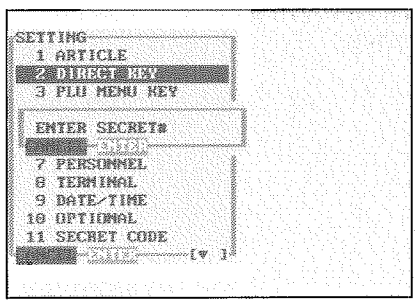
Use one of the following three methods:

1. Touch the desired option line in the window.
2. Move the cursor to a desired option by using the [↑] or [↓] key. Then touch the [ENTER] key.
3. Enter the desired option number by using a numeric key. Then touch the [ENTER] key.

NOTE

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

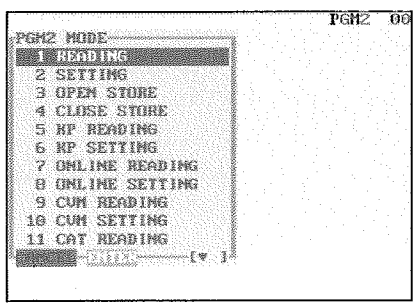
Procedure



Entering a secret code

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

Procedure



Returning to the mode selection window

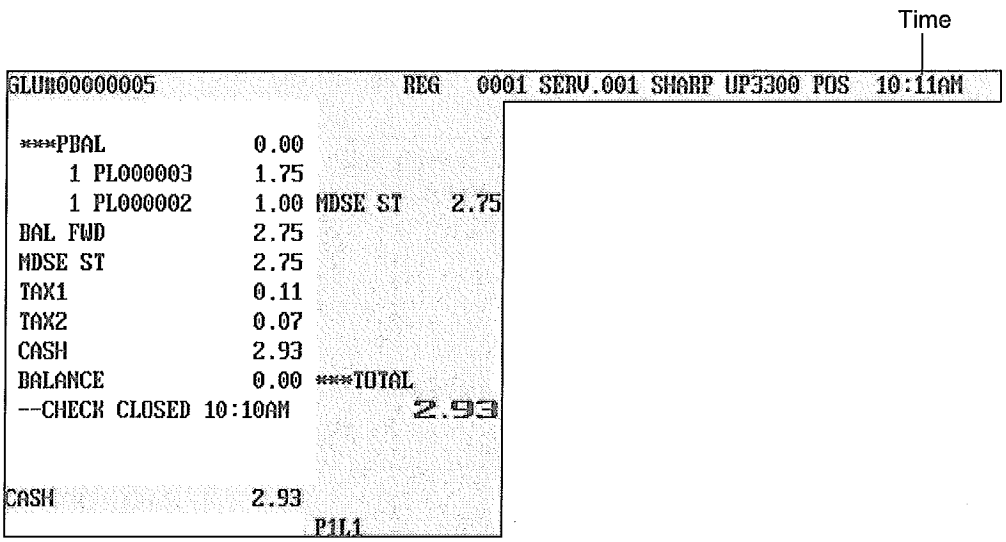
To return to the mode selection window, use the following procedure:

1. Touch the [MODE] or [CANCEL] key with the menu screen of the selected mode displayed.
   - You will enter the REG mode.
2. Touch the [MODE] key.
   - You will return to the mode selection window.

4 Time Display and Automatic Updating of the Date

Time display

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



Automatic updating of the date

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

5 Prior to Entries

REG MODE

Preparations for Entries

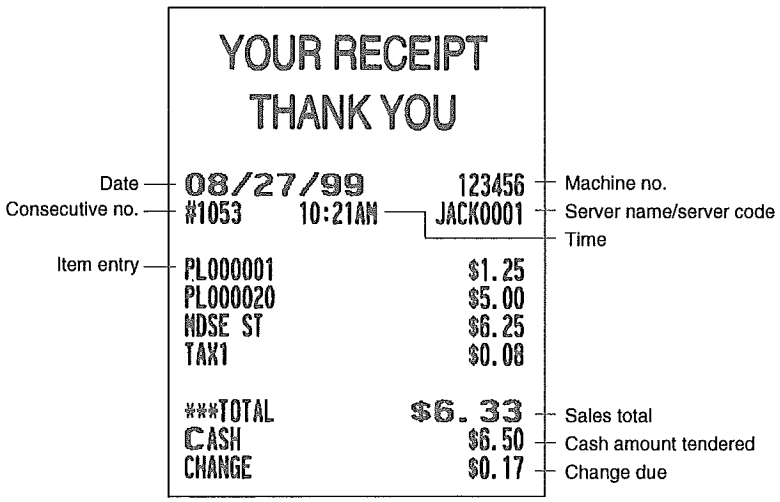
1. Select the REG mode from the mode selection menu by touching the [CANCEL] key.
2. Insure that all printers in your system have adequate paper rolls prior to beginning entries. For more information, please refer to the applicable printer's manual.

Error Warning

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

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

Sample Receipt



6 Entries

REG MODE

Function Key Description

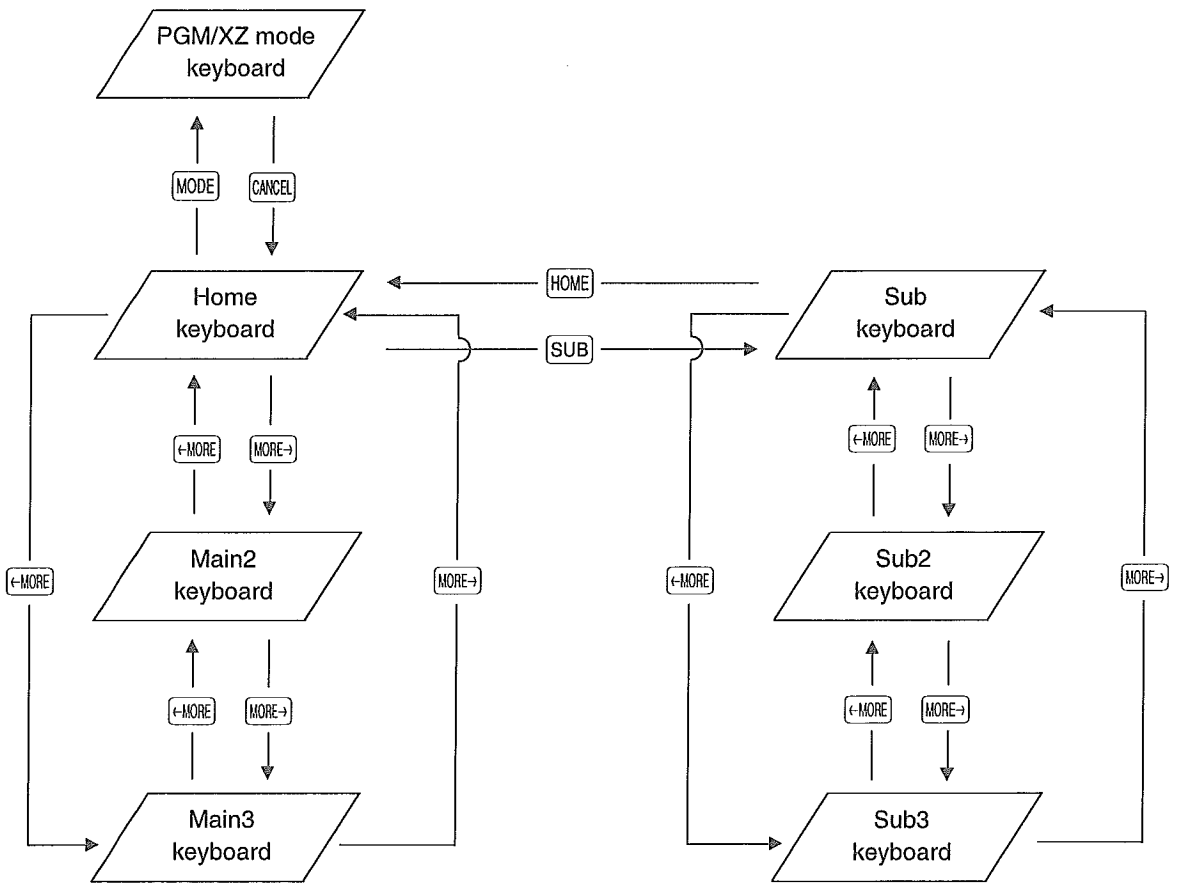
■ Touch-panel keyboard

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

- Home keyboard
- Main-2 keyboard
- Main-3 keyboard
- Sub keyboard
- Sub-2 keyboard
- Sub-3 keyboard
- Condiment/ Menu keyboard
- Condiment/ Menu-2 keyboard
- Condiment/ Menu-3 keyboard
- Function menu 1 keyboard
- Function menu 2 keyboard
- Function menu 3 keyboard
- Function menu 4 keyboard
- Function menu 5 keyboard
- Function menu 6 keyboard
- Function menu 7 keyboard
- Payment menu keyboard
- Drive thru keyboard
- PGM/XZ mode keyboard
- Character keyboard

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

Transition of the keyboard



Keyboard layout (default)

- **Home keyboard**

  This keyboard appears when you touch the [HOME] key.

					QTY	DISC.	MISC	G. CHK	MGR
					MENU01	MENU02	MENU03	MENU04	MENU05
					L1	L2	L3	SUB	
					000001		000006		000011
					000002		000007		000012
↓	↑	P UP	VOID	D-THRU	000003		000008		000013
MODE	CLEAR	P DOWN	RFND	PAYMEN	000004		000009		000014
HOME	CANCEL	←MORE	MORE→		000005		000010		000015

- **Main2 keyboard**

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

					QTY	DISC.	MISC	G. CHK	MGR
					MENU01	MENU02	MENU03	MENU04	MENU05
					L1	L2	L3	SUB	
					000016		000021		000026
					000017		000022		000027
↓	↑	P UP	VOID	D-THRU	000018		000023		000028
MODE	CLEAR	P DOWN	RFND	PAYMEN	000019		000024		000029
HOME	CANCEL	←MORE	MORE→		000020		000025		000030

- **Main3 keyboard**

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

					QTY	DISC.	MISC	G. CHK	MGR
					MENU01	MENU02	MENU03	MENU04	MENU05
					L1	L2	L3	SUB	
					000031		000036		000041
					000032		000037		000042
↓	↑	P UP	VOID	D-THRU	000033		000038		000043
MODE	CLEAR	P DOWN	RFND	PAYMEN	000034		000039		000044
HOME	CANCEL	←MORE	MORE→		000035		000040		000045

- **Sub keyboard**

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

					P1	P2	P3	P4	P5
					COMB01		COMB06		000101
					COMB02		COMB07		000102
					COMB03		COMB08		000103
					COMB04		COMB09		000104
↓	↑	P UP	VOID		COMB05		COMB10		000105
MODE	CLEAR	P DOWN	RFND	PAYMEN				WAIT	
HOME	CANCEL	MORE→						FINAL	

- **Sub2 keyboard**

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

					P1	P2	P3	P4	P5
					COMB11		COMB16		000106
					COMB12		COMB17		000107
					COMB13		COMB18		000108
					COMB14		COMB19		000109
↓	↑	P UP	VOID	SUB	COMB15		COMB20		000110
MODE	CLEAR	P DOWN	RFND	PAYMEN				WAIT	
HOME	CANCEL	←MORE						FINAL	

- **Sub3 keyboard**

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

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

· **Condiment/Menu keyboard**

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

					KEY001		KEY006		KEY011
					KEY002		KEY007		KEY012
					KEY003		KEY008		KEY013
					KEY004		KEY009		KEY014
					KEY005		KEY010		KEY015
↓	↑	P UP	VOID	SUB					
MODE	CLEAR	P DOWN	RFND	PAYMEN				WAIT	
HOME	CANCEL	C NEXT			MORE→			FINAL	

· **Function menu 1 (QTY) keyboard**

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

					X/TIMES				
					7	8	9		
					4	5	6		
↓	↑	P UP			1	2	3		
MODE	CLEAR	P DOWN			0	00	-		
HOME	CANCEL				X/TIMES				

· **Function menu 2 (DISC.) keyboard**

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

					%1		%5	(–)3	
					%2		%6	(–)4	
					%3		(–)1	(–)5	
					%4		(–)2	(–)6	
					7	8	9	MDS ST	
↓	↑	P UP	VOID	SUB	4	5	6		
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3		
HOME	CANCEL	M. FUNC			0	00	-	ENTER	

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

					TAX1SF	PLU/SB		WASTE	
					TAX2SF	RCP.SW		REPEAT	
					TAX	RCPT		RP SND	
					SRV#		MGR#		
					7	8	9		
↓	↑	P UP	VOID	SUB	4	5	6		
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3		
HOME	CANCEL	D-THRU			0	00	-	ENTER	

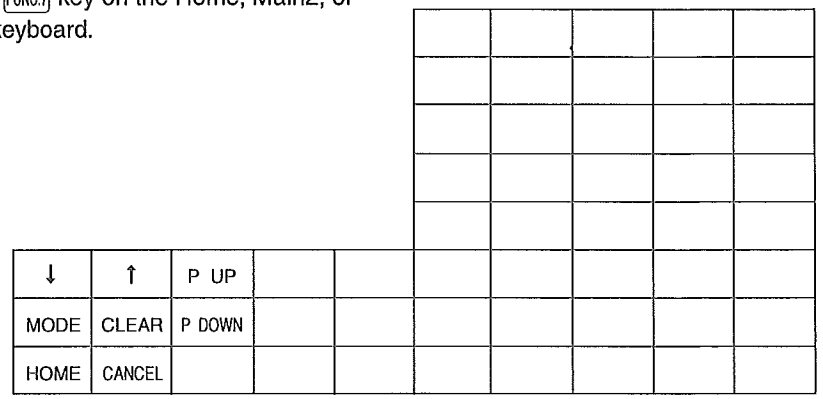
- **Function menu 4 (G.CHK) keyboard**
  This keyboard appears when you touch the [G.CHK] key on the Home, Main2, or Main3 keyboard.

					QTY	DISC.	MISC		MGR
					SRV#		MGR#		
					7	8	9	N.C.	
↓	↑	P UP	VOID	SUB	4	5	6	CV CNT	
MODE	CLEAR	P DOWN	RFND	PAYMEN	1	2	3	PBAL	
HOME	CANCEL	M. FUNC			0	00	-	ENTER	

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

					EMPL#		SRV#		M. FUNC
					E.SALE		TIME-IN		WASTE
					BAL		TIME-OUT		#
					MGR#		BREAK		NS
					7	8	9	SBTL	
↓	↑	P UP	VOID	RCP.SW	4	5	6	PAYMENT MENU	
MODE	CLEAR	P DOWN	RFND	RCPT	1	2	3	ENTER	
HOME	CANCEL	RETURN	ST VD	BILL	0	00	-	CASH	

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



↓	↑	P UP							
MODE	CLEAR	P DOWN							
HOME	CANCEL								

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

					QTY	DISC.	MISC	WAIT
					CH1		EAT IN1	FINAL
					CH2		EAT IN2	$5
					CH3		EAT IN3	$10
					7	8	9	$20
↓	↑	P UP	VOID	SUB	4	5	6	NEXT$
MODE	CLEAR	P DOWN	RFND	M. FUNC	1	2	3	SBTL
HOME	CANCEL	ST VD			0	00	-	CASH

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

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

- **PGM/XZ mode keyboard**

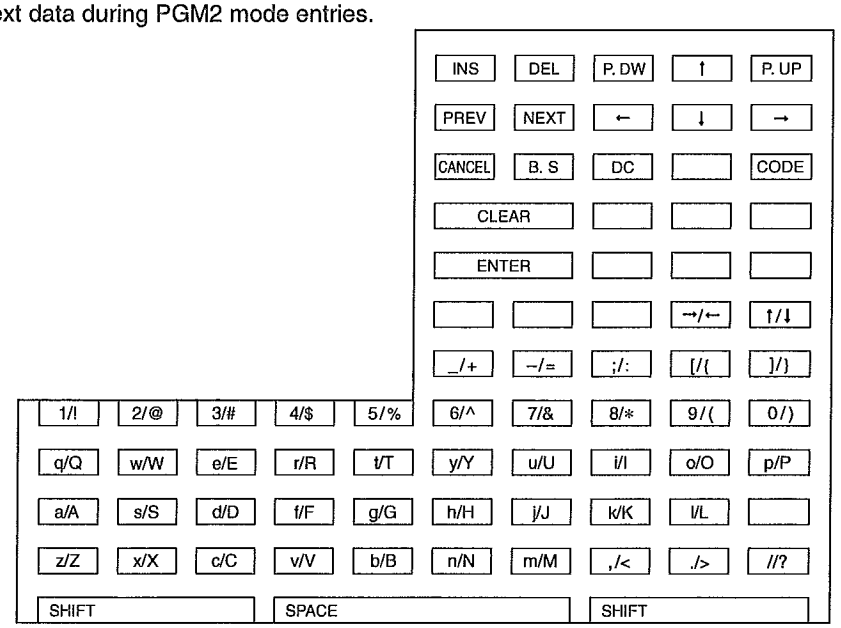
  This keyboard appears when you touch the [MODE] key on the Home, Main2, or Main3 keyboard.

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

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

- **Character keyboard**

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



Function keys list (default keyboard and labels)

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

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

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

How to Use the Touch Panel

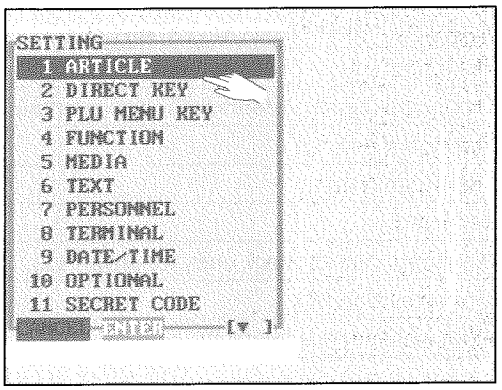
Operations can be performed by touching corresponding key(s) and/or selecting option(s) or item(s) in the window.

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

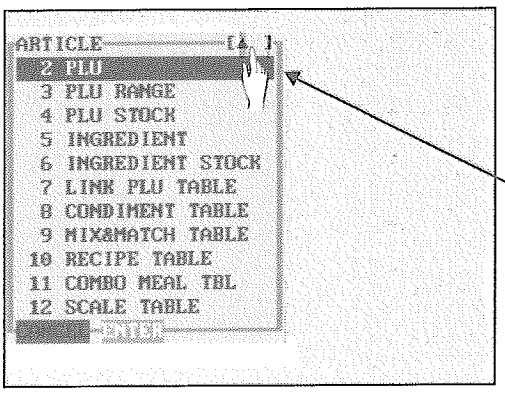
■ Cursor control by touching option(s) or item(s) in the window

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

• In the PGM/XZ mode



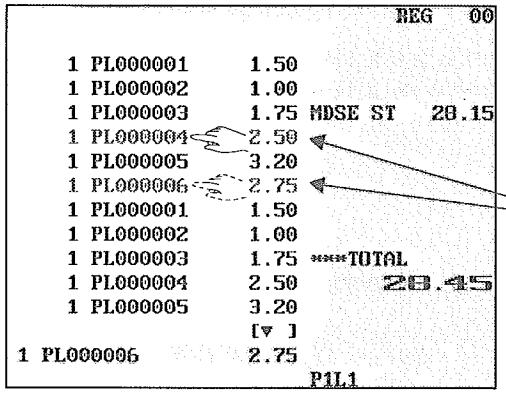
1. To select an option, touch a corresponding line.
(When you release the touch panel, the option will be selected.)



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

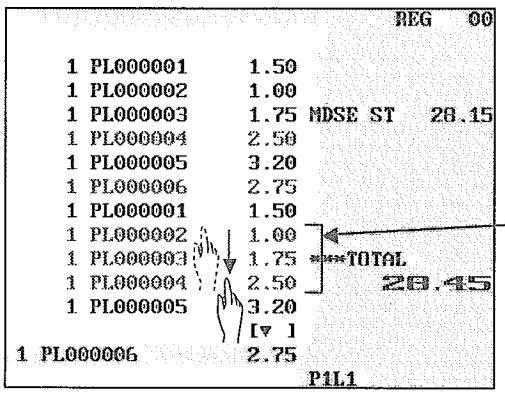
To scroll down the window

• In the REG mode



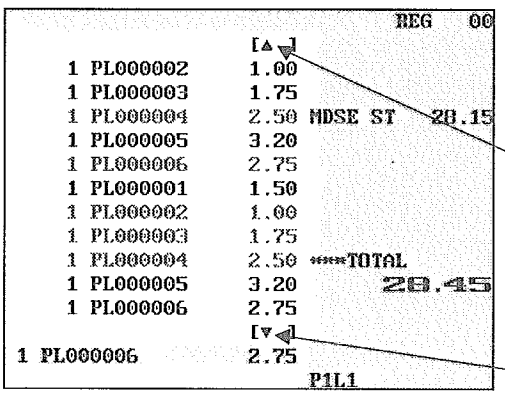
1. To select item(s), touch corresponding line(s).
(If you touch a selected item again, it will be deselected.)

To select items



2. Dragging:
Touch a corresponding line, and drag the cursor to a target line.
(The selected item will be deselected.)

Dragging



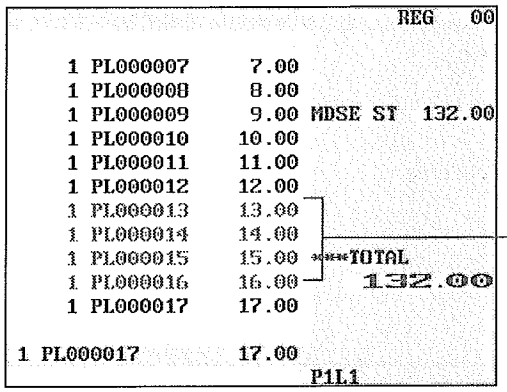
3. To scroll up or down the window, touch the bottom or top of the frame (▼ or ▲).
(The selected item will remain unchanged.)

To scroll down the window

To scroll up the window

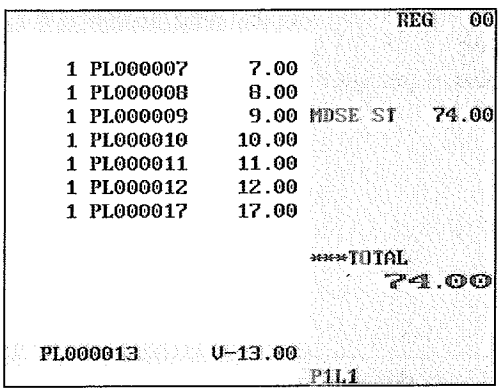
NOTE
- *To deselect all of selected items, touch the CANCEL key.*
- *To deselect a selected item, touch a corresponding line again.*

NOTE
- *The function is performed successively for the bottom line of selected item.*
- *If an error occurs, the incorrect item and remaining item(s) cannot be transacted.*



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

(Selected items)



VOID

Server Code Entries

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

Procedure

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

NOTE

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

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

To sign off a server: → [SRV#]

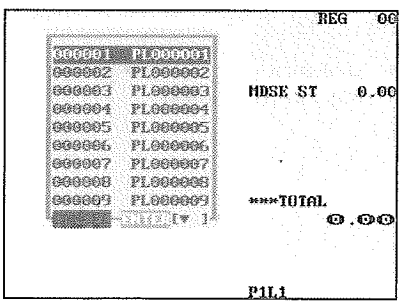
- *If the item entry is made when the server have been signed off, the server entry pad will be opened in the window and the server entry will be compelled.*

Item Selection from the Menu Window

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

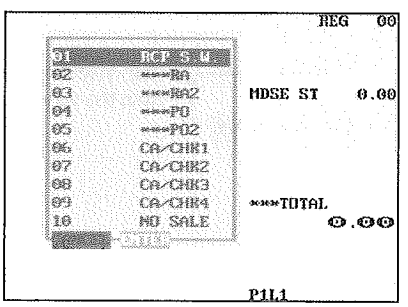
- **PLU menu window**

[PLU/SB] →



- **Miscellaneous menu window**

[M.FUNC] →



Item Entries

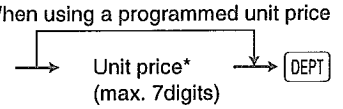
Single item entries

Department entries

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

Procedure

When using a programmed unit price



*Less than the programmed upper limit amount

NOTE

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

Direct PLU entries (PLU entries)

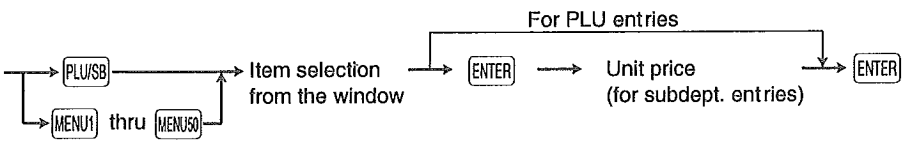
Follow this procedure:

Procedure

PLU menu-based entries (PLU entries and subdepartment entries)

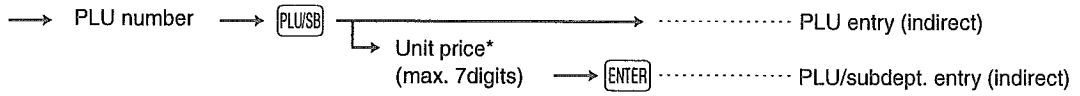
Follow this procedure:

Procedure



PLU number entries (PLU entries and subdepartment entries)
Follow this procedure:

Procedure



*Less than the programmed upper limit amount

NOTE

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

Repeat entries

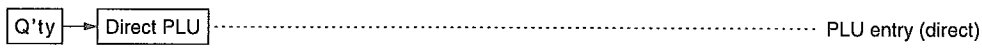
You can use this function for repetitive entries of the same items.

Multiplication entries

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

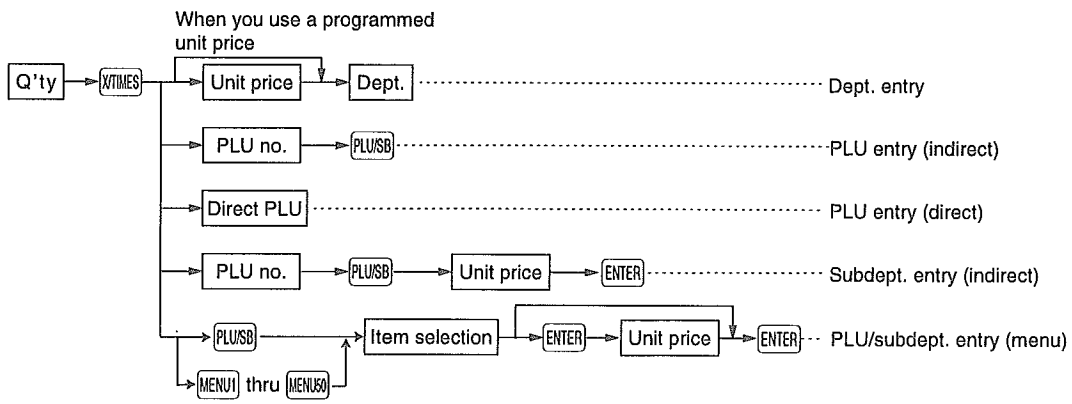
Procedure

FF method (for quick multiplication of direct PLUs)



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

Normal method



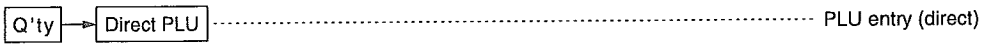
- Q'ty: Up to four-digit integer + three-digit decimal
- Unit price: Less than a programmed upper limit
- Q'ty x unit price: Up to seven digits

Box sale entries

This function is used to enter items in "Multiplies-per-box." This function is realized by using the presetting of base quantity.

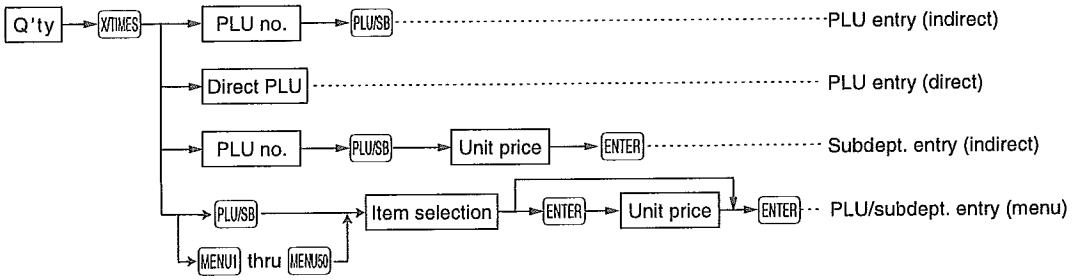
Procedure

FF method (for speedy entries in the fast food restaurants)



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

Normal method



- Selling quantity: Up to four-digit integer + three-digit decimal
- Base quantity: (Programmed)

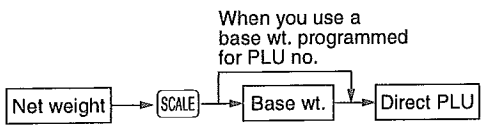
Scale entries

You have a choice of either the manual or automatic method for scale entry.
If the first method is chosen, the server needs to enter the reading of the scale manually. If the second one is chosen, the weight is automatically read from the connected scale (option) and appears in the POS terminal display. If you need an auto scale entry function, contact your authorized SHARP dealer.

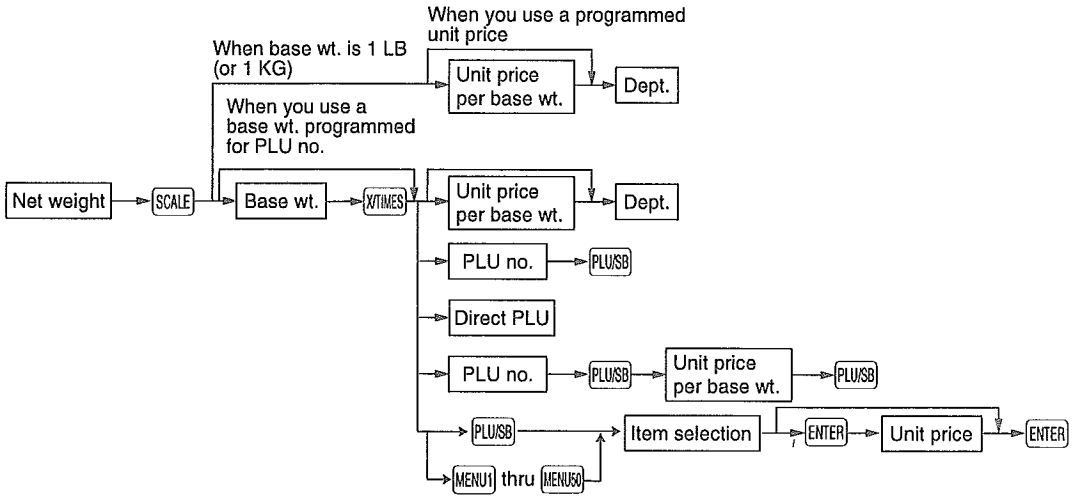
Manual scale entries

Procedure

FF method



Normal method



- Net weight: Up to 5 digits (integer + decimal)
- Base weight: Up to 2 digits (integer)

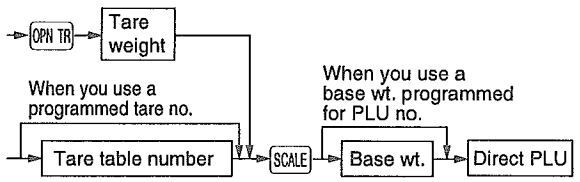
NOTE

The net weight is automatically calculated using the programmed tare number.

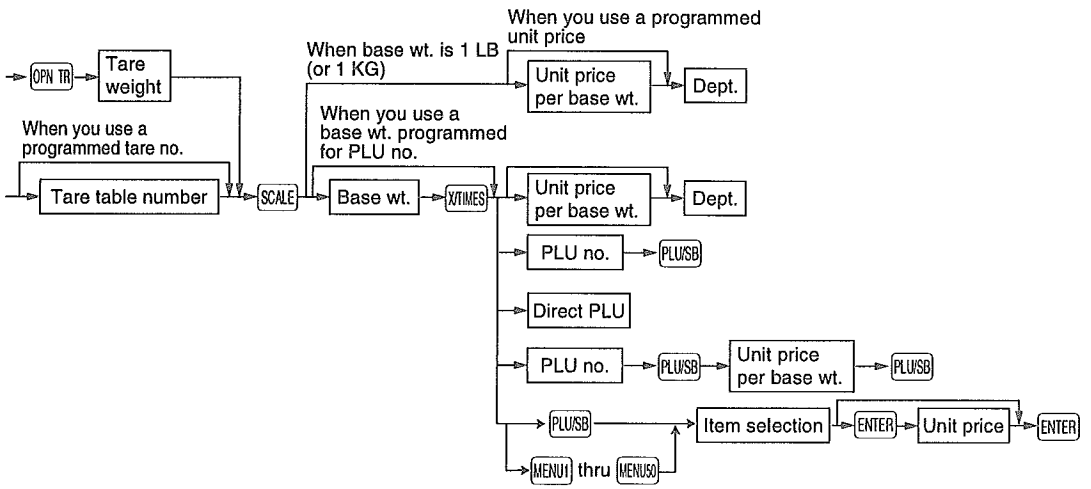
Auto scale entries

Procedure

FF method



Normal method



- Tare weight: Up to 5 digits (integer + decimal)
- Net weight: Up to 5 digits (integer + decimal)
- Base weight: Up to 2 digits (integer)
- Tare number: 1 to 9

NOTE

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

Special Entries for PLUs

Mix-and-match function

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

Link PLU entries

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

Combo meal entries

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

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

■ PLU level shift (for direct PLUs)

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

* The automatic return mode automatically shifts the PLU level back to level 1 after touching a direct PLU key or finalizing each transaction.

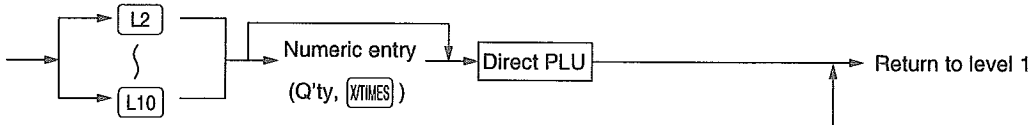
** The lock shift mode holds the current PLU level until a PLU level shift key is touched.

Automatic return mode (for PLU levels)

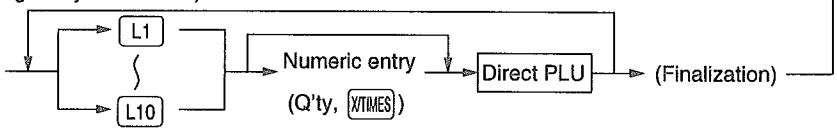
If your terminal has been programmed for PLU level in the automatic return mode, touch a desired PLU level shift key before a numeric entry.

Procedure

(Returning every item entry)



(Returning every transaction)



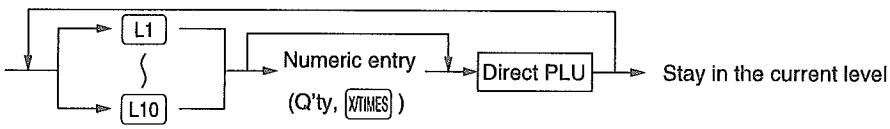
NOTE

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

Lock shift mode (for PLU levels)

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

Procedure



NOTE

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

■ PLU price level shift

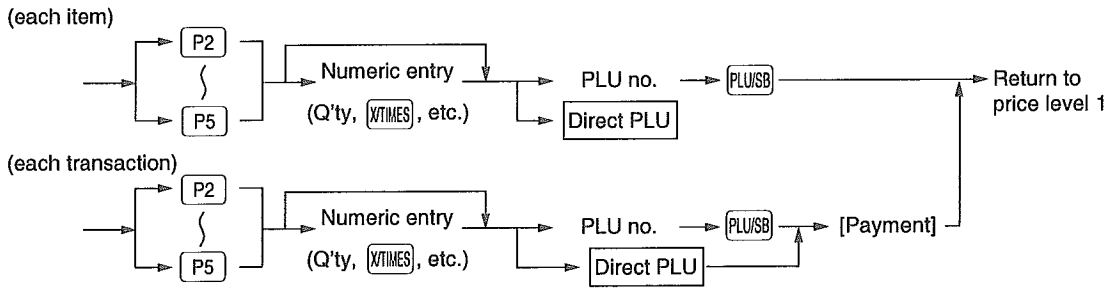
Five different price levels can be programmed for each PLU.
The price levels can be changed for PLU registrations.
These keys have the following functions:

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

* The automatic return mode automatically shifts the PLU price level back to level 1 after a PLU entry. You can select whether the PLU price level should return each time you enter one item or each time you finalize one transaction.
** The lock shift mode holds the current PLU price level until touching a price level shift key.
For selection of "automatic return" or "lock shift" modes, please consult your authorized SHARP dealer.

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

Procedure

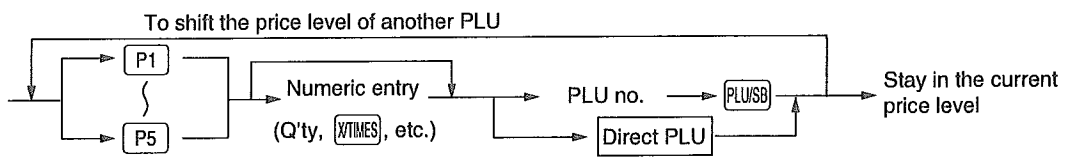


NOTE

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

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

Procedure



NOTE

- *If you select the automatic return mode, it is not necessary to use the [P1] key on the keyboard, but if you select the lock shift mode, it is necessary to use the key.*
- *When you use the FF method, you need not touch the X/TIMES key on numeric entry.*

Condiment entries

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

Example:

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

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

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

Menu-item PLUs — First PLU — Following PLUs

NOTE

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

Display of Subtotals

Your POS terminal provides these five types of subtotals:

■ Merchandise subtotal

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

■ Taxable subtotal

Taxable 1 subtotal

Touch the [TAX1SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 1 items will appear in the window and the caption "TAX1" and the tax 1 amount will appear in the outside of the window.

Taxable 2 subtotal

Touch the [TAX2SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 2 items will appear in the window and the caption "TAX2" and the tax 2 amount will appear in the outside of the window.

Taxable 3 subtotal

Touch the [TAX3SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 3 items will appear in the window and the caption "TAX3" and the tax 3 amount will appear in the outside of the window.

Taxable 4 subtotal

Touch the [TAX4SF] and [SBTL] keys in this order at any point during a transaction. The sales subtotal of taxable 4 items will appear in the window and the caption "TAX4" and the tax 4 amount will appear in the outside of the window.

■ Including-tax subtotal (full subtotal)

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

■ Tray subtotal

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

■ Eat-in subtotal

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

Finalization of Transaction

Cash or check tendering

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

NOTE

- *Touch the [PAYMENT] key and select a pertinent check key.*

Mixed tendering (check + cash)

Cash or check sale that does not need any tender entry

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

Charge (credit) sale

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

NOTE

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

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

NOTE

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

Tax Calculations

Automatic tax

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

Manual tax

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

Tax deletion

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

NOTE

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

Tax status shift

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

NOTE

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

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

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

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

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

Guest Check (GLU/PBLU)

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

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

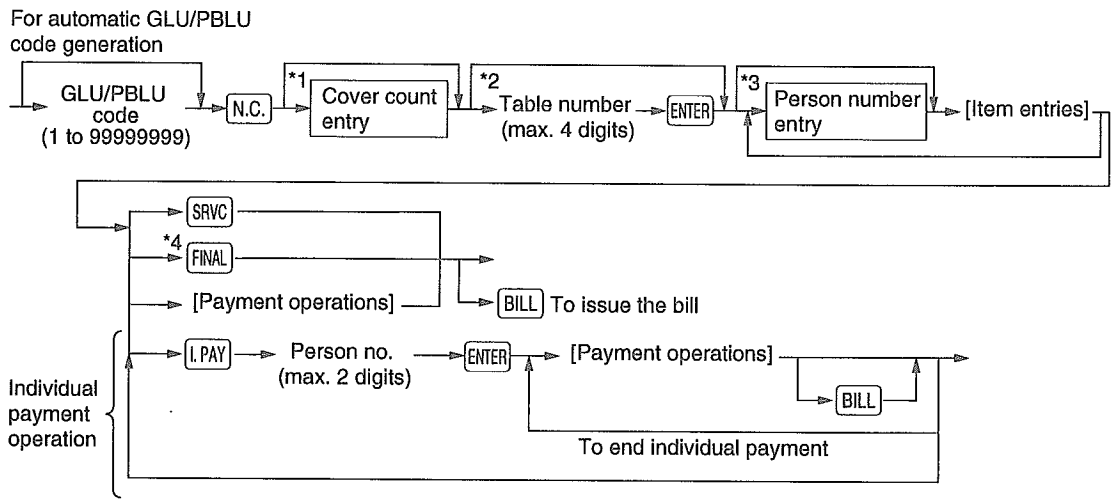
PBLU system: If this system is selected, the previous balance is stored in the previous balance lookup file (PB lookup file). The information can be automatically recalled by entering a previous balance lookup code (= a PBLU code) when additional ordering occurs.

GLU/PBLU system

New guest

For a new guest;

Procedure

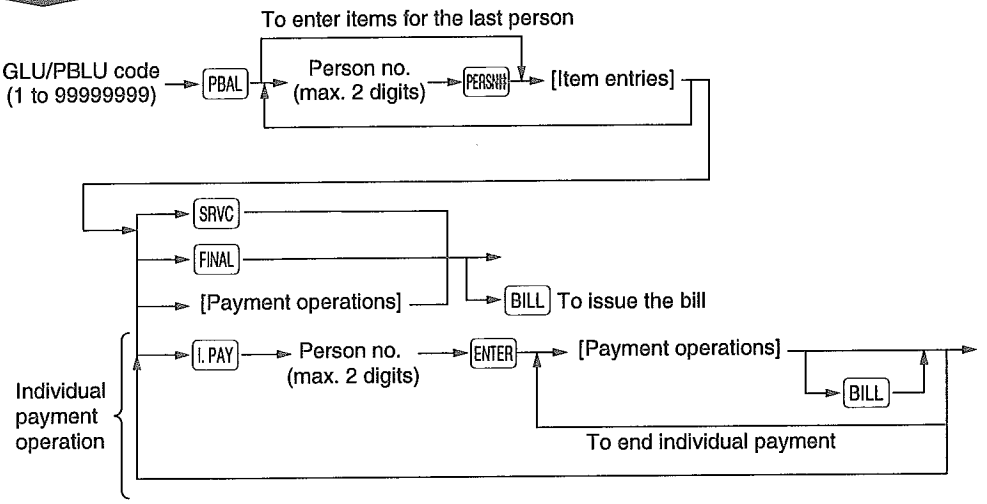


NOTE

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

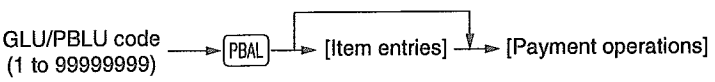
Reorder entries
For making additional guest check entries;

Procedure



Settlement
Use the following procedure:

Procedure



NOTE

You can make a tip-in entry before a tender entry. If a tip-in entry is made, the tip amount must be tendered by using the associated media key e.g. CH1 thru CH8 for the charge tip and CASH 1 or CASH 2 for the cash tip.

Drive-through function

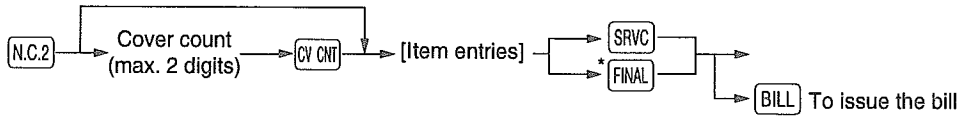
A second GLU/PBLU function can be used as the drive-through function. This system looks up drive-through codes automatically (First In/First Out).
This drive-through system provides three types of POS terminal functions (Order taker, cashier station and counter).

Drive-through screen
The drive-through screen can be displayed by touching the D-THRU key or by finalizing the drive-through registration (refer to PGM: FUNC.SELECTING).
When the HOME, SUB or Function menu key is touched, the screen is changed to the ordinary screen from the drive-through screen. The screen can also be changed to the ordinary screen by beginning the drive-through registration with touching the N.C.2 key.

New car

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

Procedure

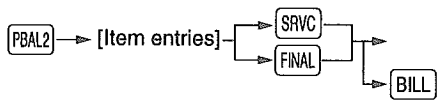


* This is the optional function (temporary finalization).
You can temporarily finalize a guest check by touching the FINAL key. Depending upon your terminal's programming this prints out a guest check to show the current balance, including tax. The guest check, however, is still "open." This means you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

Reorder entries

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

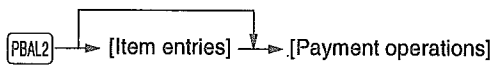
Procedure



Settlement

Use the following procedure:

Procedure



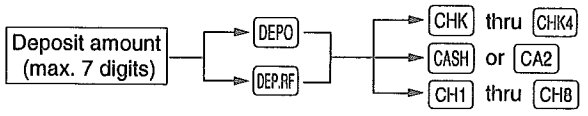
Deposit entries

Deposit refers to a prepayment on a guest check. It can be received in cash or by check or charge 1 through charge 8.

You can make a deposit entry only when entering a guest check. It cannot be done during handling of a tendered amount.

A received deposit can be refunded by touching the DEP.RF key. You cannot attempt to refund an amount larger than the deposit balance.

Procedure



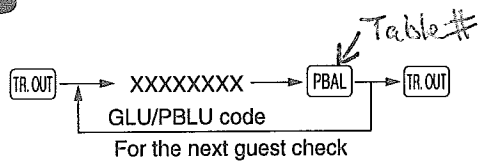
Transferring guest checks out or in (Transfer-in/out)

Transferring guest checks out

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

Procedure

(server sign-on)

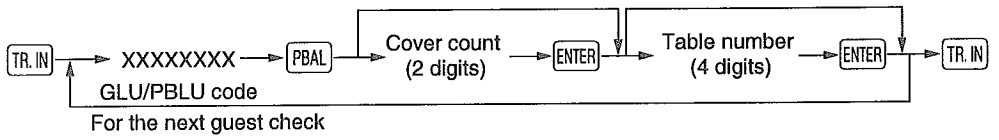


Transferring guest checks in

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

Procedure

(new server sign-on)

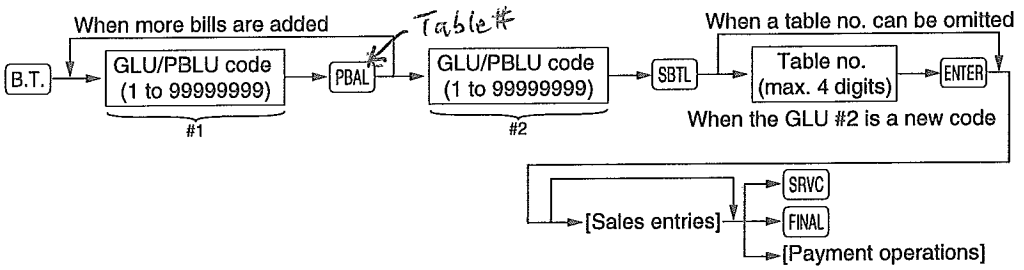


Bill totalizing/bill transfer

Bill totalizing

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

Procedure



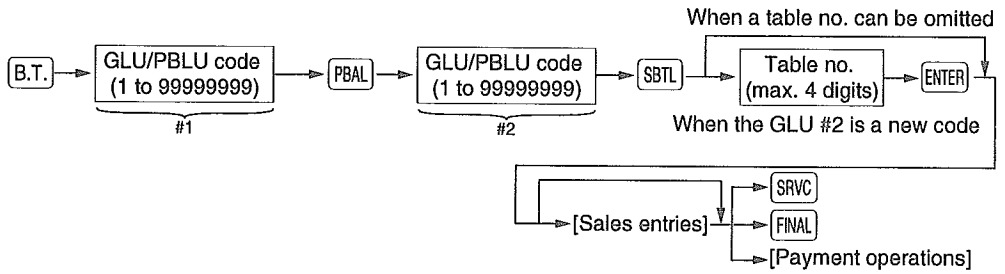
NOTE

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

Bill transfer

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

Procedure



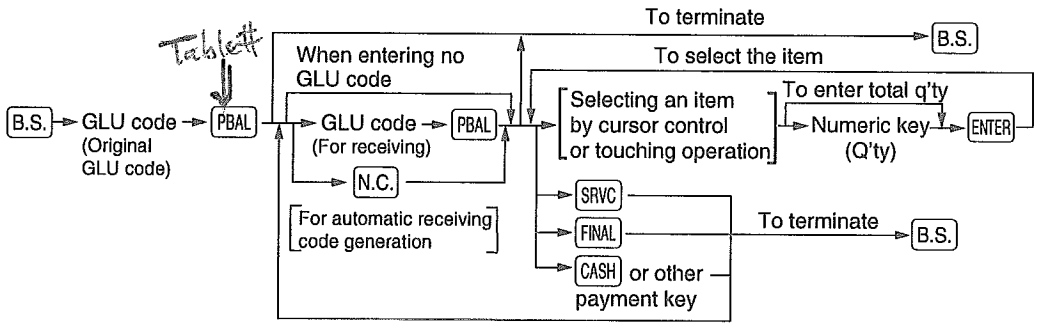
NOTE

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

■ Bill separating

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

Procedure



NOTE

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

Auxiliary Entries

Percent calculations (premium or discount)

- Your POS terminal provides percent calculations for a merchandise subtotal or each item entry. You need to specify in advance for which of a merchandise subtotal and each item entry your POS terminal should perform a percent calculation.
- For percent calculations (premium, discount, merchandise subtotal or individual), you may use the [%1] thru [%9] key.
- Percentage: 0.01 to100.00%

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

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

Discount entries

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

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

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

Refund entries

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

Return entries

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

Printing of non-add code numbers

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

Remote printer send function

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

Procedure

Item entry ——▶ [RP SND] ——▶ Data transfer to the remote printer

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

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

Gratuity

Calculation

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

Exemption

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

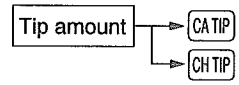
Payment Treatment

Tip-in entries

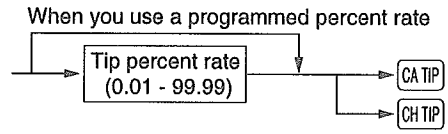
Your POS terminal allows the entry of tips that your guests give to servers in cash or by credit card.
A tip entry must be done before a payment entry.
You must use the corresponding media key e.g. CH1 thru CH8 for the charge tip and CASH 1 or CASH 2 for the cash tip.
You cannot make any previous or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

Procedure

Tip amount entry system:



Tip percent rate entry system:



Tip paid entries

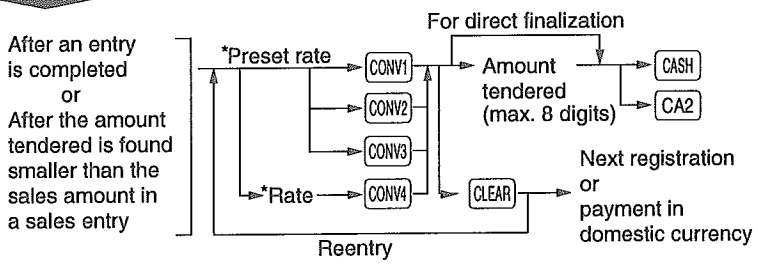
This operation is used when tips that guests have paid by using credit card are paid to respective servers in cash. To perform a tip paid entry, enter the server code, then touch the [TIP PD] key.
You can prohibit the tip paid operation in the REG mode by the PGM2 programming.

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

Currency conversion

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

Procedure



* Preset rate:
0.0000 to 9999.9999

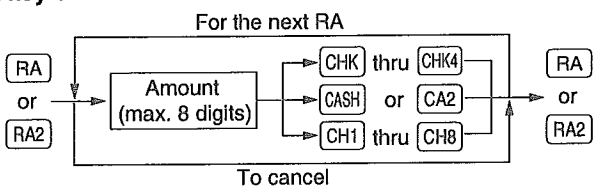
NOTE

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

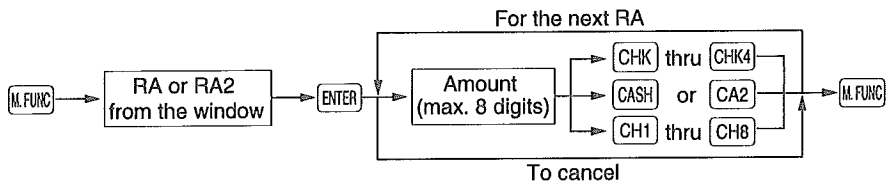
Received-on-account entries

Procedure

Direct key entries



Menu-based entries

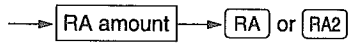


NOTE

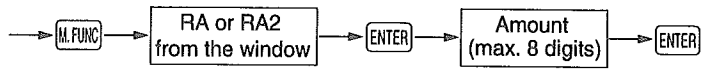
You may also choose the RA procedure instead of the above procedure only for cash payment. Contact your authorized SHARP dealer to change the procedure.

Procedure

Direct key entries



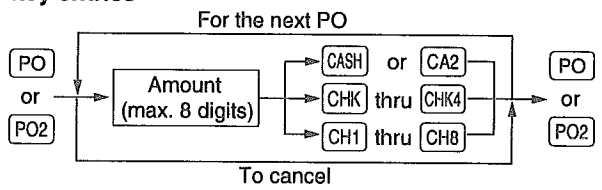
Menu-based entries



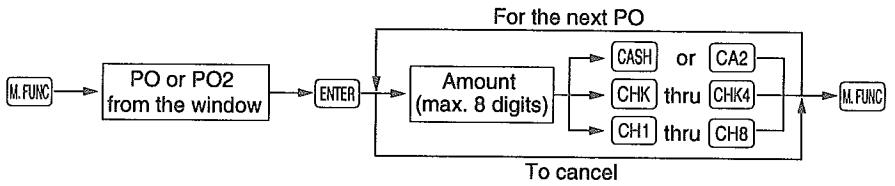
Paid-out entries

Procedure

Direct key entries



Menu-based entries

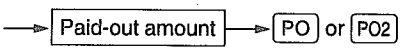


NOTE

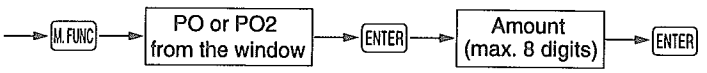
You may also choose the PO procedure instead of the above procedure only for cash payment. Contact your authorized SHARP dealer to change the procedure.

Procedure

Direct key entries



Menu-based entries



■ No-sale (exchange)

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

NOTE

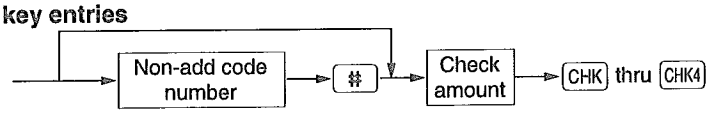
You can also enter "No-sale" from the miscellaneous menu window. Touch the [M.FUNC] key and select "10 NO SALE" from the window.

■ Cashing a check

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

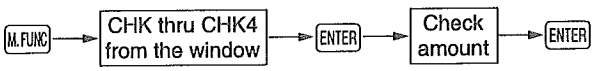
Procedure

Direct key entries



(When non-add code entry is allowed.)

Menu-based entries



Employee Function

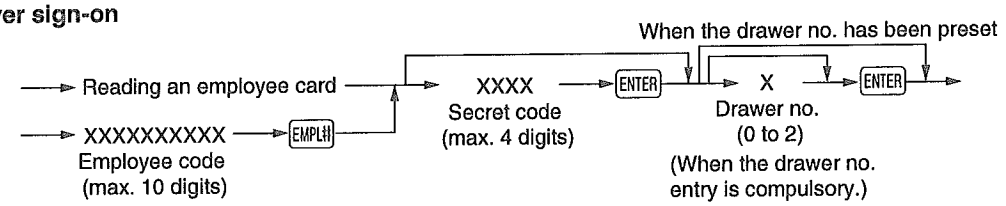
You can use the following functions by using employee codes:

■ Server/manager sign-on

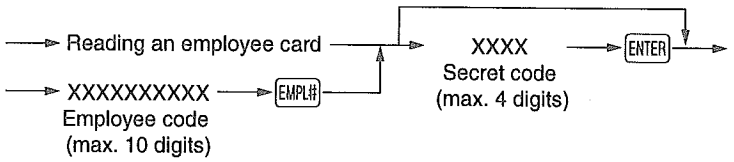
Servers or managers can be signed on by entering employee codes, or they can be signed on by using employee cards. To use an employee card, you need a magnetic card reader (MCR). Contact your authorized SHARP dealer.

Use the following procedures:

• **Server sign-on**



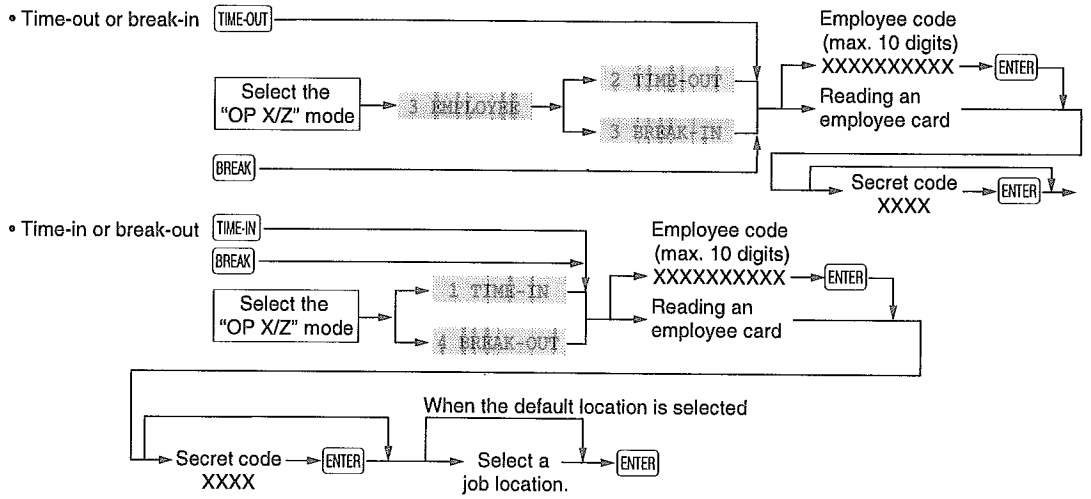
• **Manager sign-on**



■ Employee's working time recording

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

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

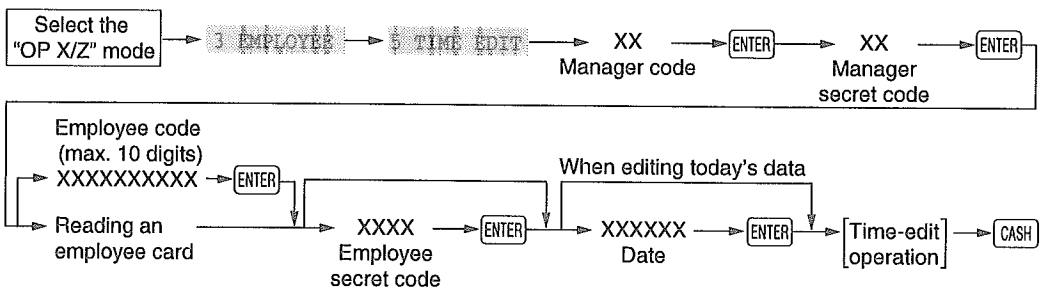


NOTE

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

Time-edit operation

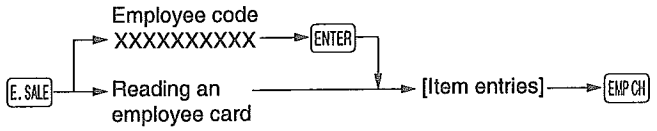
A manager can edit employee's time-in/out data to record his or her time correctly.



Sales entry for employees

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

To start the sales entry for employees:



NOTE

When the item is entered, the limitation check is executed (that the employee sales total is not over the programmed limit). The checking method is:

[Programmed limit amount] ≥ [Previous sales total] + [The merchandise subtotal of the current transaction]

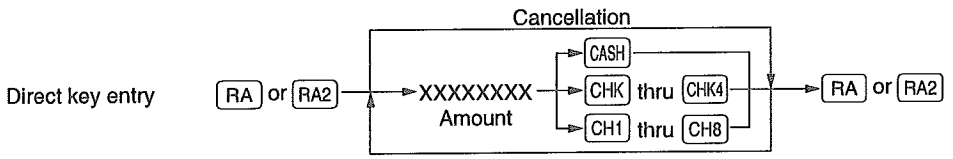
To pay for charge sales (After entering employee sale function and entering employee code):

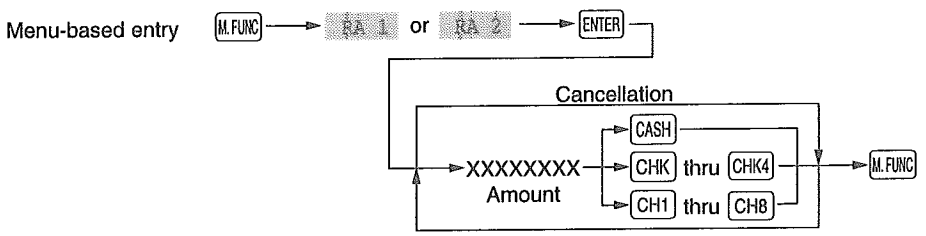
• When the cash-only entry is selected:

Direct key entry XXXXXXXX Amount → RA or RA2

Menu-based entry → M. FUNC → RA 1 or RA 2 → ENTER → XXXXXXXX Amount → ENTER

• When the mixed-media entry is selected:

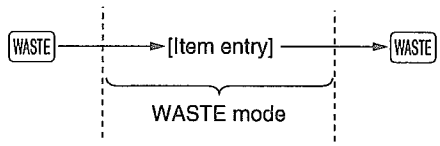




WASTE mode

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

Procedure



NOTE

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

7 Correction

REG MODE
MGR MODE

Correction of the Last Entry (Direct Void)

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

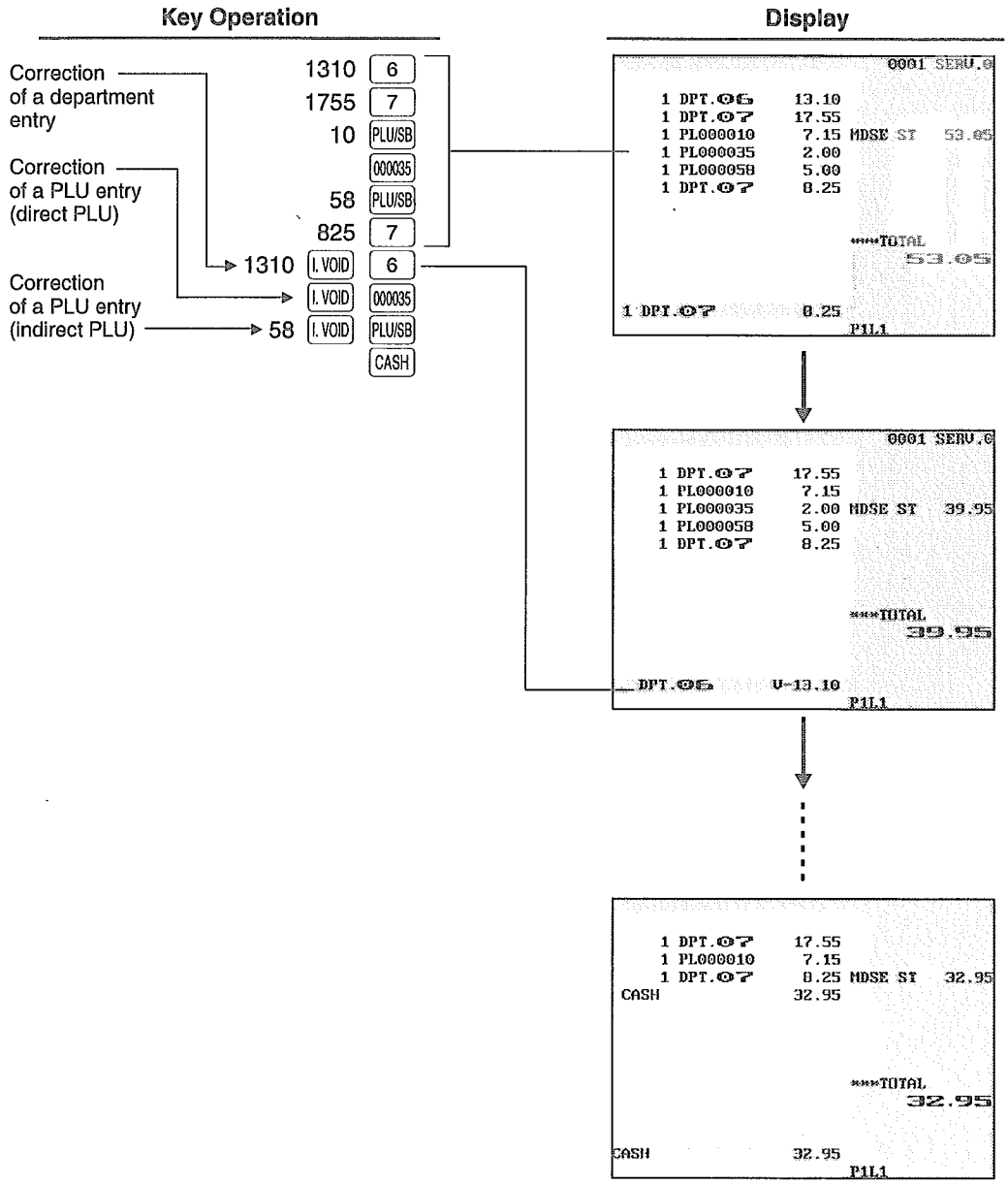
Example

Key Operation		Display
1250	[6]	0001 SERV.0 1 DPT.06 12.50 MDSE ST 12.50 ****TOTAL 12.50 1 DPT.06 12.50 P1L1
	[VOID]	
2	[PLU/SB]	0001 SERV.0 MDSE ST 0.00 ****TOTAL 0.00 DPT.06 V-12.50 P1L1
	[VOID]	
600	[8]	
	[%2]	
	[VOID]	
328	[000009]	
28	[(–)2]	
	[000009]	
	[VOID]	
520	[8]	
40	[TAX]	
	[VOID]	
	[CASH]	1 DPT.08 6.00 1 PL000009 3.28 1 DPT.08 5.20 MDSE ST 14.48 CASH 14.48 ****TOTAL 14.48 CASH 14.48 P1L1

Correction of the Next-to-Last or Earlier Entries (Indirect Void)

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

Example Indirect void by keyboarding



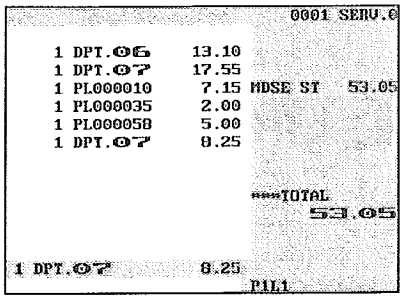
NOTE

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

Example Indirect void by cursor control (Cursor Void)

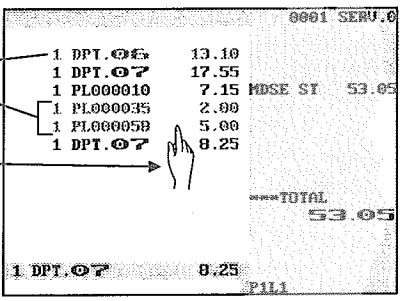
Key Operation	Display

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



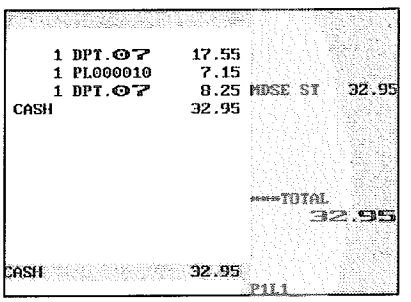
(Selected items)

[Selection by touch operation]



[VOID] (or [I.VOID])

[CASH]



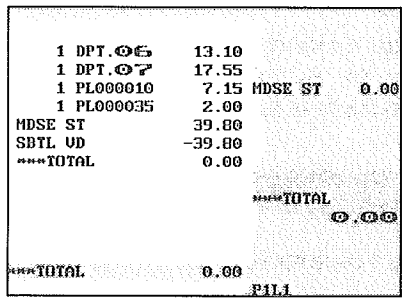
Subtotal Void

With the [ST VD] key you can void an entire transaction. Once subtotal void is executed, the transaction is canceled and the POS terminal issues a receipt.

Example

Key Operation	
1310	[6]
1755	[7]
10	[PLU/SB]
35	[PLU/SB]
	[SBTL]
	[ST VD]

Display



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

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

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

8 Special Printing Function

REG MODE

Copy Receipt Printing

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

NOTE

To toggle the receipt ON-OFF status, use one of the following procedures:

- *Select "01 RCP SW." from the window which is opened by touching the [M.FUNC] key.*
- *Touch the [RCP.SW] key to open the "RCP SW." window.*

Example

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

Key Operation		Print
3 [000002] [000003] [CASH]	Print on the journal	08/27/99 123456 #1073 11:05AM JACK0001 PL000002 $12.50 3.000@ 11.60 PL000003 $34.80 CASH $47.30
For receipting → [RCPT]	Print on the receipt	08/27/99 123456 #1073 11:05AM JACK0001 PL000002 $12.50 3.000@ 11.60 PL000003 $34.80 CASH $47.30

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

```
08/27/99          123456
#1073   11:05AM   JACK0001

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

CASH              $47.30
```

9 Manager Mode

MGR MODE

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

NOTE

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

Entering the Manager Mode

To enter the manager mode, select the REG mode from the mode selection menu, then use the following procedure:

Procedure

The display shown at right will appear.

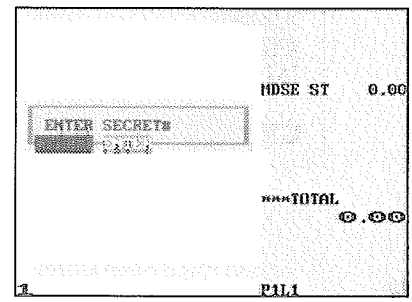
When "0" is programmed for the secret code

XX Manager code → [MGR#] → XXXX Secret code → [ENTER]

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

The manager is signed off automatically each time a transaction is finalized.

Display



NOTE *If the manager code entry is compelled, the manager entry pad will be opened in the window.*

Override Entries

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

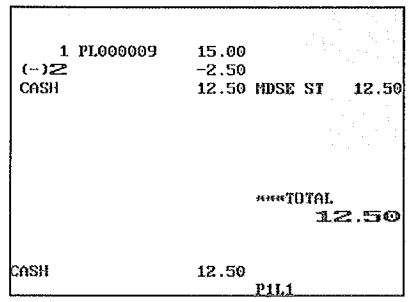
Example

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

Key Operation

REG-mode entries	1500 [000009]	
	250 [(-)2]	..... Error
	[CLEAR]	
To enter the manager mode	1 [MGR#]	
	0001 [ENTER]	
	250 [(-)2]	
To return to the REG mode	[CASH]	

Display



10 Correction after Finalizing a Transaction

MGR MODE

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

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

Incorrect receipt

```
08/27/99          123456
#1074   11:08AM   JACK0001

PLU00002          $12.50
PLU00001           $1.25
MDSE ST           $13.75
TAX1               $0.08

CASH              $13.83
```

Cancellation receipt

```
08/27/99          123456
#1076   11:09AM   JACK0001

          *VOID*
PLU00002          $12.50
PLU00001           $1.25
MDSE ST           $13.75
TAX1               $0.08

CASH              $13.83
```

NOTE

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

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

	OPXZ MODE
X1 MODE	Z1 MODE
X2 MODE	Z2 MODE

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

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

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

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

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

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

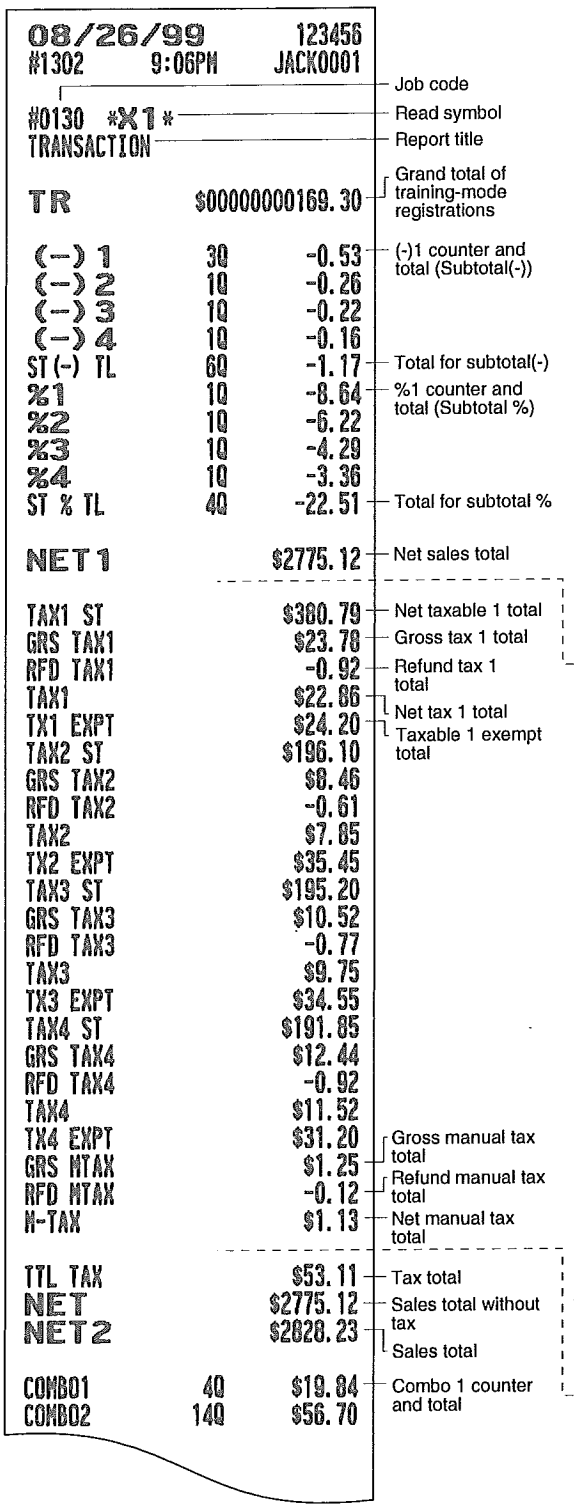
NOTE *When a secret code has been set for the corresponding report, enter the secret code and touch the [ENTER] key.*

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

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

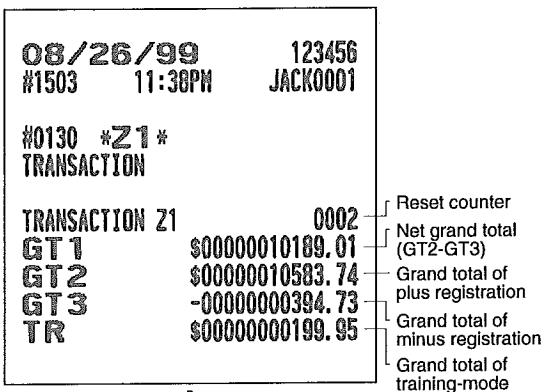
Transaction report

• Sample X report



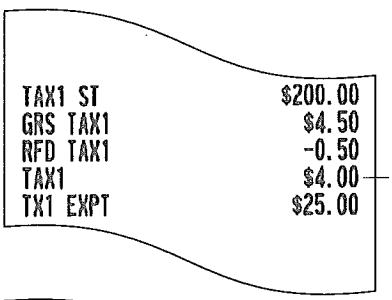
To be continued on the next page

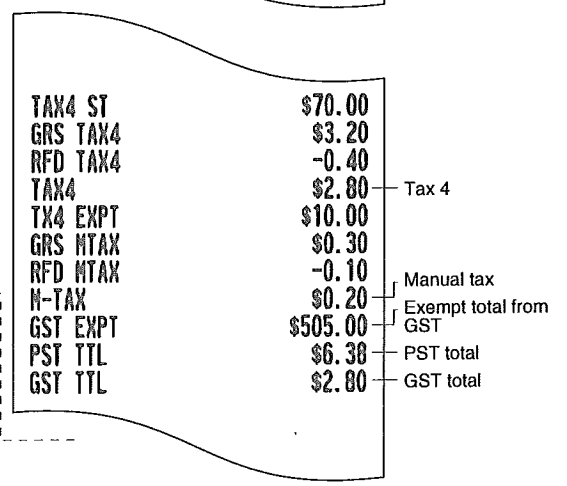
• Sample Z report

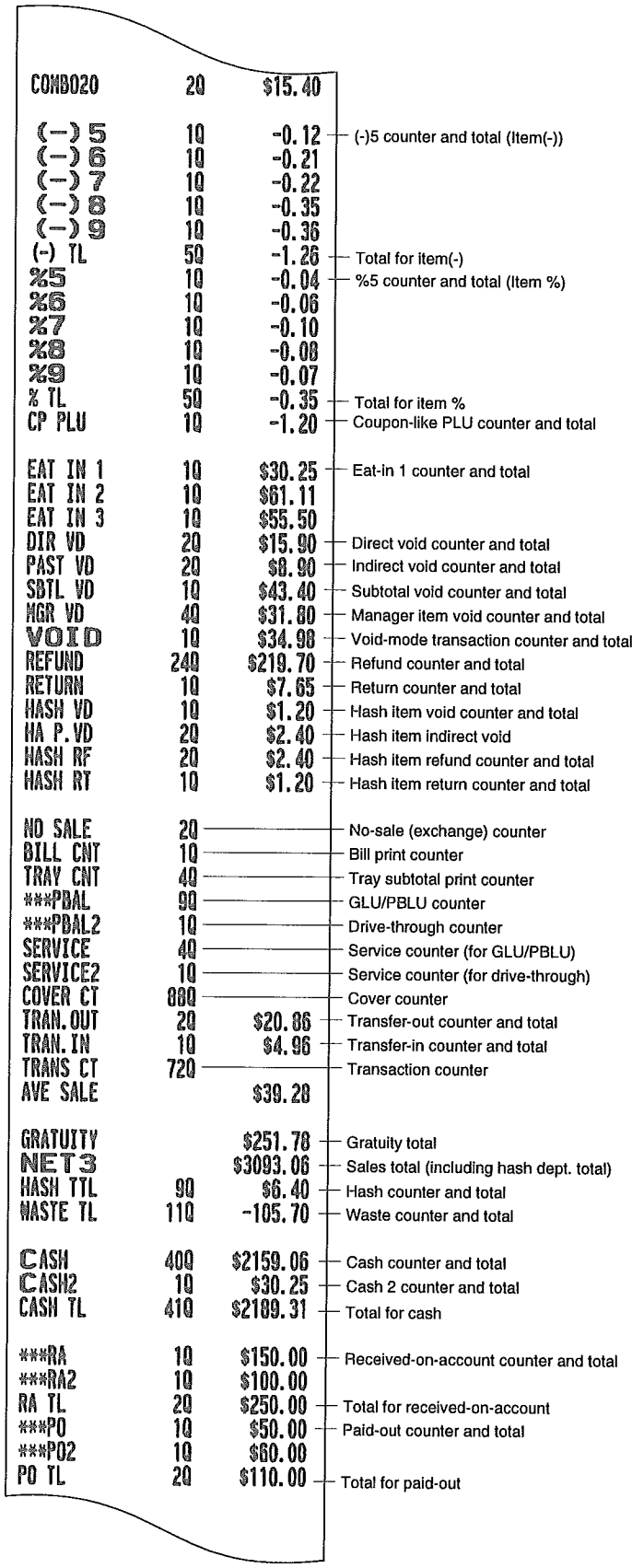


The subsequent printout occurs in the same format as in the sample X report.

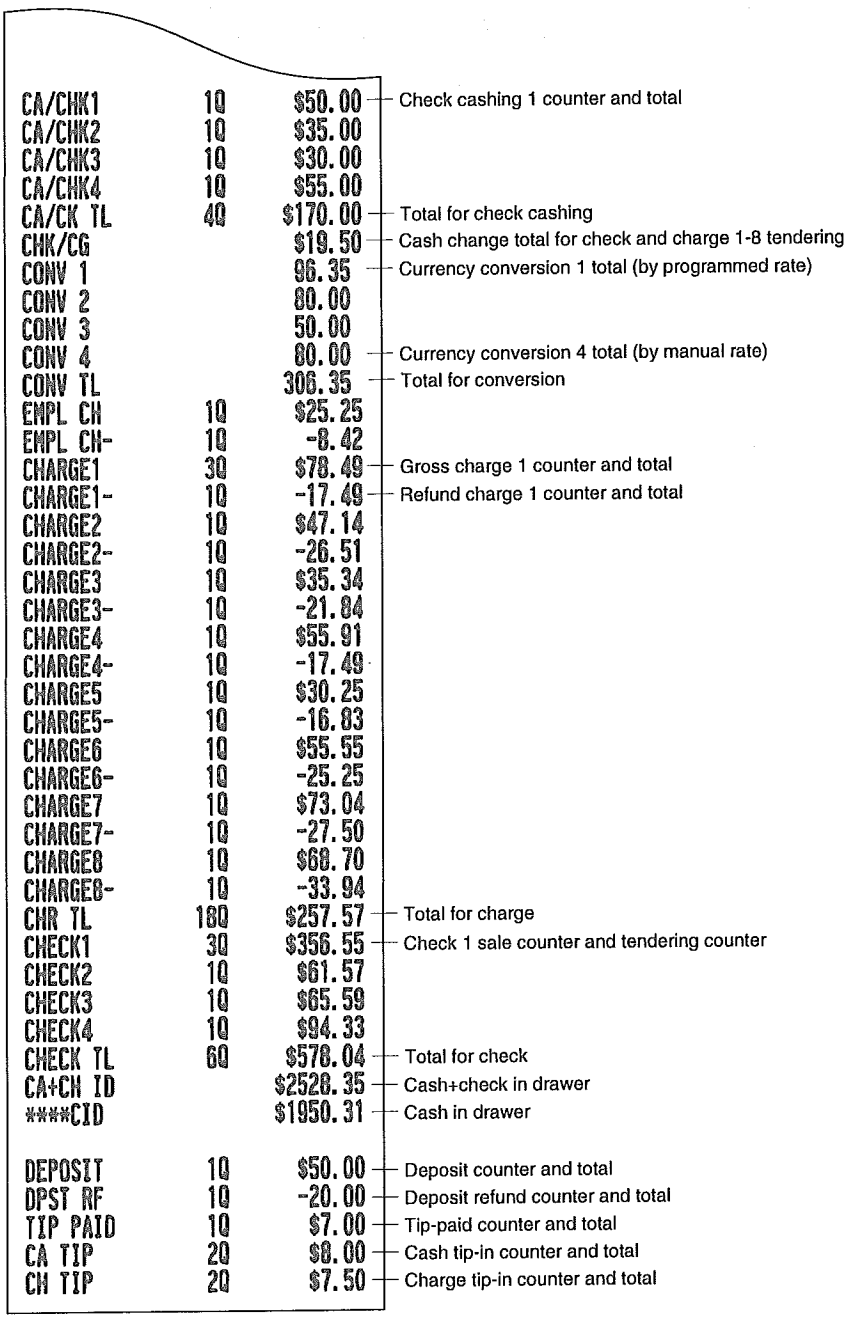
(When the Canadian tax system is selected)





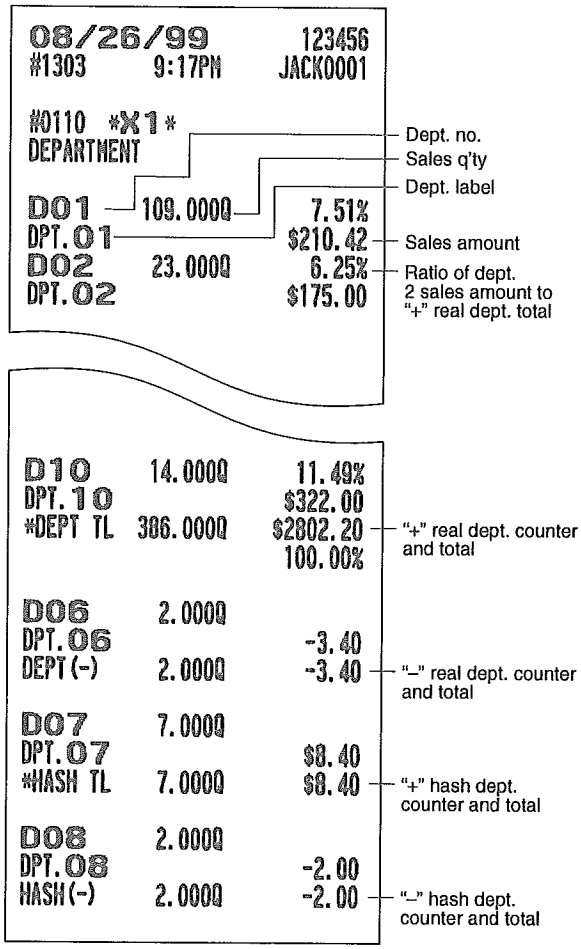


To be continued on the next page

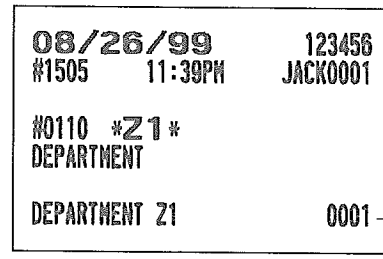

CA/CHK1 10 $50.00
CA/CHK2 10 $35.00
CA/CHK3 10 $30.00
CA/CHK4 10 $55.00
CA/CK TL 40 $170.00
CHK/CG $19.50
CONV 1 96.35
CONV 2 80.00
CONV 3 50.00
CONV 4 80.00
CONV TL 306.35
EMPL CH 10 $25.25
EMPL CH- 10 -8.42
CHARGE1 30 $78.49
CHARGE1- 10 -17.49
CHARGE2 10 $47.14
CHARGE2- 10 -26.51
CHARGE3 10 $35.34
CHARGE3- 10 -21.84
CHARGE4 10 $55.91
CHARGE4- 10 -17.49
CHARGE5 10 $30.25
CHARGE5- 10 -16.83
CHARGE6 10 $55.55
CHARGE6- 10 -25.25
CHARGE7 10 $73.04
CHARGE7- 10 -27.50
CHARGE8 10 $68.70
CHARGE8- 10 -33.94
CHR TL 180 $257.57
CHECK1 30 $356.55
CHECK2 10 $61.57
CHECK3 10 $65.59
CHECK4 10 $94.33
CHECK TL 60 $578.04
CA+CH ID $2528.35
****CID $1950.31
DEPOSIT 10 $50.00
DPST RF 10 -20.00
TIP PAID 10 $7.00
CA TIP 20 $8.00
CH TIP 20 $7.50
Check cashing 1 counter and total
Total for check cashing
Cash change total for check and charge 1-8 tendering
Currency conversion 1 total (by programmed rate)
Currency conversion 4 total (by manual rate)
Total for conversion
Gross charge 1 counter and total
Refund charge 1 counter and total
Total for charge
Check 1 sale counter and tendering counter
Total for check
Cash+check in drawer
Cash in drawer
Deposit counter and total
Deposit refund counter and total
Tip-paid counter and total
Cash tip-in counter and total
Charge tip-in counter and total

■ Department report

• Sample X report

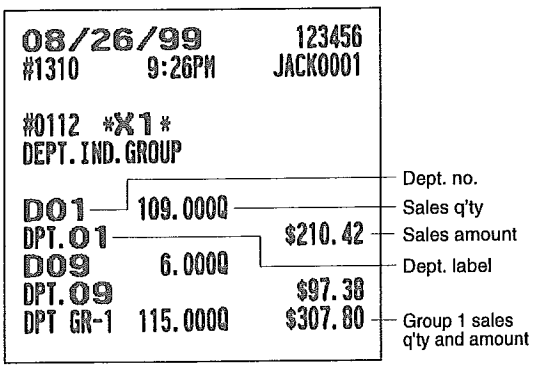


• Sample Z report

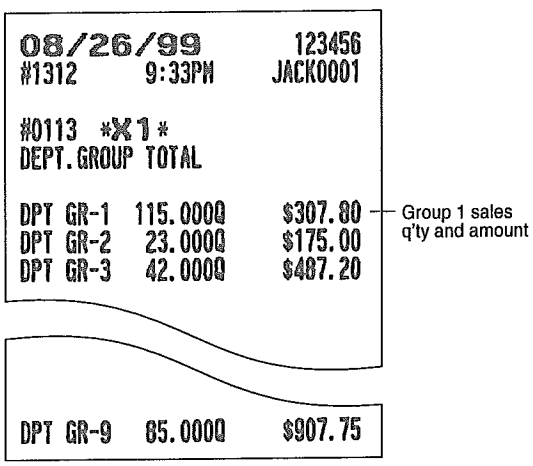


The subsequent printout occurs in the same format as in the sample X report.

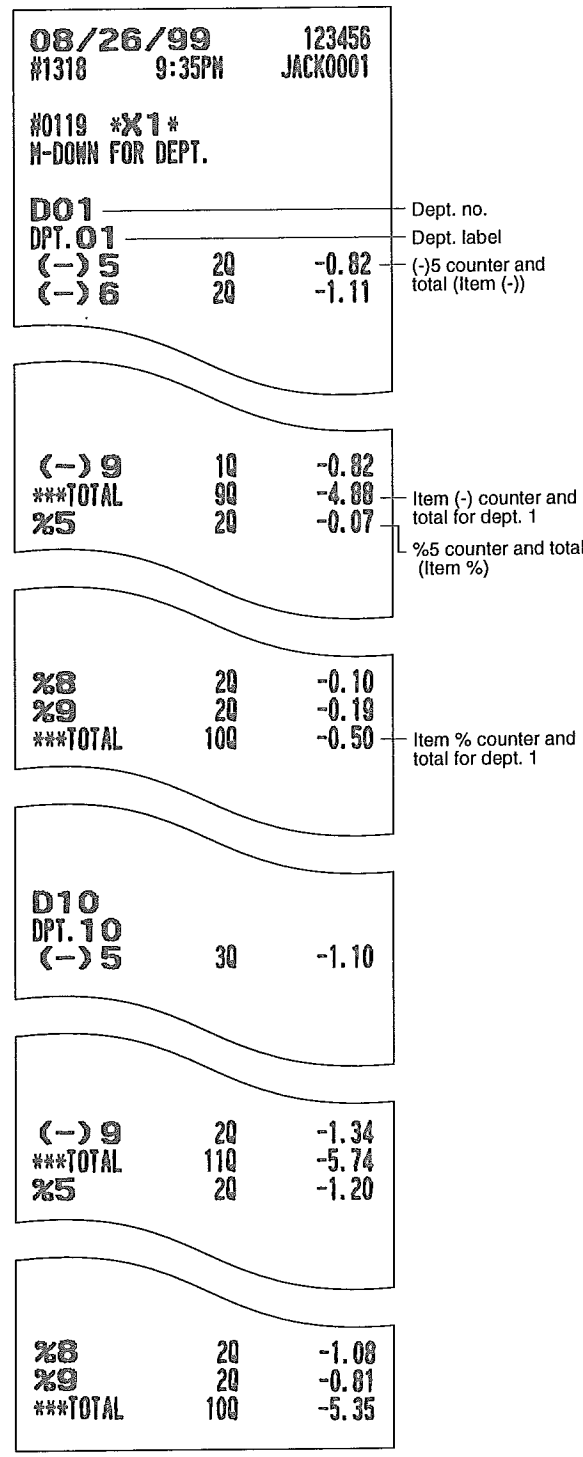
■ Individual group total report on departments



■ Full group total report on departments

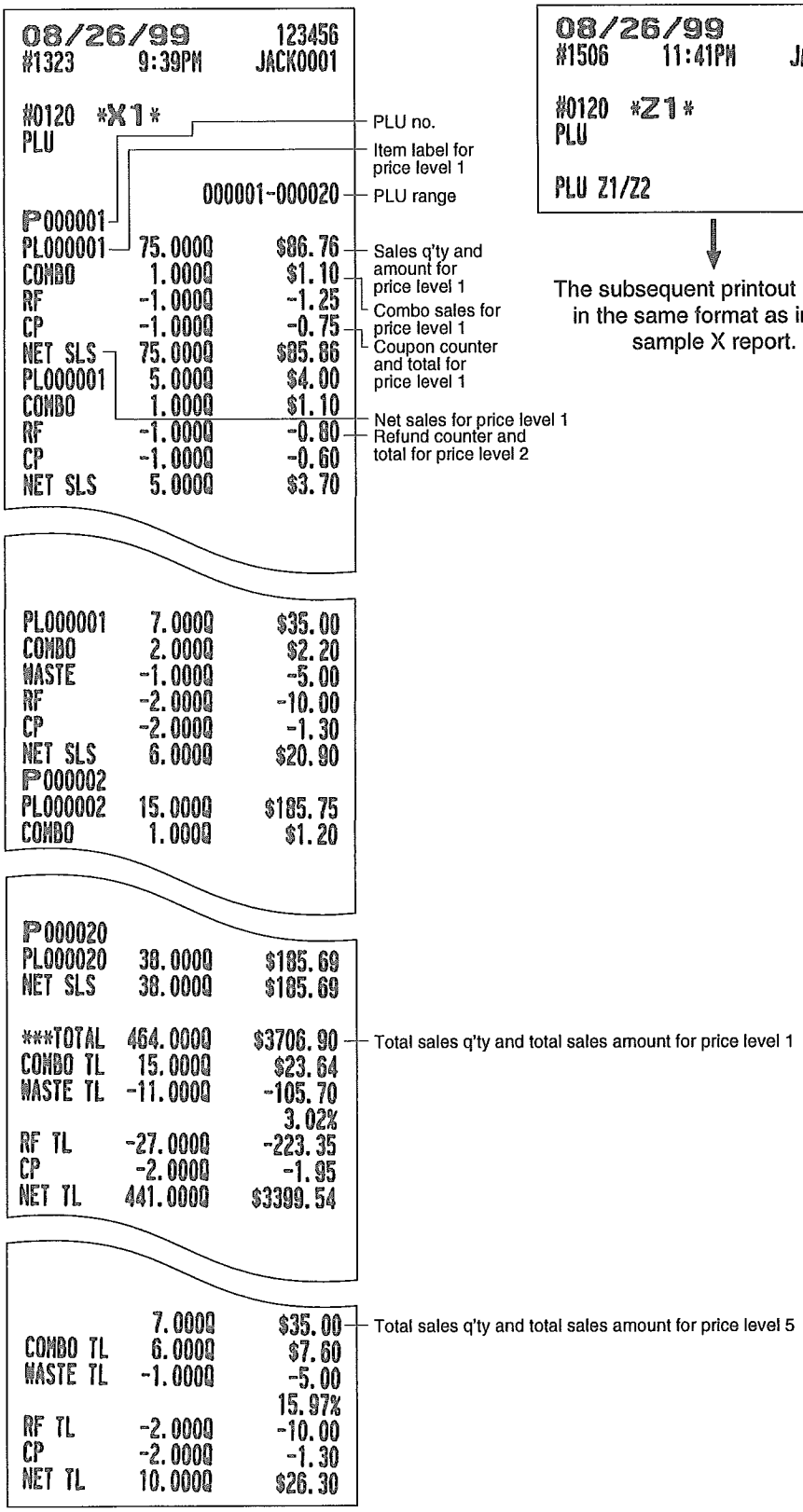


■ Department markdown report



■ PLU report by designated range

• **Sample X report**



• **Sample Z report**

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

■ PLU report by associated department

• Sample X report

```
08/26/99              123456
#1326      9:40PM     JACK0001

#0121  *X1*
PLU BY DEPT

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

Associated dept. no.

PLU no.

Item label

Sales q'ty and amount for price level 1

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

```
NET SLS      2.000Q      $2.00

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

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

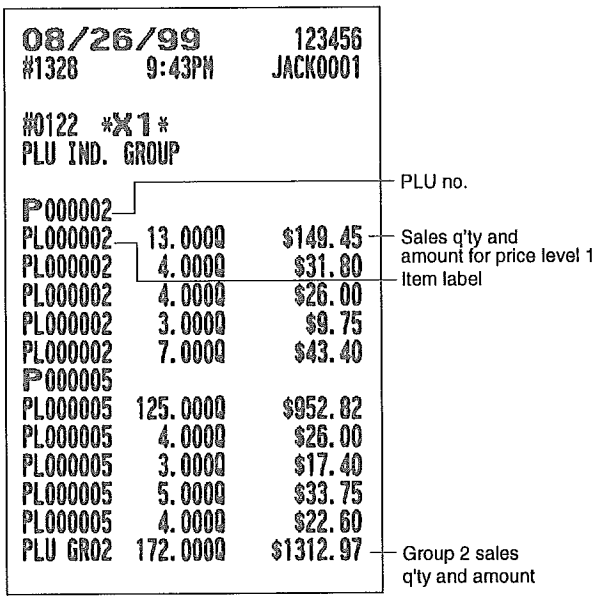
```
            9.000Q     $33.70
COMBO TL    2.000Q      $2.20
WASTE TL   -1.000Q      -5.00
                          20.33%
RF TL       -2.000Q     -10.00
CP          -2.000Q      -1.30
NET TL       8.000Q     $19.60
```

• Sample Z report

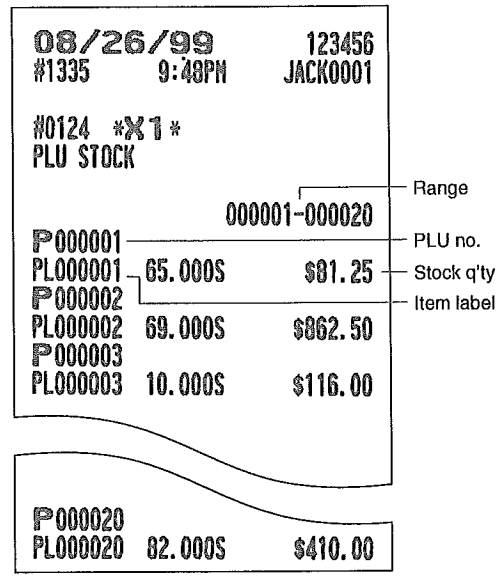
```
08/26/99              123456
#1508     11:44PM     JACK0001

#0121  *Z1*
PLU BY DEPT

PLU Z1/Z2                0003
```

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

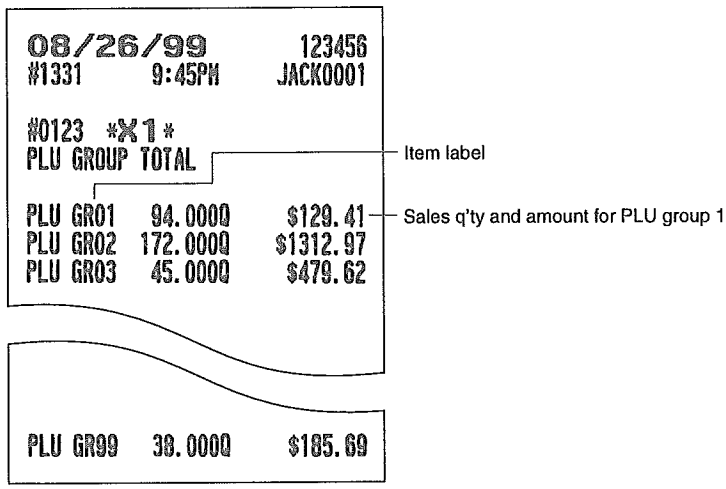
■ Individual group report on PLUs



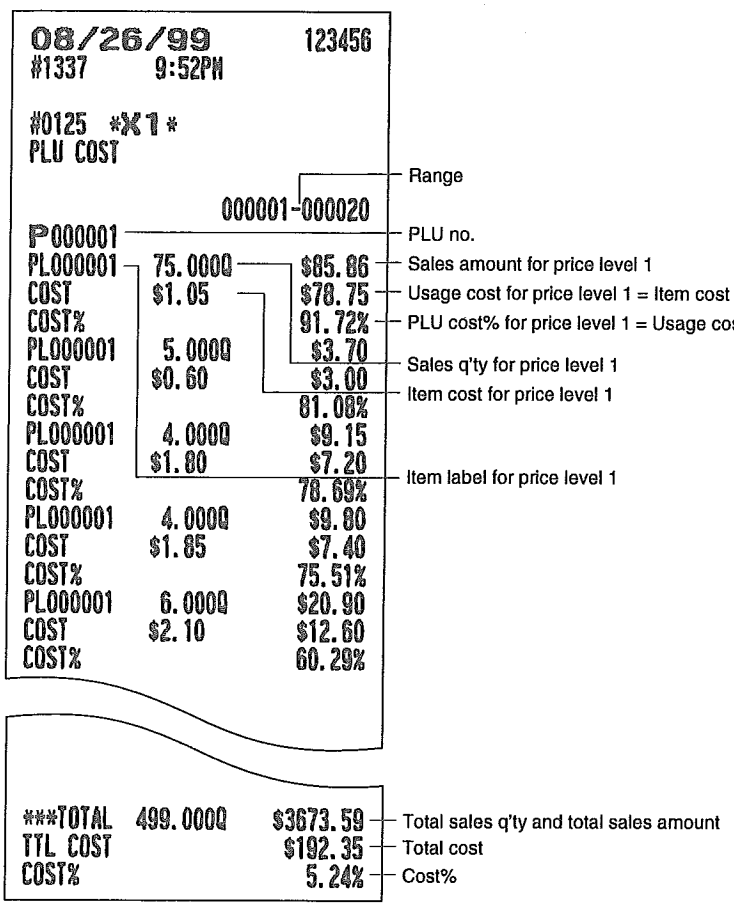
■ PLU stock report



■ Full group total report on PLUs



PLU cost report



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

■ PLU top 20 report

• By amount

```
08/26/99          123456
#1338   9:53PM    JACK0001

#0126  *X1*
PLU TOP 20
AMOUNT

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

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

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

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

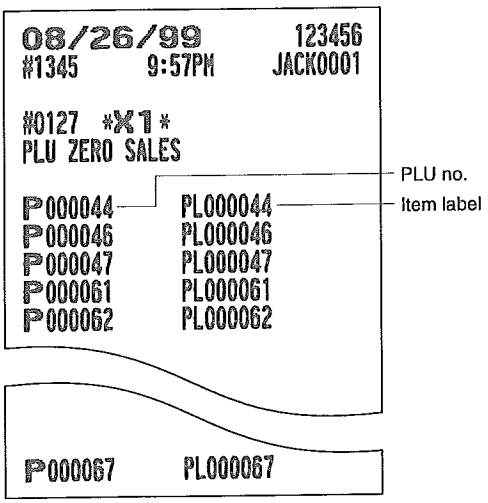
Total sales q'ty for price level 1
Total sales amount for price level 1

• By q'ty

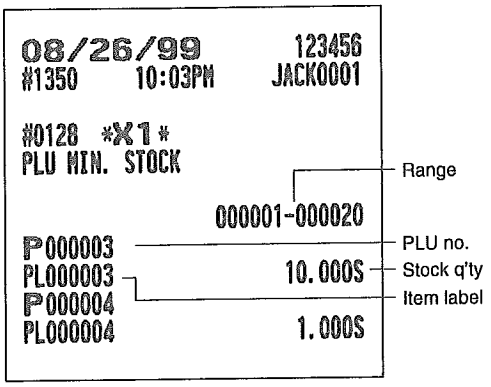
```
08/26/99          123456
#1343   9:56PM    JACK0001

#0126  *X1*
PLU TOP 20
QUANTITY

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

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

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

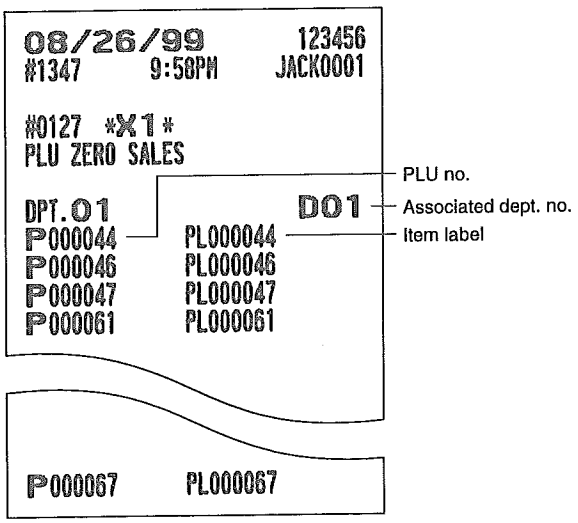
■ PLU zero sales report (full)



■ PLU minimum stock report



■ PLU zero sales (by dept.) report



■ PLU group total report by hour

• **Sample X report**

```
08/26/99          123456
#1352    10:05PM  JACK0001

#0129  *X1*
PLU HOURLY GROUP

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

PLU hourly group 1 q'ty and amount

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

• **Sample Z report**

```
08/26/99          123456
#1509    11:46PM  JACK0001

#0129  *Z1*
PLU HOURLY GROUP
```

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

■ Cash in drawer report

• **Sample X report**

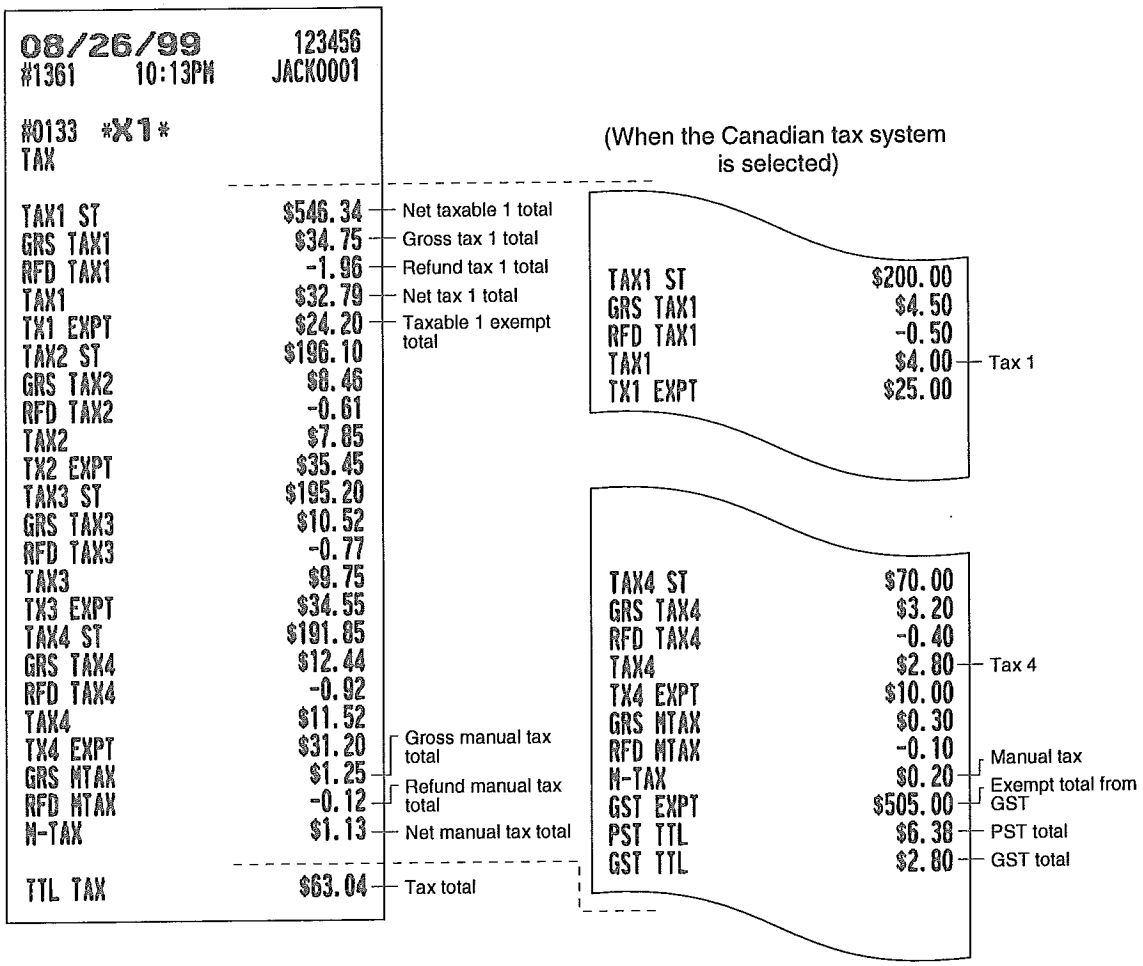
```
08/26/99          123456
#1360    10:12PM  JACK0001

#0131  *X1*
CID

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

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

Server code
Server name
Transaction counter
Sales total
Cash in drawer

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

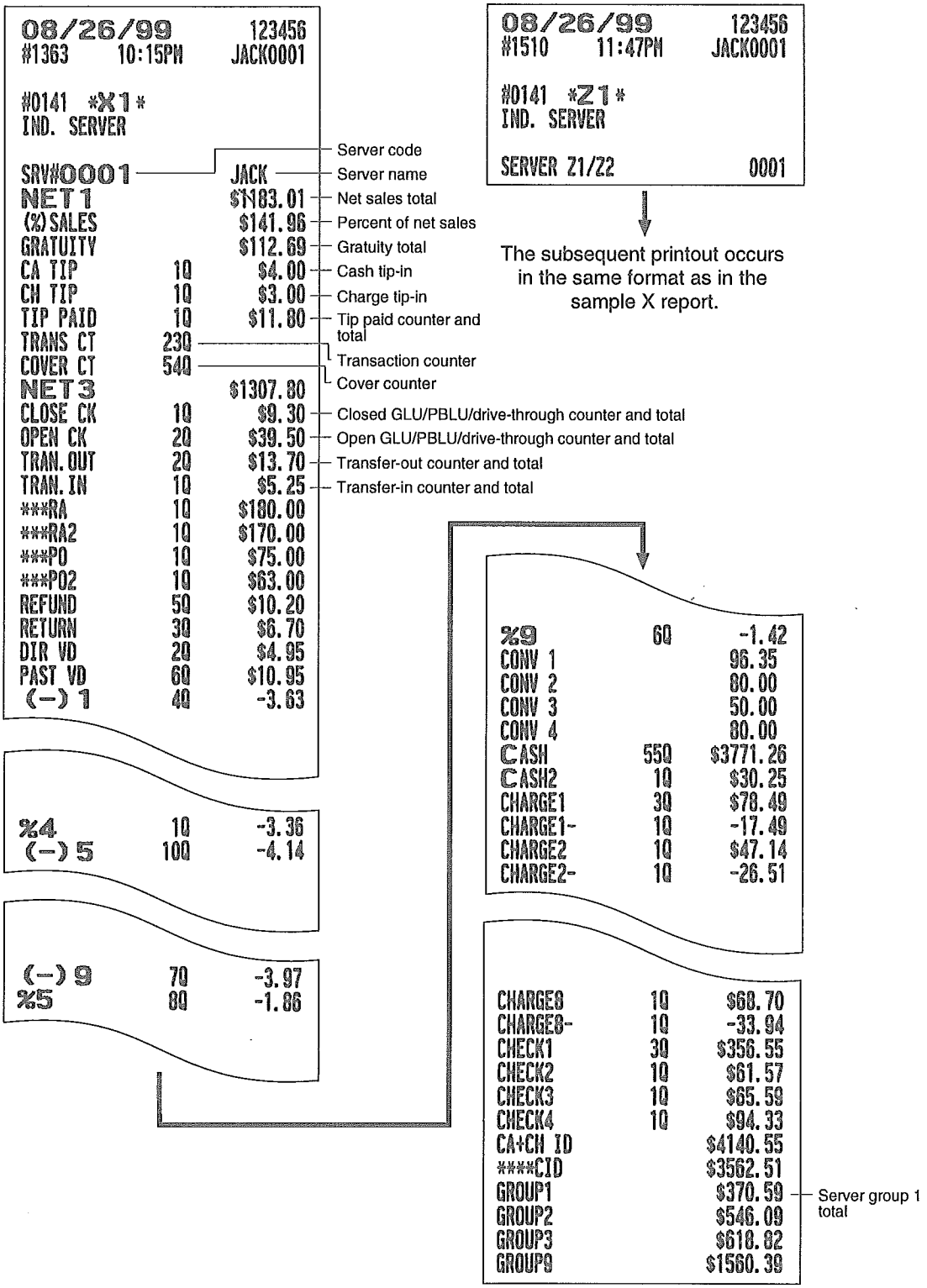
Total

Tax report


08/26/99 123456
#1361 10:13PM JACK0001
#0133 *X1*
TAX
TAX1 ST $546.34
GRS TAX1 $34.75
RFD TAX1 -1.96
TAX1 $32.79
TX1 EXPT $24.20
TAX2 ST $196.10
GRS TAX2 $8.46
RFD TAX2 -0.61
TAX2 $7.85
TX2 EXPT $35.45
TAX3 ST $195.20
GRS TAX3 $10.52
RFD TAX3 -0.77
TAX3 $9.75
TX3 EXPT $34.55
TAX4 ST $191.85
GRS TAX4 $12.44
RFD TAX4 -0.92
TAX4 $11.52
TX4 EXPT $31.20
GRS MTAX $1.25
RFD MTAX -0.12
M-TAX $1.13
TTL TAX $63.04
Net taxable 1 total
Gross tax 1 total
Refund tax 1 total
Net tax 1 total
Taxable 1 exempt total
Gross manual tax total
Refund manual tax total
Net manual tax total
Tax total
(When the Canadian tax system is selected)
TAX1 ST $200.00
GRS TAX1 $4.50
RFD TAX1 -0.50
TAX1 $4.00
TX1 EXPT $25.00
Tax 1
TAX4 ST $70.00
GRS TAX4 $3.20
RFD TAX4 -0.40
TAX4 $2.80
TX4 EXPT $10.00
GRS MTAX $0.30
RFD MTAX -0.10
M-TAX $0.20
GST EXPT $505.00
PST TTL $6.38
GST TTL $2.80
Tax 4
Manual tax
Exempt total from GST
PST total
GST total

■ Individual server report

• **Sample X report**



• **Sample Z report**

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

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

■ Full server report

• Sample X report

```
08/26/99          123456
#1368    10:30PM  JACK0001

#0140  *X1*
ALL SERVER
```

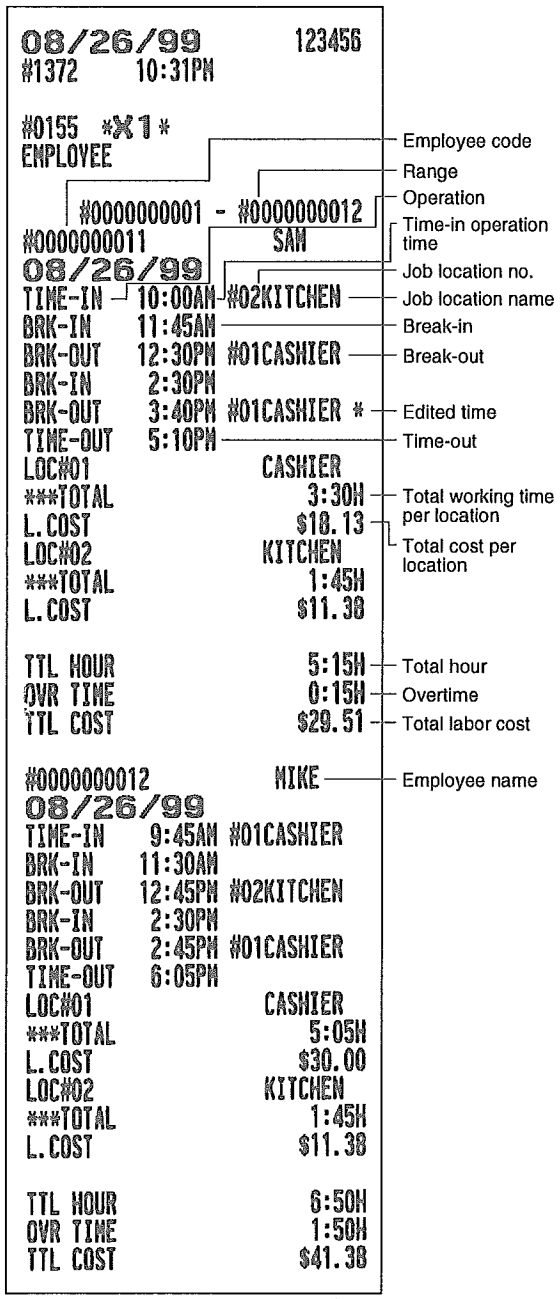
• Sample Z report

```
08/26/99          123456
#1511    11:50PM  JACK0001

#0140  *Z1*
ALL SERVER

SERVER Z1/Z2          0002
```

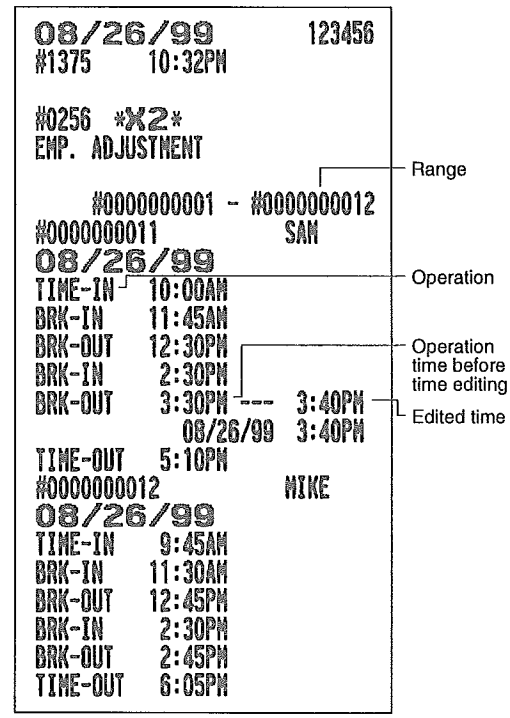
Reset counter

The subsequent printout occurs in the same format as in the sample report shown in the "Individual server report"; and sales data on servers print in this sequence.

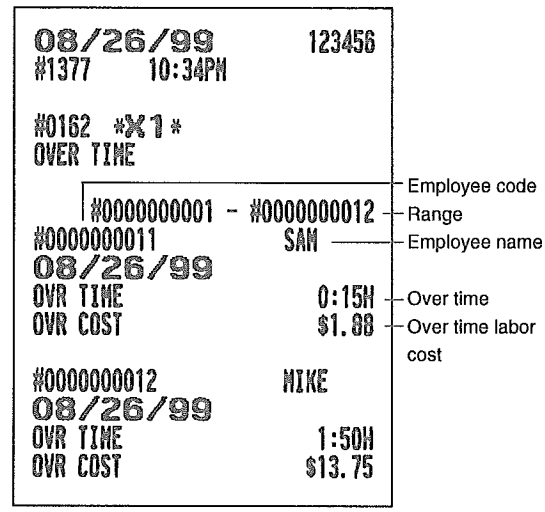
■ Employee report



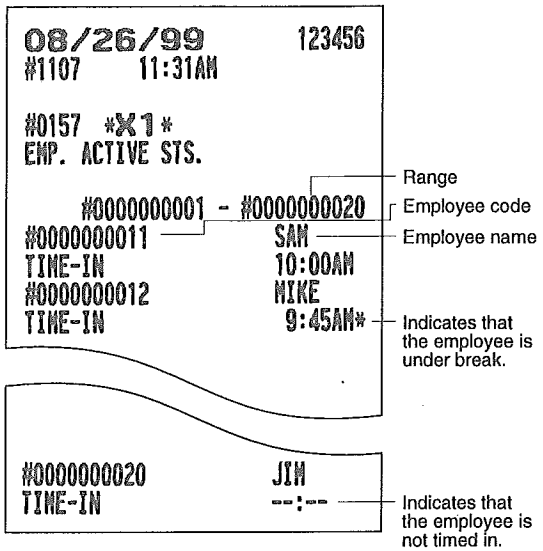
■ Employee time adjustment report



■ Employee over time report

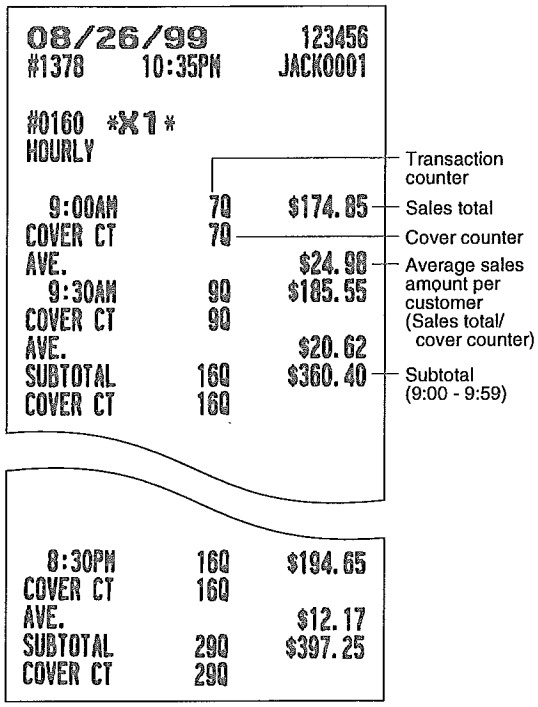


■ Employee active status report

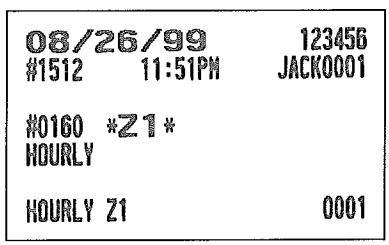


■ Hourly report

- **Sample X report**



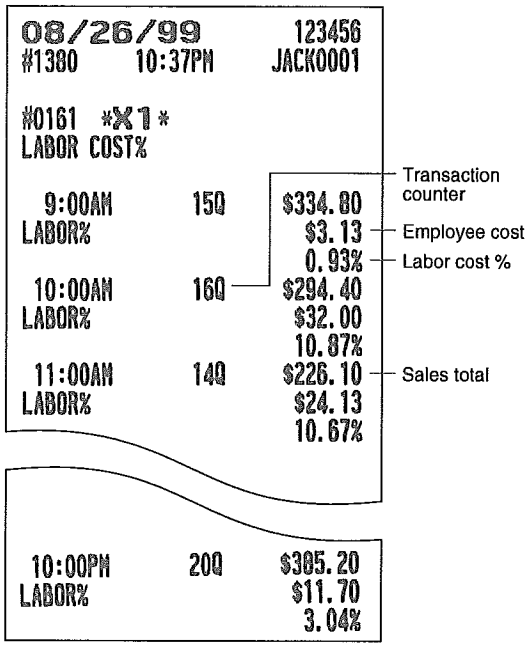
- **Sample Z report**



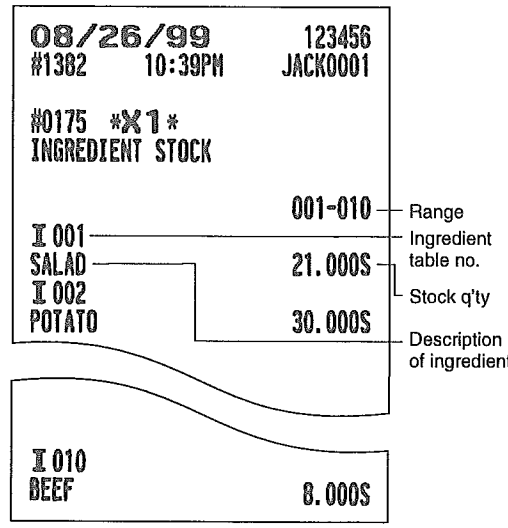
The subsequent printout occurs in the same format as in the sample X report.

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

■ Labor cost % report

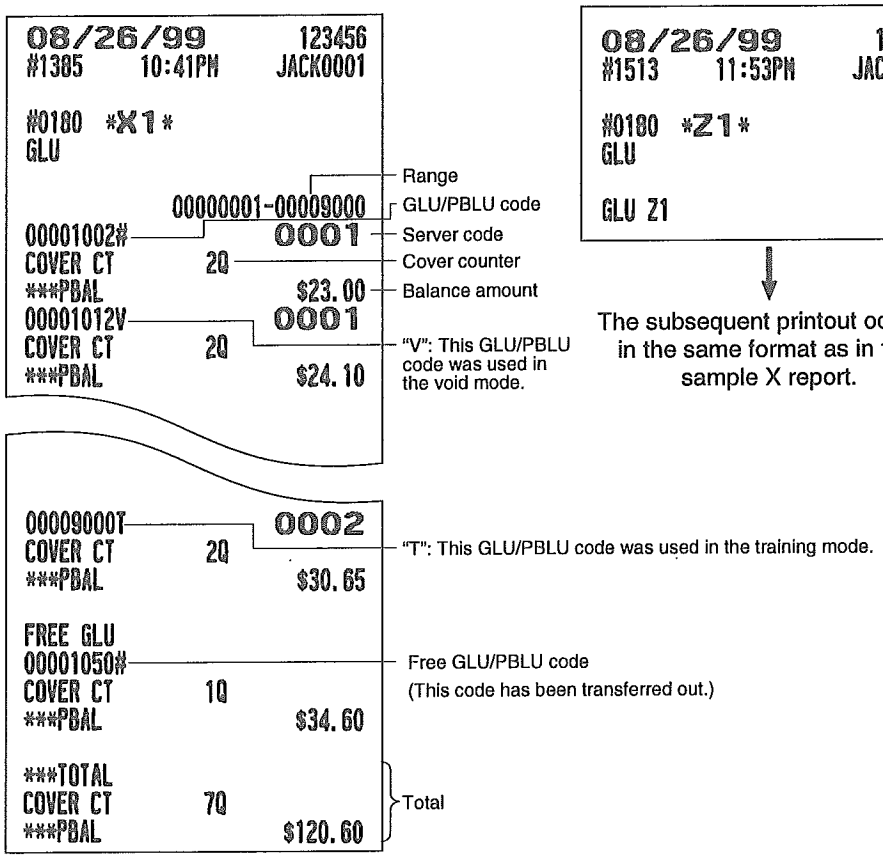


■ Ingredient stock report



■ GLU/PBLU report

• **Sample X report**

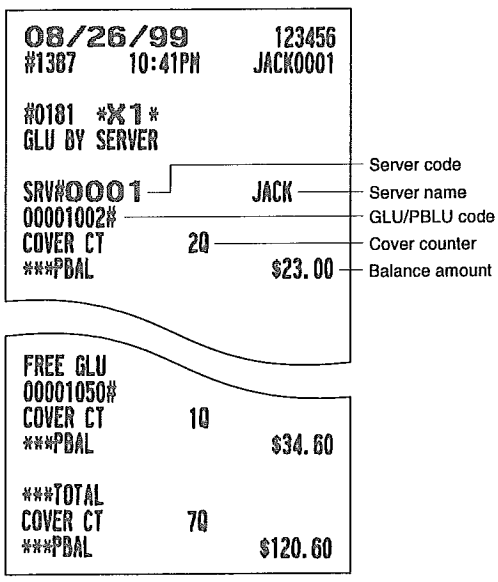


• **Sample Z report**

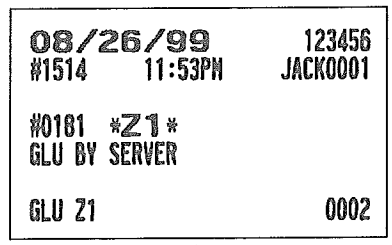
The subsequent printout occurs in the same format as in the sample X report.

■ GLU/PBLU report by server

• **Sample X report**



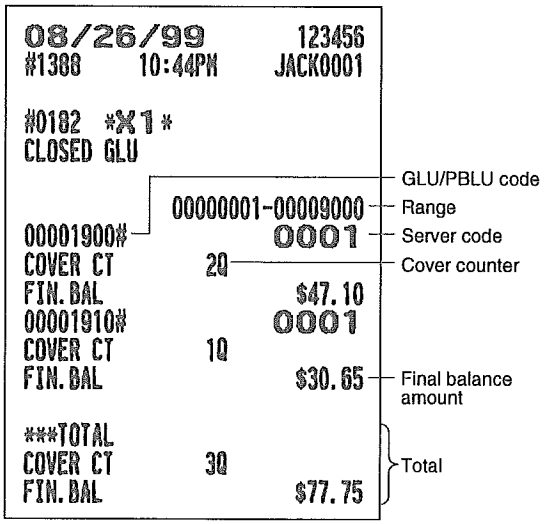
• **Sample Z report**



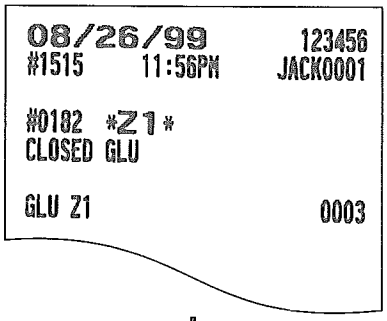
The subsequent printout occurs in the same format as in the sample X report.

■ Closed GLU/PBLU report

• Sample X report



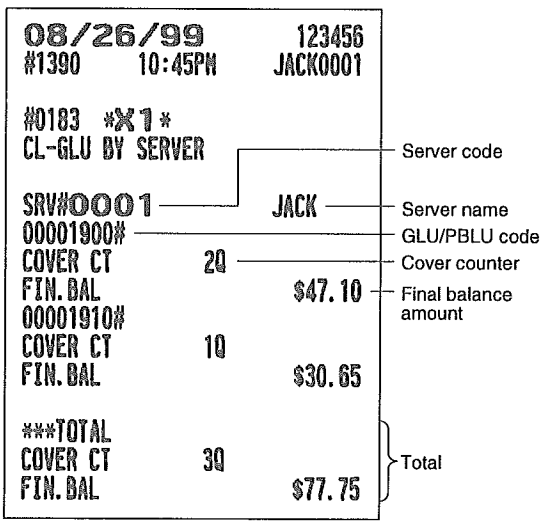
• Sample Z report



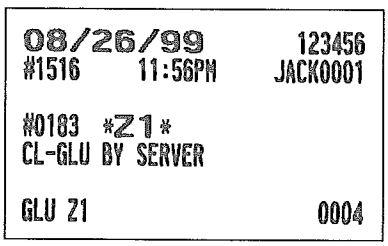
The subsequent printout occurs in the same format as in the sample X report.

■ Closed GLU/PBLU report by server

• Sample X report



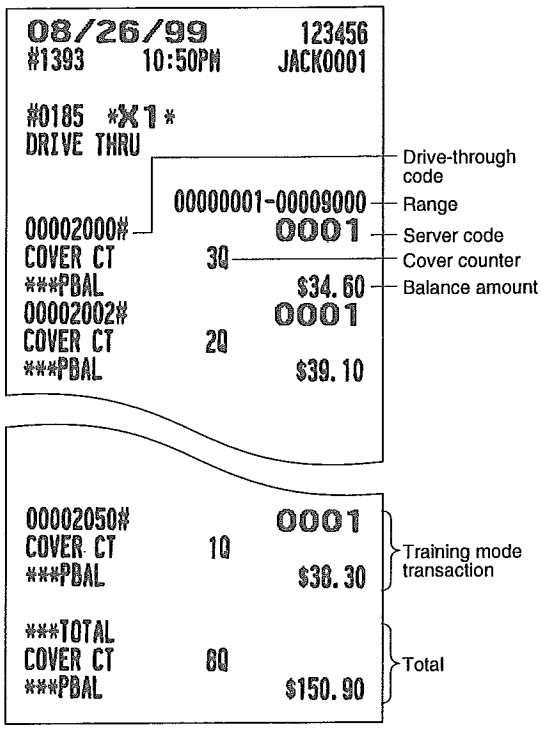
• Sample Z report



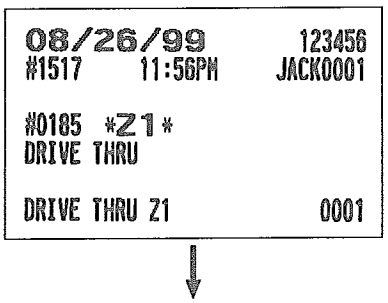
The subsequent printout occurs in the same format as in the sample X report.

■ Drive-through report

• **Sample X report**

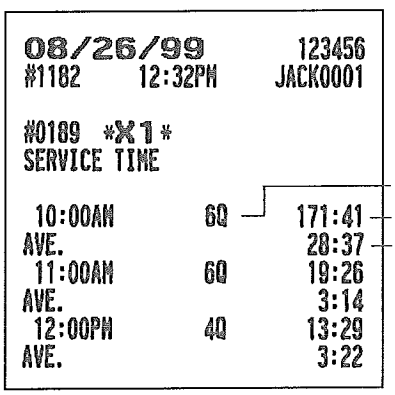


• **Sample Z report**



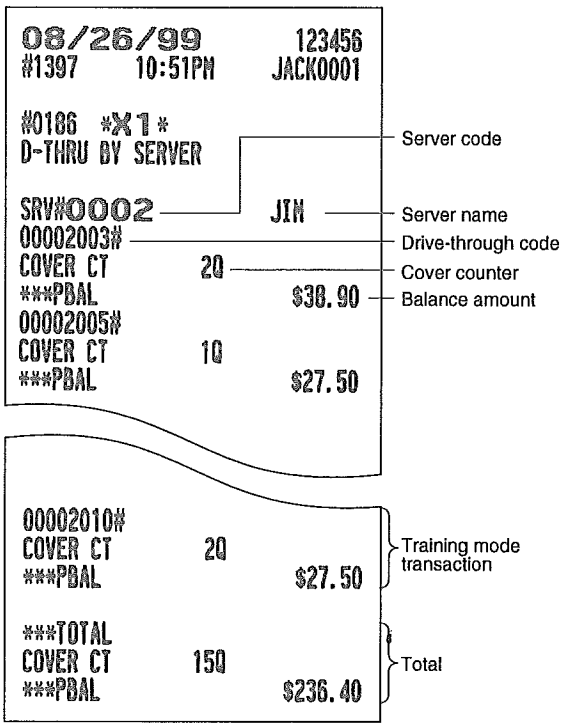
The subsequent printout occurs in the same format as in the sample X report.

■ Drive-through service time report

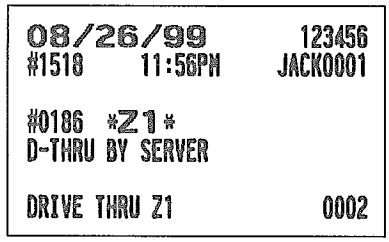


■ Drive-through report by server

• Sample X report



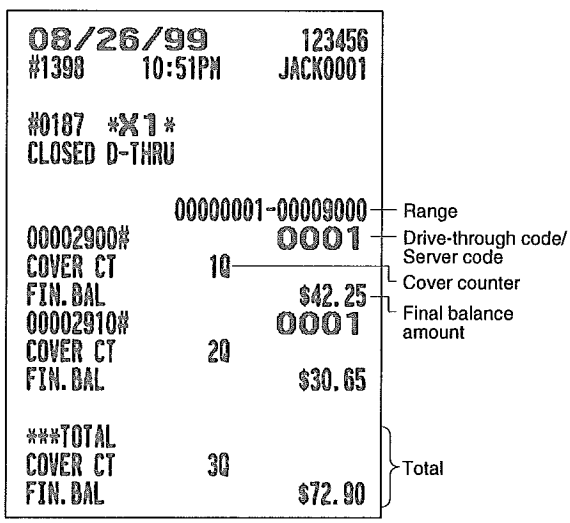
• Sample Z report



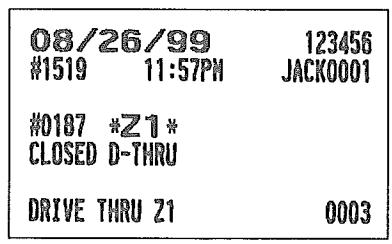
The subsequent printout occurs in the same format as in the sample X report.

■ Closed drive-through report

• Sample X report



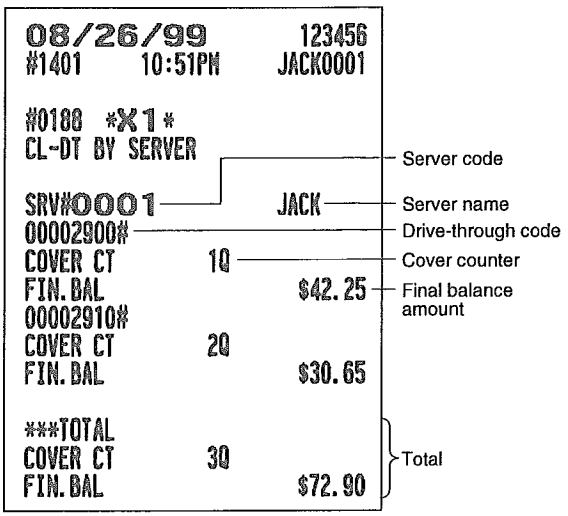
• Sample Z report



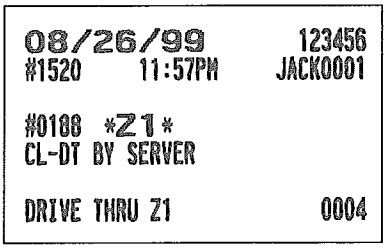
The subsequent printout occurs in the same format as in the sample X report.

■ Closed drive-through report by server

• Sample X report



• Sample Z report



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

■ X1/Z1 stacked reports

You can print multiple X1/Z1 reports in sequence under a single transaction. In this case, you need to program in advance which X1/Z1 reports should be printed. Refer to "Stacked report" under the section "Report Programming" in Chapter 13.

Periodic Consolidation

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

• **General overview**

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

■ Transaction report

• **Sample X report**

```
08/26/99          123456
#1411    11:01PM  JACK0001

#0230  *X2*
TRANSACTION
```

Read symbol

Report title

• **Sample Z report**

```
08/26/99          123456
#1523    11:58PM  JACK0001

#0230  *Z2*
TRANSACTION

TRANSACTION Z1          0001
TRANSACTION Z2          0001
GT1        $00000010189.01
GT2        $00000010583.74
GT3        -00000000394.73
TR         $00000000199.95
```

Reset symbol

Report title

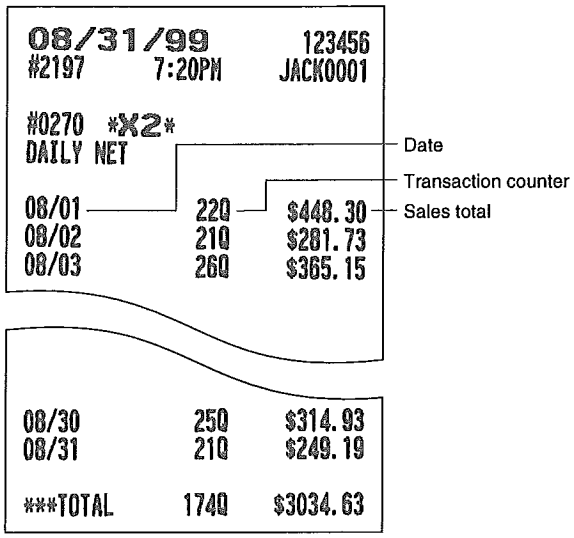
Reset counter of periodic consolidation

Grand totals

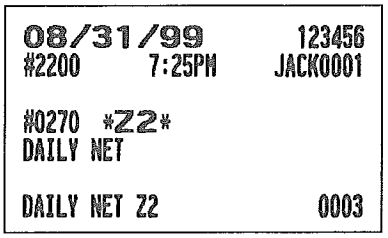
The subsequent printouts are the same in format as those in the X/Z report on daily totals.

■ Daily net report

• **Sample X report**



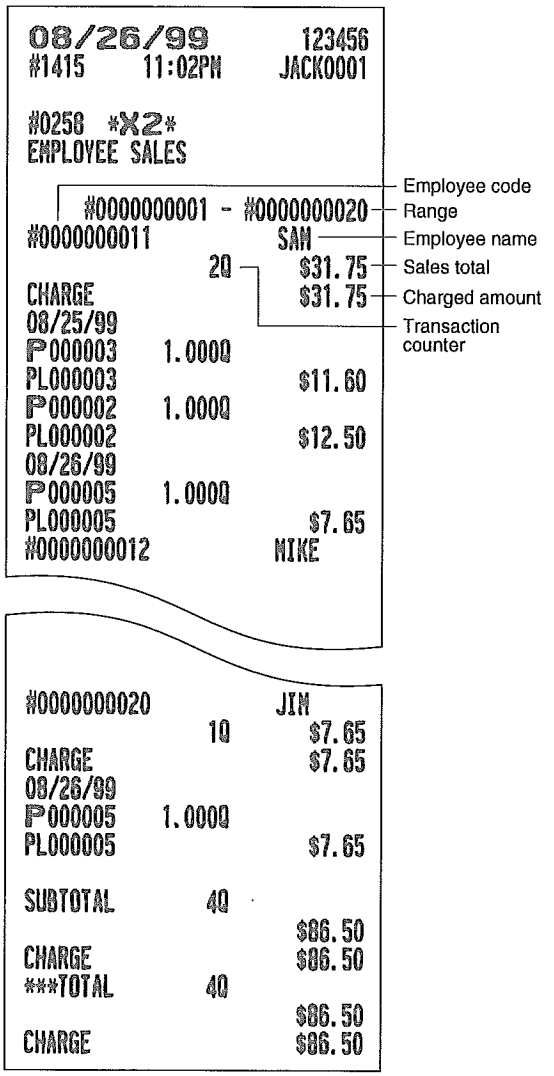
• **Sample Z report**



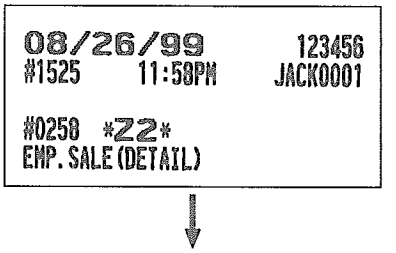
The subsequent printout occurs in the same format as in the sample X report.

■ Employee sales report (detailed)

• **Sample X report**



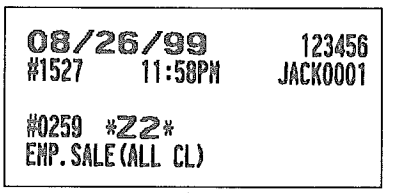
• **Sample Z report**



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

■ Employee sales report (full)

• **Sample Z report**



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

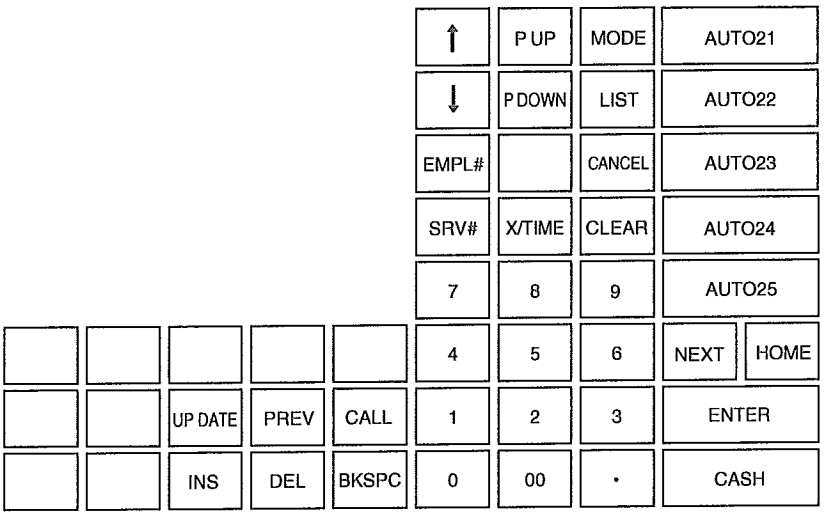
■ X2/Z2 stacked report

You can print multiple X2/Z2 reports in sequence under a single transaction. In this case you need to program in advance which X2/Z2 reports should be printed. Refer to "Stacked report" under the section "Report Programming" in Chapter 13.

12 How to Use the Programming Keyboard

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

Programming Keyboard Layout



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

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

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

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

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

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

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

[ENTER] : Used to program each setting.

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

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

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

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

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

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

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

[CASH] : Used to finalize programming.

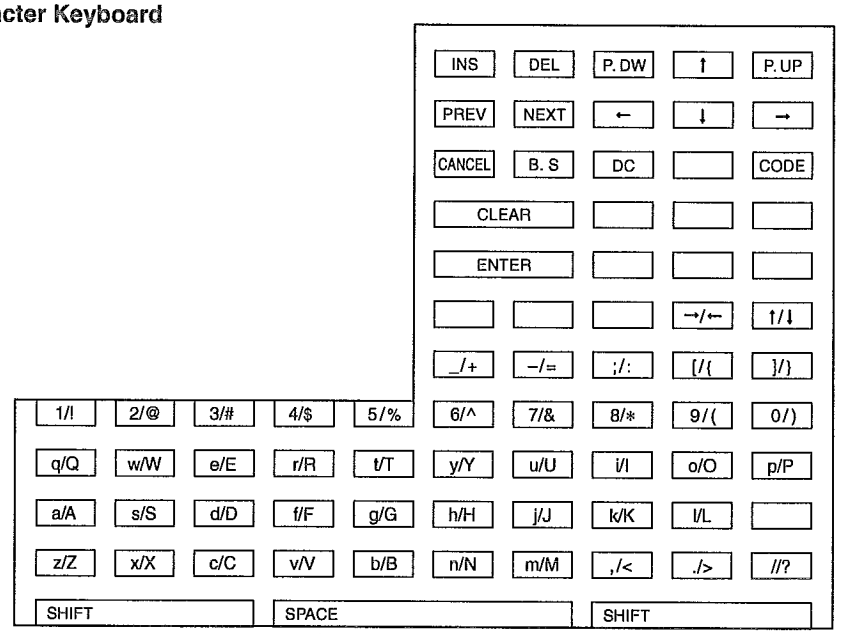
Numeric keys: Used for entering figures.

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

How to Program Alphanumeric Characters

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

Character Keyboard



■ Using character keys on the keyboard

Entering alphanumeric characters

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

Entering upper-case letters

[SHIFT] : You can enter an upper-case letter by using this key. Touch this key just before you enter the upper-case letter. You should touch this key each time you enter an upper-case letter.

Entering double-size characters

[DC] : This key toggles the double-size character mode and the normal-size character mode. The default is the normal-size character mode. When the double-size character mode is selected, the letter "W" appears at the bottom of the display.

Editing text

You can edit the text you have entered by deleting and/or inserting characters.

To select a text editing mode: Use the [INS] key.

To move the cursor: Use the [←] or [→] key.

To delete a character or figure: Use the [DEL] or [B.S.] key.

Entering character codes

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

CODE → XXX XXX: Character code (3 digits)

Character code:

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

*(DC) : Double-size character code

13 Programming

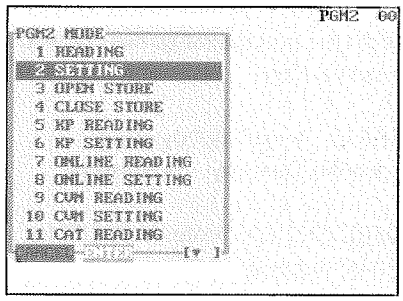
UNIT PRICE MODE
PGM1 MODE
PGM2 MODE
AUTO KEY MODE

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

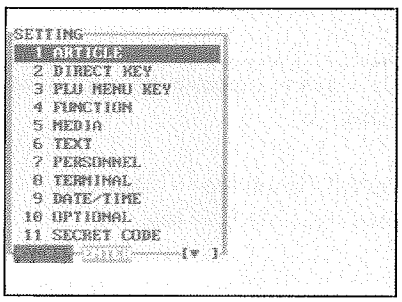
Basic Instructions

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

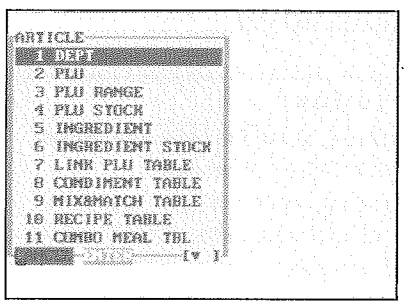
Procedure



ENTER ↓ ↑ CANCEL



ENTER ↓ ↑ CANCEL



ENTER ↓ ↑ CANCEL

■ Programming example

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

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

NOTE

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

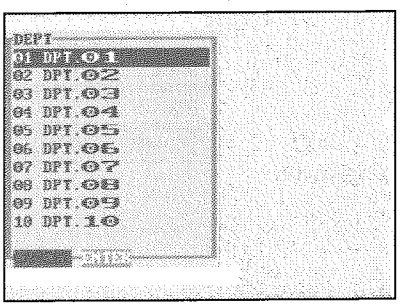
2. Select "1 ARTICLE."
- The ARTICLE window will appear.

NOTE

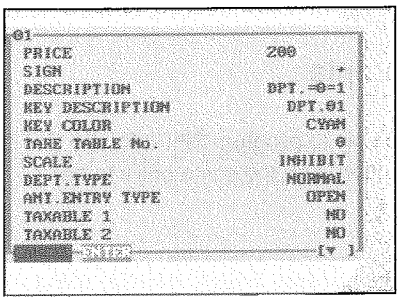
The mark (▼) in the lower-right corner of the window shows that the window contains more options than are now on the screen. To scroll the window, touch the [P DOWN] key.

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

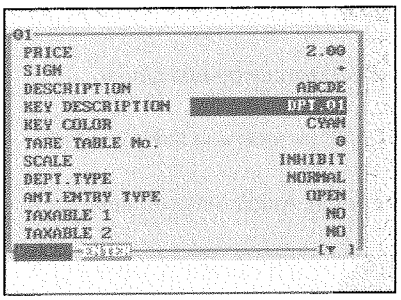
3. Select "1 DEPT."
- The DEPT window will appear, listing programmable departments.



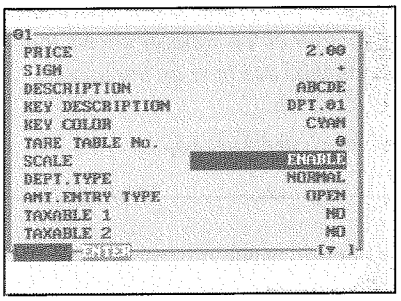
ENTER ↓ ↑ CANCEL



↓ ↑



↓ ↑



4. Select "01" to program for department 1.

- The "01" window will appear.

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

NOTE

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

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

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

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

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

NOTE

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

7. Select one of the following actions:

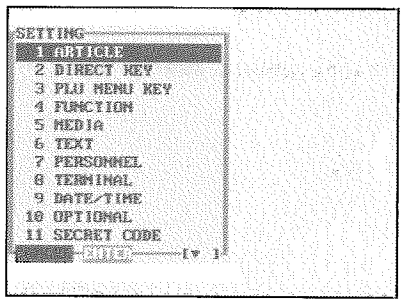
- To cancel the programming, touch the [CANCEL] key. Select "1 YES" in the "ARE YOU SURE ?" window.
- To finalize the programming, touch the [CASH] key, then touch the [CANCEL] key. You will return to the "DEPT" window.
- To program for the following department, touch the [NEXT] key. The "02" window will appear. To return to the "01" window, touch the [PREV] key.

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

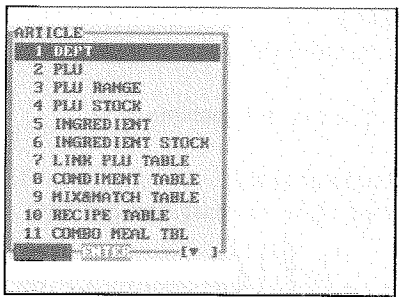
Article Programming

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

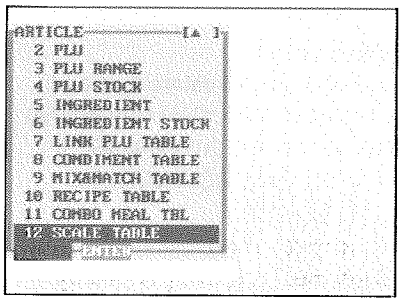
Procedure



ENTER ↓ ↑ CANCEL



P DOWN ↓ ↑ P UP



1. In the SETTING window, select "1 ARTICLE."

- The ARTICLE window will appear.

2. Select any option from the following options list:

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

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

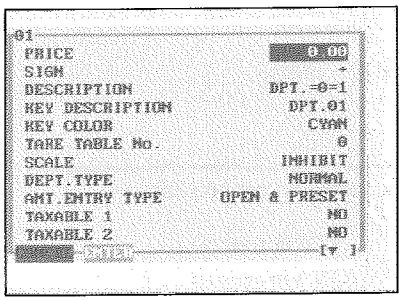
1 ARTICLE
- 1 DEPT ⇨ See "■ Department" on page 96.
- 2 PLU ⇨ See "■ PLU" on page 98.
- 3 PLU RANGE ⇨ See "■ PLU range" on page 101.
- 4 PLU STOCK ⇨ See "■ PLU stock" on page 102.
- 5 INGREDIENT ⇨ See "■ Ingredient" on page 103.
- 6 INGREDIENT STOCK ⇨ See "■ Ingredient stock" on page 104.
- 7 LINK PLU TABLE ⇨ See "■ Link PLU table" on page 105.
- 8 CONDIMENT TABLE ⇨ See "■ Condiment table" on page 106.
- 9 MIX&MATCH TABLE ⇨ See "■ Mix & Match table" on page 107.
- 10 RECIPE TABLE ⇨ See "■ Recipe table" on page 108.
- 11 COMBO MEAL TABLE ⇨ See "■ Combo meal table" on page 109.
- 12 SCALE TABLE ⇨ See "■ Scale table" on page 110.

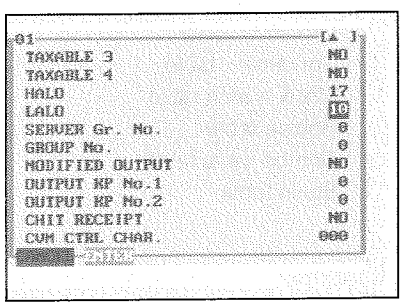
■ Department

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

Procedure

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





Program each item as follows:

NOTE

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

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

NOTE

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

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

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

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

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

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

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

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

■ Department (continued)

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

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

- **HALO (Use the numeric entry)**
  - You can set an upper limit amount (HALO) for each department. The limit is effective for the REG-mode operations and can be overridden in the MGR mode.
  - AB is the same as $A \times 10^B$

  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 7)

- **LALO (Use the numeric entry)**
  - You can set a lower limit amount (LALO). The limit is effective for the REG-mode operations and can be overridden in the MGR mode.
  - AB is the same as $A \times 10^B$

  A: Significant digit for LALO (1 thru 9)
  B: Number of zeros to follow the significant digit for LALO (0 thru 7)

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

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

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

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

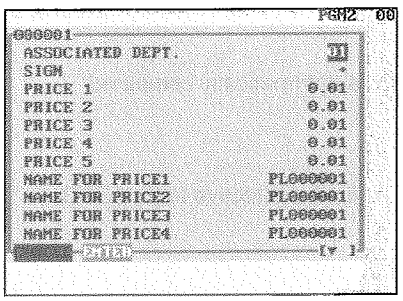
- **CHIT RECEIPT (Use the selective entry)**
  YES : Prints the department sales information on the chit receipt in the remote printer format.
  NO : Prints nothing on the chit receipt.

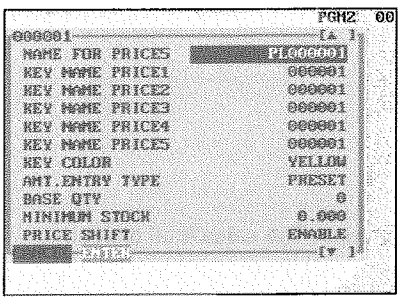
- **CVM CTRL CHAR. (Use the numeric entry)**
  CVM (Color Video Monitor) control character (0 thru 255)
  - This programming enables you to assign each department with a number that can be used as a CVM control character. This number is converted to a two-digit character code that is transmitted for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

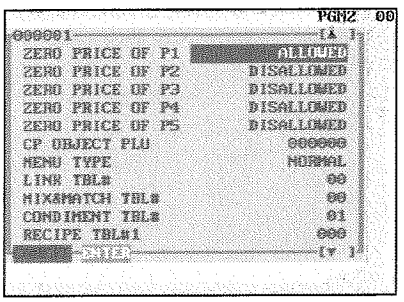
■ PLU

Procedure

Select a pertinent PLU no. from the PLUs list.







Program each item as follows:

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

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

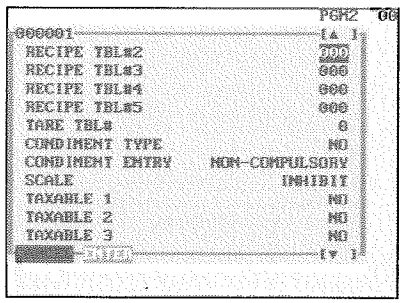
Department:	+	┐	Serves as a normal plus PLU/subdepartment
PLU/subdept.:	+	┘	
Department:	–	┐	Serves as a normal minus PLU/subdepartment
PLU/subdept.:	–	┘	
Department:	+	┐	Accepts store coupon entries, but not split-pricing entries
PLU/subdept.:	–	┘	
Department:	–	┐	Not valid; not accepted
PLU/subdept.:	+	┘	

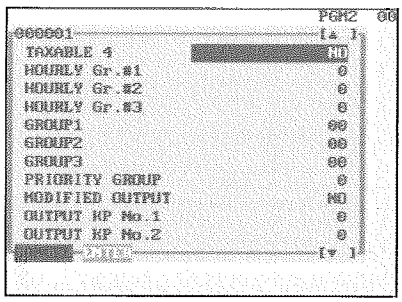
- **PRICE 1 thru 5 (Use the numeric entry)**
  Unit price of each price level (max. 6 digits).

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

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

■ PLU (continued)





The screen continues.

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

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

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

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

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

NOTE

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

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

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

NOTE

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

■ PLU (continued)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

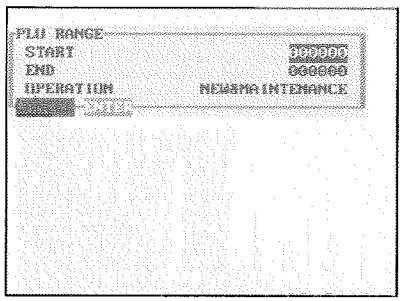
- **CHIT RECEIPT (Use the selective entry)**
  YES : Prints the PLU sales information on the chit receipt in the remote printer format.
  NO : Prints nothing on the chit receipt.

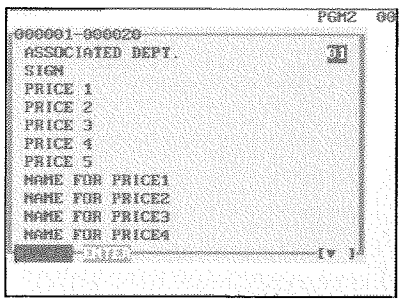
- **CVM CTRL CHAR. (Use the numeric entry)**
  CVM (Color Video Monitor) control character (0 thru 255)

■ PLU range

You can program the PLUs by a range as follows:

Procedure





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

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

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

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

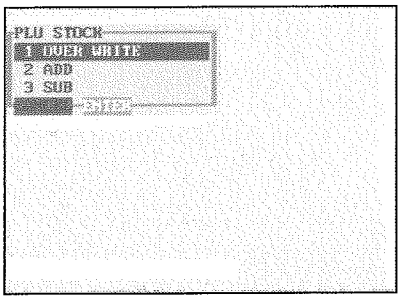
- **OPERATION (Use the selective entry)**

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

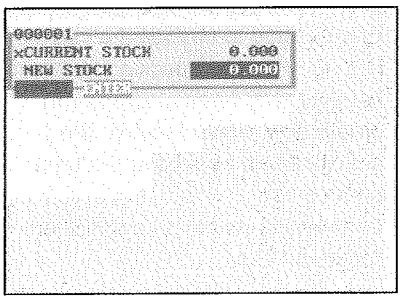
PLU stock

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

Procedure



Select a pertinent PLU no. from the PLUs list.



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

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

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

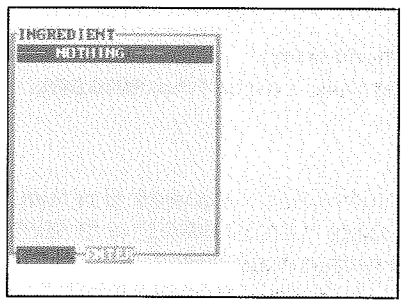
NOTE

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

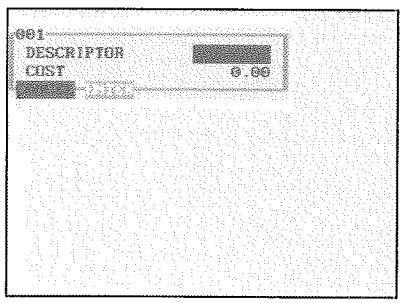
■ Ingredient

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

Procedure



Selected ingredient table no. → [ENTER]



Program each item as follows:

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

NOTE

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

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

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

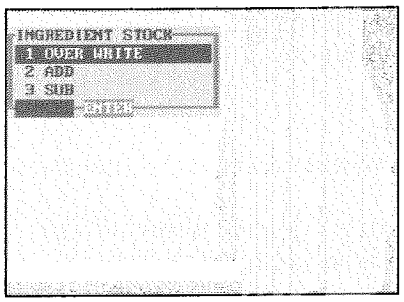
NOTE

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

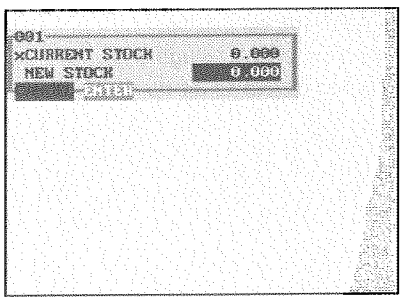
Ingredient stock

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

Procedure



Selected ingredient table no. → ENTER



Program each item as follows:

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

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

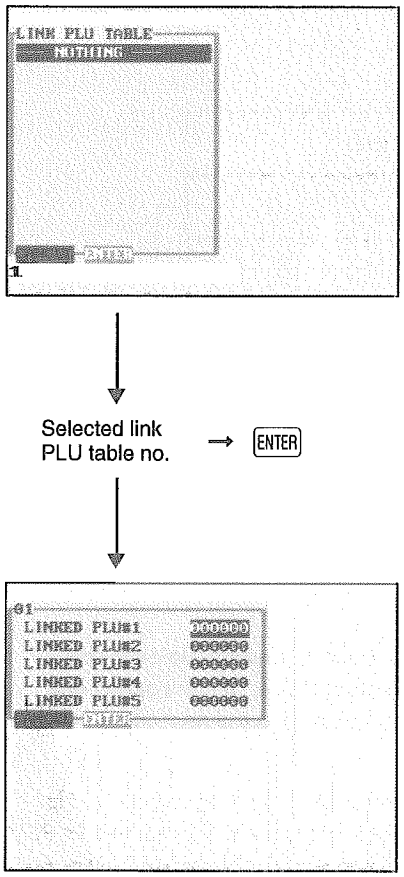
NOTE

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

Link PLU table

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

Procedure



Program each item as follows:

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

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

NOTE

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

■ Condiment table

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

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

Condiment table

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

Condiment tables (Up to 99)

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

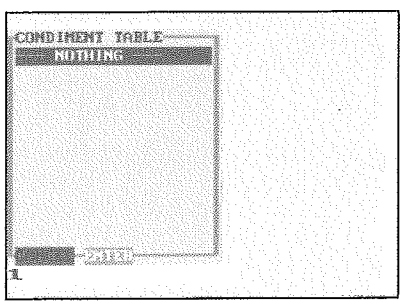
The condiment table should contain the following:

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

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

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

Procedure



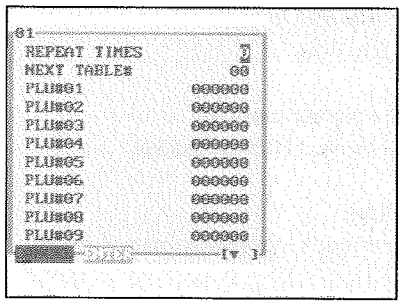
Program each item as follows:

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

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

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

Selected condiment table number → ENTER



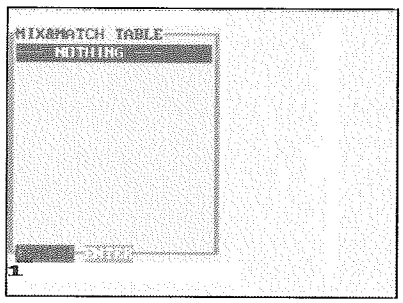
- **PLU#XX (Use the numeric key)**
  Select condiment PLUs contained in the table (max. 51 PLUs) from the list.

NOTE

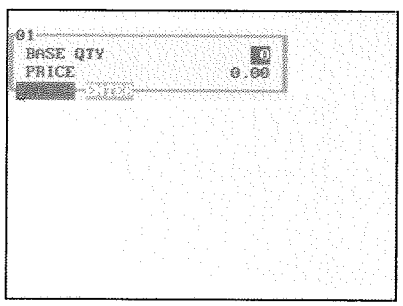
- *The description of the first PLU is used as the display prompt.*
- *PLU numbers should be defined before programming a condiment table.*
- *If the DEL key is touched on the table number selection menu, the table in the cursor position will be deleted.*

■ Mix & Match table

Procedure



Selected mix & match table number → ENTER



Program each item as follows:

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

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

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

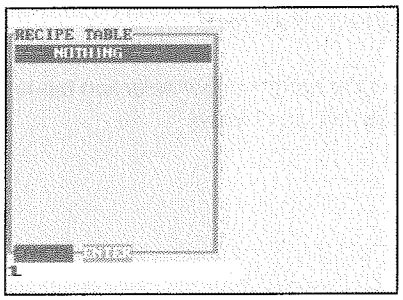
NOTE

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

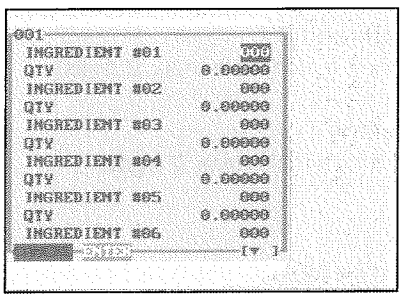
Recipe table

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

Procedure



Selected recipe table number → ENTER



Program each item as follows:

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

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

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

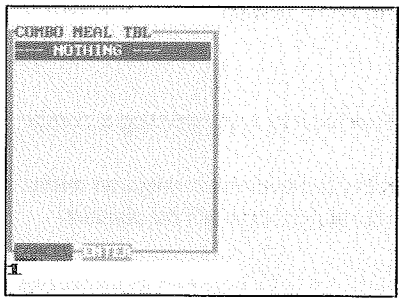
NOTE

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

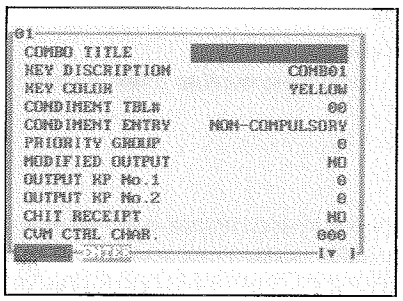
■ Combo meal table

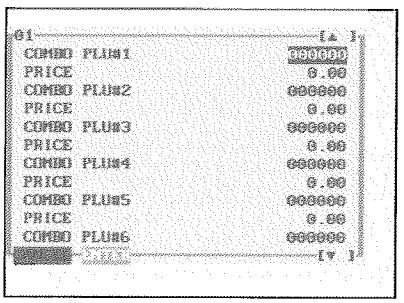
When two or more menu items, consisting of PLUs related to a special offered, are to be programmed together, the combo meal function should be specified. Up to 20 combo keys (tables) can be programmed. And each combo key can be associated with 9 PLUs (items).

Procedure



Selected combo table no. → ENTER





Program each item as follows

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

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

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

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

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

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

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

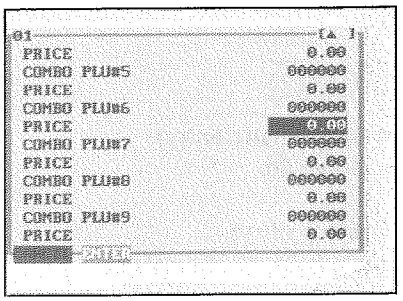
- **MODIFIED OUTPUT (Use the selective entry)**
  NO : Will not follow previous PLUs which has the remote printer assignment.
  YES : Will follow previous PLUs which has the remote printer assignment.

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

- **CHIT RECEIPT (Use the selective entry)**
  YES : Print the combo sales information on the chit receipt in the remote printer format.
  NO : Print nothing on the chit receipt.

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

■ Combo meal table (continued)



- **COMBO PLU#X (Use the numeric entry)**
  Select associated PLUs (max. 9 PLUs) from the list.

- **PRICE (Use the numeric entry)**
  Unit price of each associated PLU (max. 6 digits).

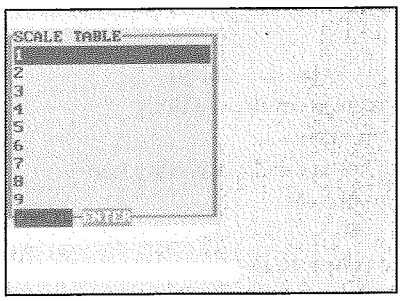
NOTE

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

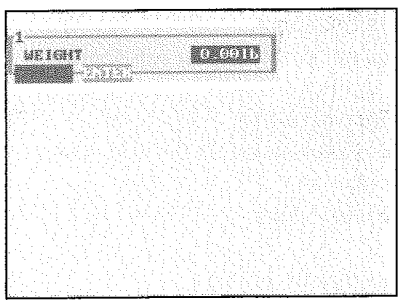
■ Scale table

The POS terminal can be programmed with up to nine tare tables and allows different tares to be assigned to scalable items (for auto scale entries).

Procedure



Selected tare table number → [ENTER]



Program each item as follows:

- **SCALE TABLE (Use the numeric entry)**
  Tare table number (1 thru 9)

- **WEIGHT (Use the numeric entry)**
  Enter a tare weight for the scale table number (max. 4 digits: 1 to 99.99).

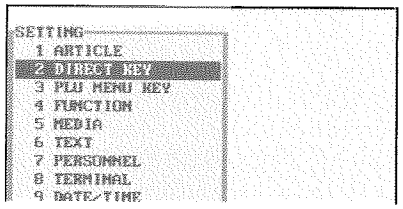
NOTE

Your POS terminal may also be set to accommodate 1-integer + 3-decimal weights. For more details, please consult your authorized SHARP dealer.

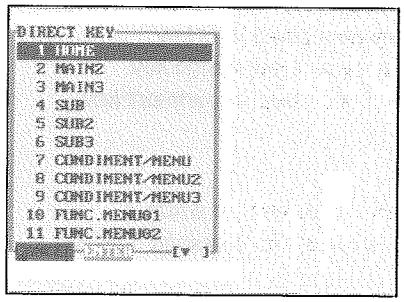
Direct Key Programming

Use the following procedure to select direct-key programming:

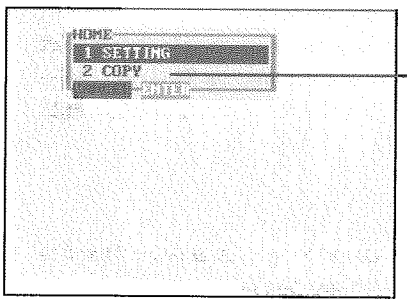
Procedure



1. In the SETTING window, select "2 DIRECT KEY."
   - The DIRECT KEY window will appear.



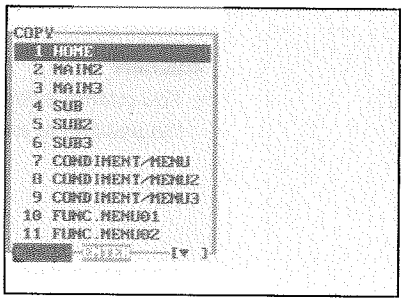
2. Select desired the keyboard to program from the keyboard list.



3. Select SETTING or COPY. If SETTING is selected, the programming can be performed.

   When COPY is selected, the key layout data can be copied from the keyboard list.

   Select copied key layout from the list.



Leads to the programming for each key

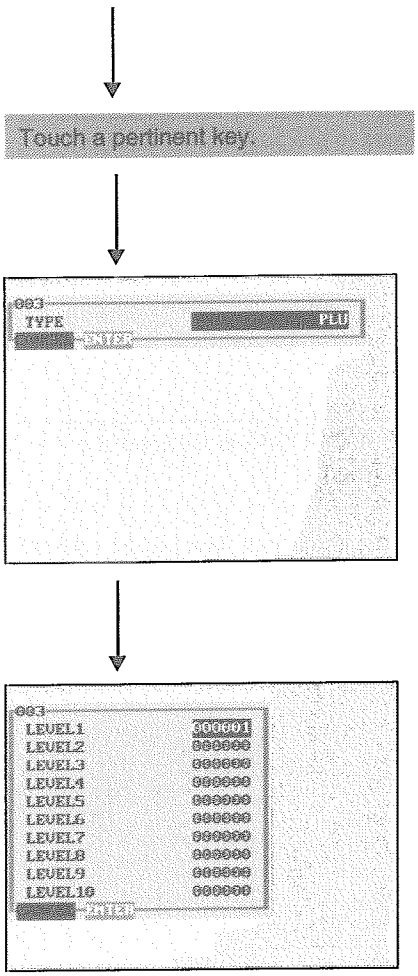
■ Direct PLU/COMBO/dept. key (except menu PLU/condiment PLU)

You can assign PLUs, combo meals and departments directly to the keyboard. In the case of combo meals or PLUs, you may assign up to 10-levels to be accessed directly on the keyboard.

Procedure

In the case of setting "000001 DIRECT PLU"

Take **STEP 1** thru **STEP 3** shown above to open the window for programming each direct key.



- **TYPE (Use the selective entry)**
  PLU: Assigns the key as a direct PLU key.
  COMBO: Assigns the key as a direct combo key.
  DEPT: Assigns the key as a direct department key.

NOTE

- *When selecting a department, the screen on which a department number is to be entered (the message "DEPT. CODE") will appear.*
- *When selecting a combo, the screen on which a combo table number is to be entered ("COMBO TBL#") will appear.*

- **LEVEL1 thru 10 (Use the numeric entry)**
  Enter a PLU number or combo table number for each level. For example, if you want to use this key as PLU no.1 (level 1) and PLU no.101 (level 2), enter 1 for the "LEVEL1" and 101 for the "LEVEL2."

NOTE

- *You cannot assign a PLU, a combo meal, or a department to the position to which a function key has been assigned.*

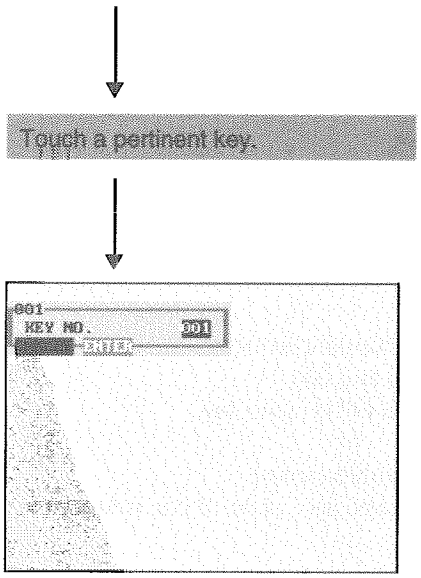
■ Direct condiment/menu PLU key

You can assign condiment PLUs or menu PLUs directly to the keyboard up to 50 keys.

Procedure

In the case of setting "MENU1"

Take **STEP 1** thru **STEP 3** shown above to open the window for programming each direct key.



- **KEY NO. (Use the numeric entry)**
  Enter a menu key number (1 thru 50).

NOTE

- *You cannot assign a condiment/menu PLU to the position to which a function key has been assigned.*

PLU Menu Key Programming

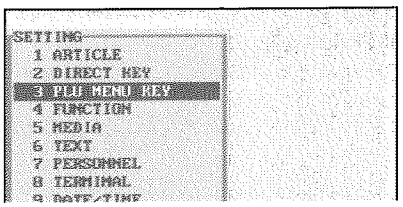
Use the following procedure to select PLU menu key programming:

■ PLU menu key

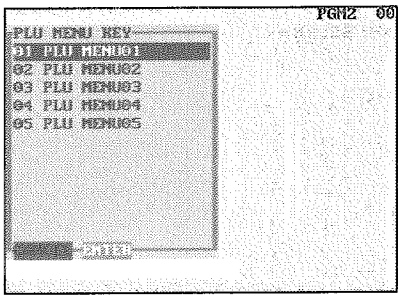
When you enter PLUs, using the PLU menu key makes it easy to find categorized PLU items from the menu list.
Your POS terminal allows you to program a max. of 50 PLU menu keys. You can program a max. of 30 PLUs/sub-menus for each PLU menu key.

Procedure

Use the following procedure to program a PLU menu key:



In the SETTING window, select "3 PLU MENU KEY" and program each item as follows:



- **PLU MENU KEY (Use the numeric entry)**
  PLU menu key number (1 thru 50)
  1 thru 50 : For the direct PLU menu key.

- **MENU TITLE (Use the character entry)**
  Description for the PLU menu key. Up to 16 characters can be entered.

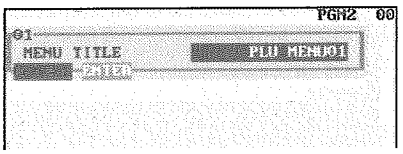
- **TYPE (Use the selective entry)**
  PLU: Selects to program a PLU.
  MENU: Selects to program a sub-menu.

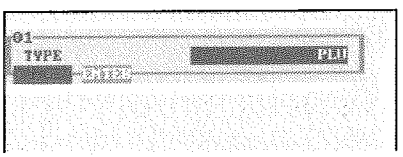
Selected PLU menu key no. → [ENTER]

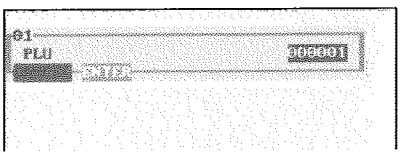
- **PLU or MENU (Use the numeric entry)**
  Select a menu PLU or sub-menu from the list.

NOTE

When selecting a sub-menu, the screen on which a sub-menu number is to be entered (the message "MENU") will appear.







NOTE

- *PLU number should be defined before programming a PLU menu key.*
- *If the [DEL] key is touched on the menu key number selection menu, the menu list will be canceled.*
- *If the [DEL] key is touched on the menu PLU number selection menu, the menu in the cursor position will be deleted.*

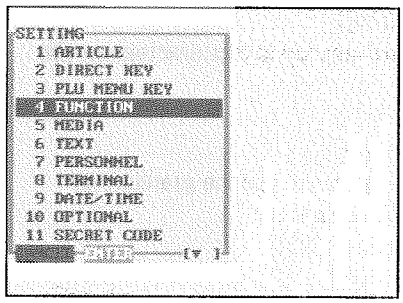
Functional Programming

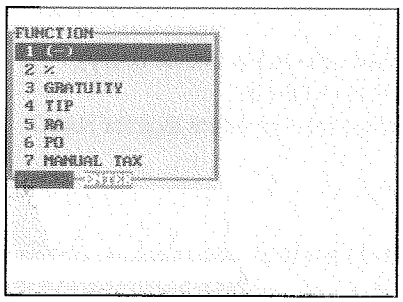
Use the following procedure to select any option included in the functional programming group:

Procedure

1. In the SETTING window, select "4 FUNCTION."

- The FUNCTION window will appear.





2. Select any option from the following options list:

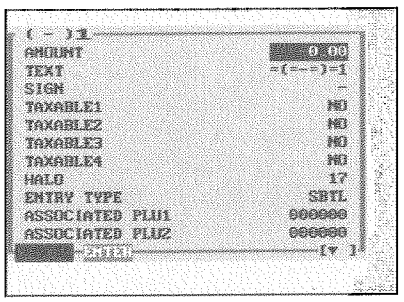
1 (–):	Discount key
2 %:	Percent key
3 GRATUITY:	Gratuity
4 TIP:	Tip
5 RA:	Received on account
6 PO:	Paid out
7 MANUAL TAX:	Manual tax

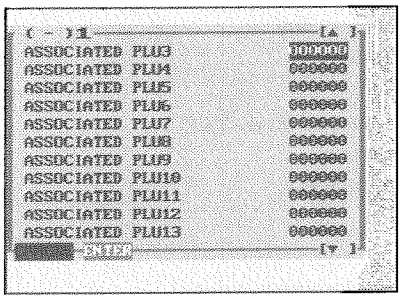
The following illustration shows those options included in the functional programming group.

4 FUNCTION
- 1 (–) ⇒ See "■ Discount key" on page 116.
- 2 % ⇒ See "■ Percent key" on page 117.
- 3 GRATUITY ⇒ See "■ Gratuity" on page 118.
- 4 TIP ⇒ See "■ Tip" on page 118.
- 5 RA ⇒ See "■ RA" on page 119.
- 6 PO ⇒ See "■ PO" on page 119.
- 7 MANUAL TAX ⇒ See "■ Manual tax" on page 120.

■ Discount key ([(–)1] thru [(–)9])

Select a pertinent discount key from the discount keys list.





The screen continues.

Program each item as follows:

- **AMOUNT (Use the numeric entry)**
  Discount amount (max. 6 digits: 0 to 999999)

- **TEXT (Use the character entry)**
  Description for the discount key. Up to 8 characters can be entered.

- **SIGN (Use the selective entry)**
  Programming of the + or – sign assigns the premium or discount function to each discount key.
  –: Minus amount (discount)
  +: Plus amount (premium)

- **TAXABLE1 thru 4 (Use the selective entry)**
  YES: Taxable
  NO: Non-taxable

- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 7)
  AB is the same as A x 10^B.

- **ENTRY TYPE (Use the selective entry)**
  ITEM: Item (–)
  SBTL: Subtotal (–)

- **ASSOCIATED PLU1 thru 20 (Use the numeric entry)**
  Program PLU number which is allowed for the corresponding (–) key. (1 thru 999999)

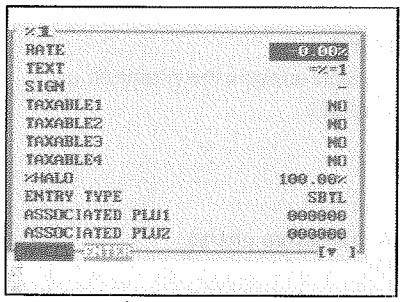
NOTE

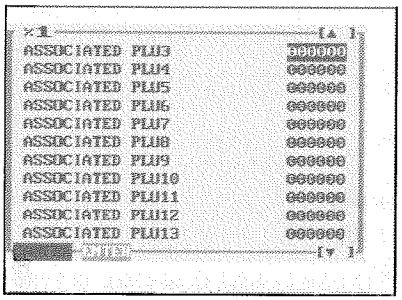
For the Markdown coupon entry (item (–)):
The coupon entry will be allowed only for a PLU which is listed in this table.
For the Discount coupon entry (ST (–)):
The coupon entry will be allowed only when all PLUs which is listed in this table have been entered.

■ Percent key ([%1] thru [%9])

Procedure

Select a pertinent percent key from the percent keys list.





The screen continues.

Program each item as follows:

- **RATE (Use the numeric entry)**
  Percent rate (0.00 to 100.00)

- **TEXT (Use the character entry)**
  Description for the percent key. Up to 8 characters can be entered.

- **SIGN (Use the selective entry)**
  Programming of the + or – sign assigns the premium or discount function to each percent key.
  –: Minus (discount)
  +: Plus (premium)

- **TAXABLE1 thru 4 (Use the selective entry)**
  YES: Taxable
  NO: Non-taxable

- **%HALO (High Amount Lockout: use the numeric entry)**
  HALO (High Amount Lockout) for the percent key (0.00 to 100.00)

- **ENTRY TYPE (Use the selective entry)**
  ITEM: Item %
  SBTL: Subtotal %

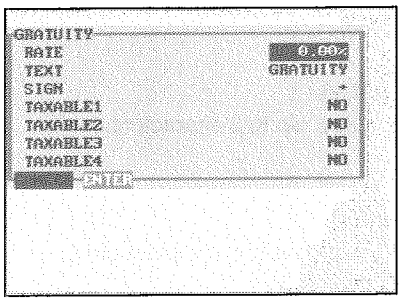
- **ASSOCIATED PLU1 thru 20 (Use the numeric entry)**
  Program PLU number which is allowed for the corresponding % key. (1 thru 999999)

NOTE

For the Markdown % entry (item %):
The % entry will be allowed only for a PLU which is listed in this table.
For the Discount % entry (ST %):
The % entry will be allowed only when all PLUs which is listed in this table have been entered.

Gratuity

Procedure



Program each item as follows:

- **RATE (Use the numeric entry)**
  Percent rate (0.00 to 100.00)

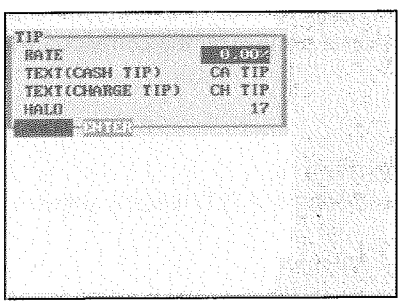
- **TEXT (Use the character entry)**
  Description for the gratuity. Up to 8 characters can be entered.

- **SIGN (Use the selective entry)**
  Programming of the + or – sign assigns the premium or discount function for the gratuity.
  –: Minus (discount)
  +: Plus (premium)

- **TAXABLE1 thru 4 (Use the selective entry)**
  YES: Taxable
  NO: Non-taxable

Tip

Procedure



Program each item as follows:

- **RATE (Use the numeric entry)**
  Percent rate (0.00 to 100.00)

- **TEXT(CASH TIP) (Use the character entry)**
  Description for the cash tip. Up to 8 characters can be entered.

- **TEXT(CHARGE TIP) (Use the character entry)**
  Description for the non-cash tip. Up to 8 characters can be entered.

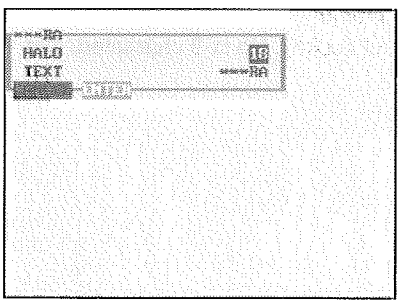
- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^B.

RA

You can program an upper limit amount and description for each received-on-account key.

Procedure

Select a pertinent received-on-account key from the RA keys list.



Program each item as follows:

- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^B.

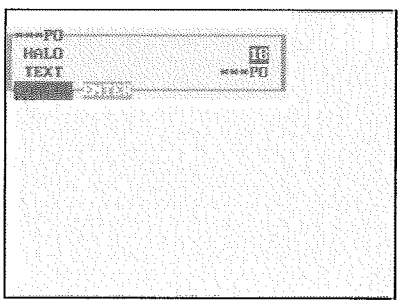
- **TEXT (Use the character entry)**
  Description for the received-on-account key. Up to 8 characters can be entered.

PO

You can program an upper limit amount and description for each paid-out key.

Procedure

Select a pertinent paid-out key from the PO keys list.



Program each item as follows:

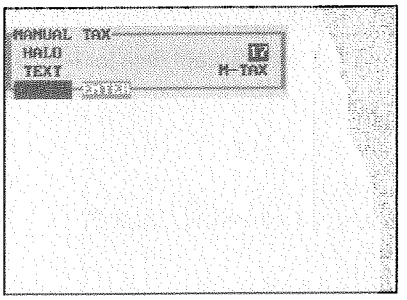
- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^B.

- **TEXT (Use the character entry)**
  Description for the paid-out key. Up to 8 characters can be entered.

Manual tax

You can program an upper limit amount and description for the manual tax key.

Procedure



Program each item as follows:

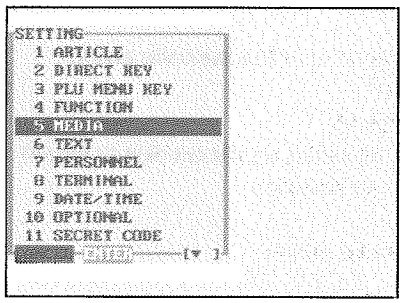
- **HALO (High Amount Lockout: use the numeric entry)**
  A: Significant digit for HALO (1 thru 9)
  B: Number of zeros to follow the significant digit for HALO (0 thru 8)
  AB is the same as A x 10^{B}.

- **TEXT (Use the character entry)**
  Description for the manual tax key. Up to 8 characters can be entered.

Media Key Programming

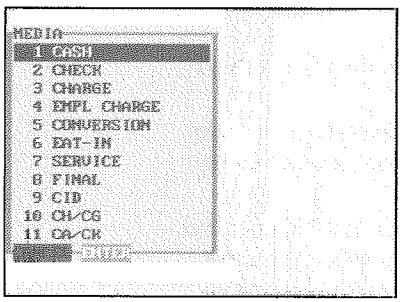
Use the following procedure to select any option included in the media group:

Procedure



1. In the SETTING window, select "5 MEDIA."

- The MEDIA window will appear.



2. Select any option from the following options list:

1	CASH:	Cash key
2	CHECK:	Check key
3	CHARGE:	Charge key
4	EMPL CHARGE:	Employee charge key
5	CONVERSION:	Currency conversion keys
6	EAT-IN:	Eat-in key
7	SERVICE:	Service key
8	FINAL:	Final key
9	CID:	Cash in drawer
10	CH/CG:	Check change
11	CA/CK:	Check cashing

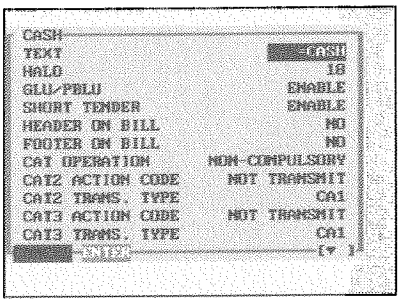
The following illustration shows those options included in the media key programming group.

5 MEDIA	1 CASH	⇨ See "■ Cash key" on page 122.
	2 CHECK	⇨ See "■ Check key" on page 124.
	3 CHARGE	⇨ See "■ Charge key" on page 126.
	4 EMPL CHARGE	⇨ See "■ Employee charge key" on page 128.
	5 CONVERSION	⇨ See "■ Currency conversion key" on page 130.
	6 EAT-IN	⇨ See "■ Eat-in key" on page 130.
	7 SERVICE	⇨ See "■ Service key" on page 131.
	8 FINAL	⇨ See "■ Final key" on page 132.
	9 CID	⇨ See "■ Cash in drawer" on page 132.
	10 CH/CG	⇨ See "■ Check change" on page 133.
	11 CA/CK	⇨ See "■ Check cashing" on page 133.

■ Cash key

Procedure

Select a pertinent cash key from the cash keys list.



The screen continues.

Program each item as follows:

- **TEXT (Use the character entry)**
  Description for the cash key. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: use the numeric entry)**
  AB is the same as A x 10^B.
  A: Significant digit (1 thru 9)
  B: Number of zeros to follow the significant digit (0 thru 8)
  You can set AB at 18 for no limitation.

- **GLU/PBLU (Use the selective entry)**
  GLU/PBLU entry
  COMPULSORY: Makes the GLU/PBLU entry compulsory.
  INHIBIT: Inhibits GLU/PBLU entry.
  ENABLE: Enables GLU/PBLU entry.

- **SHORT TENDER (Use the selective entry)**
  Short amount tender
  DISABLE: Disables short amount tender.
  ENABLE: Enables short amount tender.

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

- **CAT OPERATION (Use the selective entry)**
  You can select compulsory or non-compulsory CAT. Your machine allows you to select CAT1, CAT2, and CAT3.
  CAT3 COMPULSORY: Compulsory CAT3
  CAT2 COMPULSORY: Compulsory CAT2
  CAT1 COMPULSORY: Compulsory CAT1
  NON-COMPULSORY: Non-compulsory CAT3/CAT2/CAT1.

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT2 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

■ Cash key (continued)

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

- **CLOSED GC FILE (Use the selective entry)**
  RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
  NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

- **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified cash key is used.
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  You can enforce the non-add code entry when a cash entry is accepted.
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  You can program each cash key to delete tax (i.e. tax 1, tax 2, tax 3, and tax 4) when it is touched.
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  You can program each cash key to open the drawer.
  NO: Disables the drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  You may select compulsory or non-compulsory amount tender.
  COMPULSORY: Compulsory amount tendered entry
  NON-COMPULSORY: Non-compulsory amount tendered entry

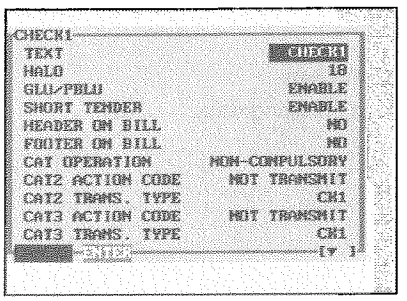
- **OUTPUT KP No.1 and No.2 (Use the numeric entry)**
  ID number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

■ Check key

Procedure

Select a pertinent check key from the check keys list.



The screen continues.

Program each item as follows:

- **TEXT (Use the character entry)**
  Description for the check key. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: use the numeric entry)**
  AB is the same as A x 10^B.
  A: Significant digit (1 thru 9)
  B: Number of zeros to follow the significant digit (0 thru 8)
  You can set AB at 18 for no limitation.

- **GLU/PBLU (Use the selective entry)**
  COMPULSORY: Makes GLU/PBLU entry compulsory.
  INHIBIT: Inhibits GLU/PBLU entry.
  ENABLE: Enables GLU/PBLU entry.

- **SHORT TENDER (Use the selective entry)**
  DISABLE: Disables short amount tender.
  ENABLE: Enables short amount tender.

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

- **CAT OPERATION (Use the selective entry)**
  CAT3 COMPULSORY: Compulsory CAT3
  CAT2 COMPULSORY: Compulsory CAT2
  CAT1 COMPULSORY: Compulsory CAT1
  NON-COMPULSORY: Non-compulsory CAT3/CAT2/CAT1

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT2 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

■ Check key (continued)

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

- **CLOSED GC FILE (Use the selective entry)**
  RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
  NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

- **BILL PRINT (Use the selective entry)**
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **CHANGE DUE (Use the selective entry)**
  Either change enable or disable can be selected for each check key.
  DISABLE: Disables change calculation.
  ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  You can program each check key to delete tax (i.e. tax 1, tax 2, tax 3, and tax 4) when it is touched.
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  NO: Disables the drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory amount tendered entry
  NON-COMPULSORY: Non-compulsory amount tendered entry

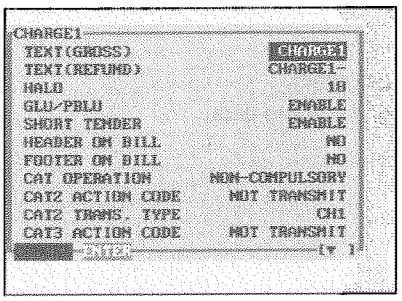
- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
  ID number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

■ Charge key

Procedure

Select a pertinent charge key from the charge keys list.



The screen continues.

Program each item as follows:

- **TEXT(GROSS) (Use the character entry)**
  Description for the charge (gross) key. Up to 8 characters can be entered.

- **TEXT(REFUND) (Use the character entry)**
  Description for the charge (refund) key. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: use the numeric entry)**
  AB is the same as A x 10^B.
  A: Significant digit (1 thru 9)
  B: Number of zeros to follow the significant digit (0 thru 8)
  You can set AB at 18 for no limitation.

- **GLU/PBLU (Use the selective entry)**
  COMPULSORY: Makes GLU/PBLU entry compulsory.
  INHIBIT: Inhibits GLU/PBLU entry.
  ENABLE: Enables GLU/PBLU entry.

- **SHORT TENDER (Use the selective entry)**
  DISABLE: Disables short amount tender.
  ENABLE: Enables short amount tender.

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

- **CAT OPERATION (Use the selective entry)**
  CAT3 COMPULSORY: Compulsory CAT3
  CAT2 COMPULSORY: Compulsory CAT2
  CAT1 COMPULSORY: Compulsory CAT1
  NON-COMPULSORY: Non-compulsory CAT3/CAT2/CAT1

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

■ Charge key (continued)

- **CAT2 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

- **CLOSED GC FILE (Use the selective entry)**
  RETAINED: Retains the closed GLU/PBLU/drive-through finalizing data.
  NO RETAINED: Does not retain the closed GLU/PBLU/drive-through finalizing data.

- **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **CHANGE DUE (Use the selective entry)**
  DISABLE: Disable change calculation.
  ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  NO: Disables the drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory amount tendered entry
  INHIBIT: Inhibits amount tendered entry

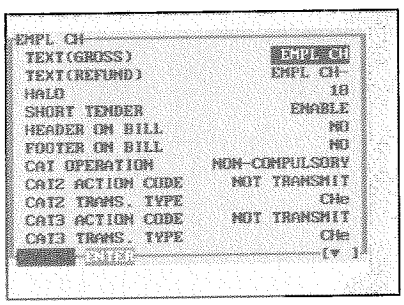
- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
  ID number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

■ Employee charge key

Procedure

Select a pertinent employee charge key.



The screen continues.

Program each item as follows:

- **TEXT(GROSS) (Use the character entry)**
  Description for the charge (gross) key. Up to 8 characters can be entered.

- **TEXT(REFUND) (Use the character entry)**
  Description for the charge (refund) key. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: use the numeric entry)**
  AB is the same as A x 10^B.
  A: Significant digit (1 thru 9)
  B: Number of zeros to follow the significant digit (0 thru 8)
  You can set AB at 18 for no limitation.

- **SHORT TENDER (Use the selective entry)**
  DISABLE: Disables short amount tender.
  ENABLE: Enables short amount tender.

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

- **CAT OPERATION (Use the selective entry)**
  CAT3 COMPULSORY: Compulsory CAT3
  CAT2 COMPULSORY: Compulsory CAT2
  NON-COMPULSORY: Non-compulsory CAT3/CAT2

- **CAT2 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT2 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

■ Employee charge key (continued)

- **CAT3 ACTION CODE (Use the selective entry)**
  Select the ACTION CODE from the following items:
  - PRE-APPROVAL
  - DIAL
  - NOT TRANSMIT

- **CAT3 TRANS. TYPE (Use the character entry)**
  Enter the transaction type (max. 3 characters).

- **BILL PRINT (Use the selective entry)**
  Compulsory/non-compulsory bill printing
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **FOOTER ON RCPT (Use the selective entry)**
  YES: Enables footer printing on the receipt.
  NO: Disables footer printing on the receipt.

- **NON-ADD # ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory non-add code entry
  NON-COMPULSORY: Non-compulsory non-add code entry

- **CHANGE DUE (Use the selective entry)**
  DISABLE: Disable change calculation.
  ENABLE: Enables change calculation.

- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

- **DRAWER OPENING (Use the selective entry)**
  NO: Disables the drawer opening.
  YES: Opens the drawer.

- **AMOUNT ENTRY (Use the selective entry)**
  COMPULSORY: Compulsory amount tendered entry
  INHIBIT: Inhibits amount tendered entry

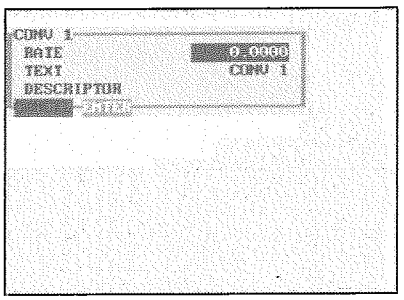
- **OUTPUT KP No.1 and 2 (Use the numeric entry)**
  ID number of the network remote printer 1 or 2 (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

■ Currency conversion key

Procedure

Select a pertinent currency conversion key from the currency conversion keys list.



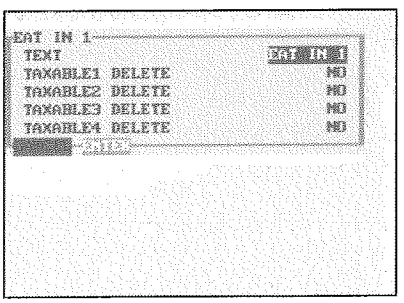
Program each item as follows:

- **RATE (Use the numeric entry)**
  Currency conversion rate (0.0000 to 9999.9999)
- **TEXT (Use the character entry)**
  Description for the currency conversion key. Up to 8 characters can be entered.
- **DESCRIPTOR (Use the character entry)**
  Currency descriptor. Up to 4 characters can be entered.

■ Eat-in key

Procedure

Select a pertinent eat-in key from the eat-in keys list.

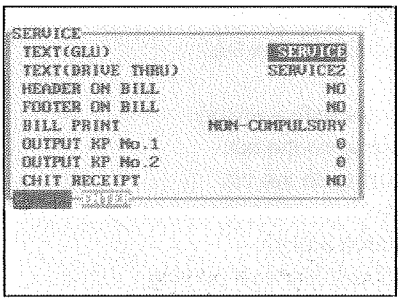


Program each item as follows:

- **TEXT (Use the character entry)**
  Description for the eat-in key. Up to 8 characters can be entered.
- **TAXABLE1 thru 4 DELETE (Use the selective entry)**
  YES: Deletes tax X (1 thru 4).
  NO: Calculates tax X (1 thru 4).

Service key

Procedure



Program each item as follows:

- **TEXT(GLU) (Use the character entry)**
  Description for the service key (GLU). Up to 8 characters can be entered.

- **TEXT(DRIVE THRU) (Use the character entry)**
  Description for the service key (drive-through). Up to 8 characters can be entered.

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

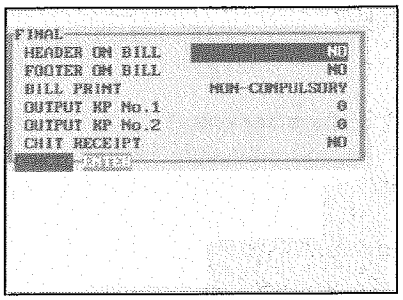
- **BILL PRINT (Use the selective entry)**
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

- **OUTPUT KP No.1 and 2 (Use the selective entry)**
  ID number of the network remote printer 1 or 2
  (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

Final key

Procedure



Program each item as follows:

- **HEADER ON BILL (Use the selective entry)**
  YES: Enables header printing on the bill.
  NO: Disables header printing on the bill.

- **FOOTER ON BILL (Use the selective entry)**
  YES: Enables footer printing on the bill.
  NO: Disables footer printing on the bill.

- **BILL PRINT (Use the selective entry)**
  COMPULSORY: Compulsory bill printing
  NON-COMPULSORY: Non-compulsory bill printing

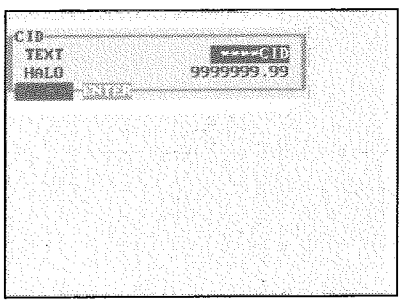
- **OUTPUT KP No.1 and 2 (Use the number entry)**
  ID number of the network remote printer 1 or 2
  (1 digit: 1 to 9)
  If the number "0" is entered, no remote printer will operate.

- **CHIT RECEIPT (Use the selective entry)**
  YES: Prints on the chit receipt in the remote printer format.
  NO: Prints nothing on the chit receipt.

Cash in drawer

You can program the description and the upper limit amounts for cash in drawer (sentinel).

Procedure



Program each item as follows:

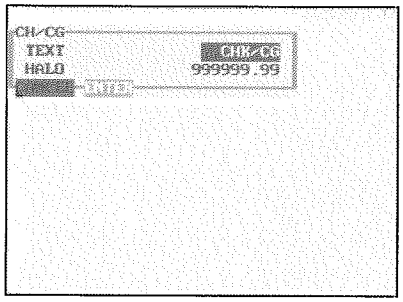
- **TEXT (Use the character entry)**
  Description for the cash in drawer. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 9999999.99

■ Check change

You can program the description and the upper limit amounts for check change.

Procedure



Program each item as follows:

- **TEXT (Use the character entry)**
  Description for check change. Up to 8 characters can be entered.

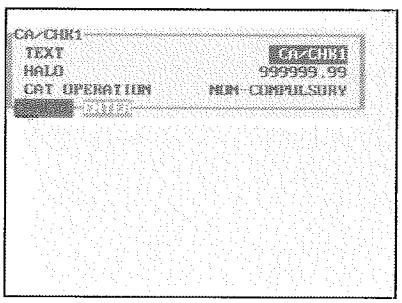
- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 999999.99

■ Check cashing

You can program the description and the upper limit amounts for check cashing.

Procedure

Select a pertinent check cashing no. from the check cashing numbers list.



Program each item as follows:

- **TEXT (Use the character entry)**
  Description for check cashing. Up to 8 characters can be entered.

- **HALO (High Amount Lockout: used the numeric entry)**
  Limit amount: 0 to 999999.99

- **CAT OPERATION (Use the selective entry)**
  CAT1 COMPULSORY: Compulsory CAT1
  NON-COMPULSORY: Non-compulsory CAT1

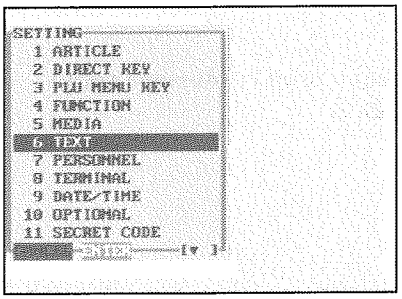
Text Programming

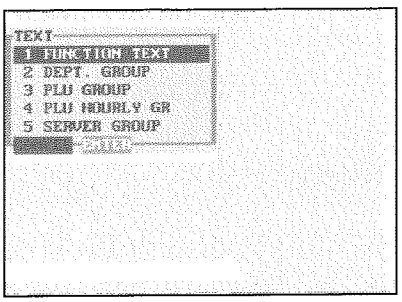
Use the following procedure to select any option included in the text group:

Procedure

1. In the SETTING window, select "6 TEXT."

- The TEXT window will appear.





2. Select any option from the following options list:

1 FUNCTION TEXT:	Function text
2 DEPT. GROUP:	Department group text
3 PLU GROUP:	PLU group text
4 PLU HOURLY GR:	PLU hourly group text
5 SERVER GROUP:	Server group text

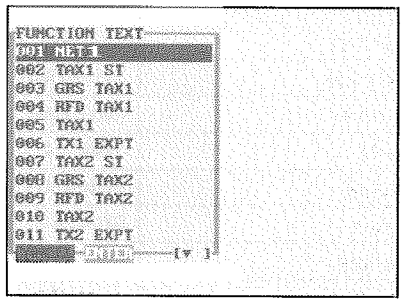
The following illustration shows those options included in the text programming group.

6 TEXT
- 1 FUNCTION TEXT ⇨ See "■ Function text" on page 135.
- 2 DEPT. GROUP ⇨ See "■ Department group text" on page 137.
- 3 PLU GROUP ⇨ See "■ PLU group text" on page 137.
- 4 PLU HOURLY GR ⇨ See "■ PLU hourly group text" on page 138.
- 5 SERVER GROUP ⇨ See "■ Server group text" on page 138.

Function text

You can program a maximum of eight characters for each function by using the following table:

Procedure



The screen continues.

Function no.	Function	Default text
001	Net sales total	NET1
002	Net taxable 1 subtotal	TAX1 ST
003	Gross tax 1 total	GRS TAX1
004	Tax 1 total of refund entries	RFD TAX1
005	Net tax 1 total	TAX1
006	Exempt tax 1	TX1 EXPT
007	Net taxable 2 subtotal	TAX2 ST
008	Gross tax 2 total	GRS TAX2
009	Tax 2 total of refund entries	RFD TAX2
010	Net tax 2 total	TAX2
011	Exempt tax 2	TX2 EXPT
012	Net taxable 3 subtotal	TAX3 ST
013	Gross tax 3 total	GRS TAX3
014	Tax 3 total of refund entries	RFD TAX3
015	Net tax 3 total	TAX3
016	Exempt tax 3	TX3 EXPT
017	Net taxable 4 subtotal	TAX4 ST
018	Gross tax 4 total	GRS TAX4
019	Tax 4 total of refund entries	RFD TAX4
020	Net tax 4 total	TAX4
021	Exempt tax 4	TX4 EXPT
022	Gross manual tax total	GRS MTAX
023	Refund manual tax total	RFD MTAX
024	Exempt total from GST	GST EXPT
025	PST total	PST TTL
026	GST total	GST TTL
027	Tax total	TTL TAX
028	Net	NET

Function no.	Function	Default text
029	Sales total including tax total	NET2
030	COMBO 1 (for transaction report)	COMBO1
031	COMBO 2 (for transaction report)	COMBO2
032	COMBO 3 (for transaction report)	COMBO3
033	COMBO 4 (for transaction report)	COMBO4
034	COMBO 5 (for transaction report)	COMBO5
035	COMBO 6 (for transaction report)	COMBO6
036	COMBO 7 (for transaction report)	COMBO7
037	COMBO 8 (for transaction report)	COMBO8
038	COMBO 9 (for transaction report)	COMBO9
039	COMBO 10 (for transaction report)	COMBO10
040	COMBO 11 (for transaction report)	COMBO11
041	COMBO 12 (for transaction report)	COMBO12
042	COMBO 13 (for transaction report)	COMBO13
043	COMBO 14 (for transaction report)	COMBO14
044	COMBO 15 (for transaction report)	COMBO15
045	COMBO 16 (for transaction report)	COMBO16
046	COMBO 17 (for transaction report)	COMBO17
047	COMBO 18 (for transaction report)	COMBO18
048	COMBO 19 (for transaction report)	COMBO19
049	COMBO 20 (for transaction report)	COMBO20
050	Coupon-like PLU	CP PLU
051	Direct void	DIR VD
052	Past void	PAST VD
053	Subtotal void	SBTL VD
054	Manager void	MGR VD
055	Void mode	VOID
056	Refund	REFUND

Function text (continued)

Function no.	Function	Default text
057	Return	RETURN
058	Hash direct void	HASH VD
059	Hash past void	HA P.VD
060	Hash item refund	HASH RF
061	Hash item return	HASH RT
062	No sale	NO SALE
063	Bill counter	BILL CNT
064	Tray counter	TRAY CNT
065	Drawer counter	DRW CNT
066	Transfer out	TRAN.OUT
067	Transfer in	TRAN.IN
068	Previous balance (for GLU)	***PBAL
069	Previous balance (for drive-through)	***PBAL2
070	Cover count	COVER CT
071	Customer counter	TRANS CT
072	Sales total	NET3
073	Hash net total	HASH TTL
074	Cash+check in drawer	CA+CH ID
075	Deposit	DEPOSIT
076	Deposit refund	DPST RF
077	Tip paid	TIP PAID
078	(+) dept. total	*DEPT TL
079	(–) dept. total	DEPT(–)
080	Hash (+) dept. total	*HASH TL
081	Hash (–) dept. total	HASH(–)
082	Subtotal	SUBTOTAL
083	Merchandise subtotal	MDSE ST
084	Total	***TOTAL
085	Change	CHANGE
086	Due	DUE
087	Tip due	TIP DUE
088	Tray total	TRAY TL
089	Items	ITEMS
090	Balance	BALANCE
091	Copy	COPY
092	B.T. title	B.T.
093	B.S. title	B.S.
094	Final balance	FIN.BAL
095	Balance forward	BAL FWD
096	Close check	CLOSE CK
097	Open check	OPEN CK
098	Percent of net sales	(%)SALES
099	Remaining charge	CHARGE
100	Cost	COST

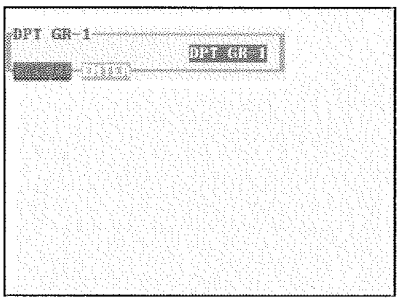
Function no.	Function	Default text
101	Cost %	COST%
102	Total cost	TTL COST
103	Location #	LOC#
104	Labor cost	L.COST
105	Total hours	TTL HOUR
106	Over time	OVR TIME
107	Time-in	TIME-IN
108	Time-out	TIME-OUT
109	Break-in	BRK-IN
110	Break-out	BRK-OUT
111	Labor %	LABOR%
112	Person code	PERSON#
113	Manager code	MANAGER#
114	Exempt VAT	VAT EXPT
115	Individual payment	IND.PAY
116	Tare weight	TARE WT.
117	Receipt switch	RCP S.W.
118	Free GLU	FREE GLU
119	WASTE title	WASTE
120	Average sales	AVE SALE
121	ST(–) total	ST(–) TL
122	ST% total	ST % TL
123	Item(–) total	(–) TL
124	Item% total	% TL
125	CASH total	CASH TL
126	RA total	RA TL
127	PO total	PO TL
128	CA/CK total	CA/CK TL
129	CONV total	CONV TL
130	CHARGE total	CHR TL
131	CHECK total	CHECK TL
132	COMBO (for PLU report)	COMBO
133	WASTE (for PLU report)	WASTE
134	RF (for PLU report)	RF
135	CP (for PLU report)	CP
136	NET SLS (for PLU report)	NET SLS
137	COMBO TL (for PLU report)	COMBO TL
138	WASTE TL (for PLU report)	WASTE TL
139	RF TL (for PLU report)	RF TL
140	NET TL (for PLU report)	NET TL
141	Over cost	OVR COST
142	GLU text	GLU#
143	Drive thru text	CAR#

■ Department group text

You can program a maximum of eight characters for each department group (1~9).

Procedure

Select a pertinent department group number from the department groups list.



Program the item as follows:

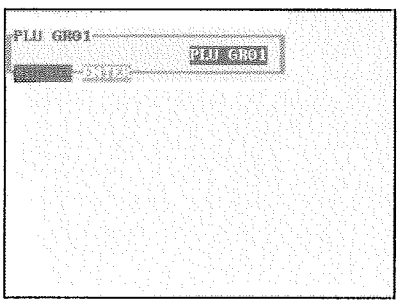
- **TEXT (Use the character entry)**
  Description for the department group. Up to 8 characters can be entered.

■ PLU group text

You can program a maximum of eight characters for each PLU group (1~99).

Procedure

Select a pertinent PLU group number from the PLU groups list.



Program the item as follows:

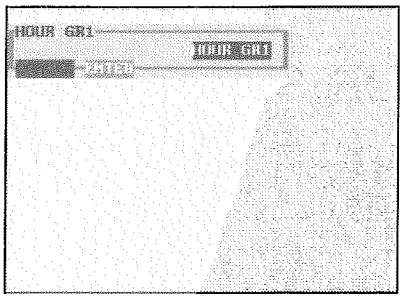
- **TEXT (Use the character entry)**
  Description for the PLU group. Up to 8 characters can be entered.

PLU hourly group text

You can program a maximum of eight characters for each PLU hourly group (1~9).

Procedure

Select a pertinent PLU hourly group no. from the hourly groups list.



Program the item as follows:

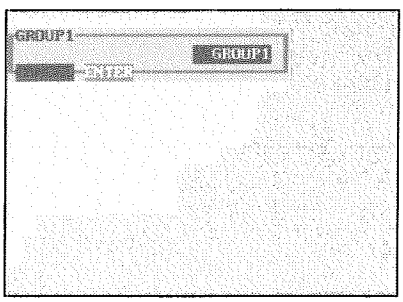
- **TEXT (Use the character entry)**
  Description for the PLU hourly group. Up to 8 characters can be entered.

Server group text

You can program a maximum of eight characters for each server group (1~9).

Procedure

Select a pertinent server group no. from the server groups list.



Program the item as follows:

- **TEXT (Use the character entry)**
  Description for the server group. Up to 8 characters can be entered.

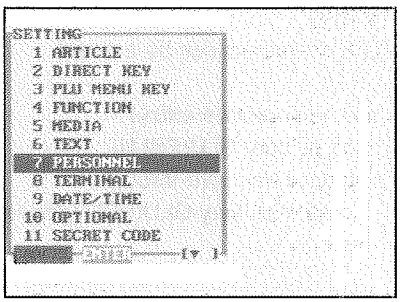
Personnel Programming

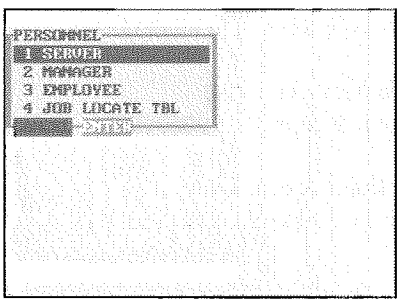
Use the following procedure to select any option included in the personnel group:

Procedure

1. In the SETTING window, select "7 PERSONNEL."

- The PERSONNEL window will appear.





2. Select any option from the following options list:

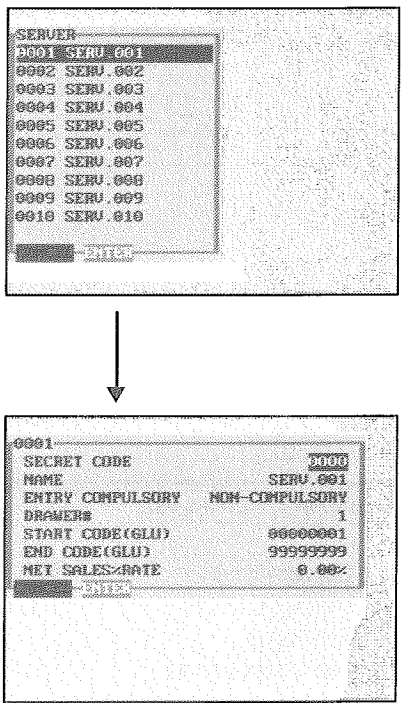
1 SERVER:	Server
2 MANAGER:	Manager
3 EMPLOYEE:	Employee
4 JOB LOCATE TBL:	Job location table

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

7 PERSONNEL
- 1 SERVER ⇨ See "■ Server" on page 140.
- 2 MANAGER ⇨ See "■ Manager" on page 141.
- 3 EMPLOYEE ⇨ See "■ Employee" on page 142.
- 4 JOB LOCATE TBL ⇨ See "■ Job location table" on page 143.

■ Server

Procedure



Program each item as follows:

- **SECRET CODE (Use the numeric entry)**
  Secret code (max. 4 digits: 0001 to 9999/0000)

- **NAME (Use the character entry)**
  Name for the server. Up to 8 characters can be entered.

- **ENTRY COMPULSORY (Use the selective entry)**

GLU(PBLU):	Compulsory GLU(PBLU)
DRIVE THRU:	Compulsory drive-through
NON-COMPULSORY:	Non-compulsory GLU(PBLU)/drive-through

- **DRAWER# (Use the numeric entry)**
  Drawer number (1 or 2/0)

- **START CODE(GLU) (Use the numeric entry)**
  Start GLU/PBLU code (max. 8 digits: 1 to 99999999)

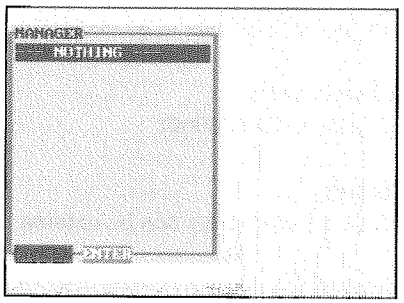
- **END CODE(GLU) (Use the numeric entry)**
  End GLU/PBLU code (max. 8 digits: 1 to 99999999)

- **NET SALES%RATE (Use the numeric entry)**
  Net sales percent rate (max. 5 digits: 0.00 to 100.00)

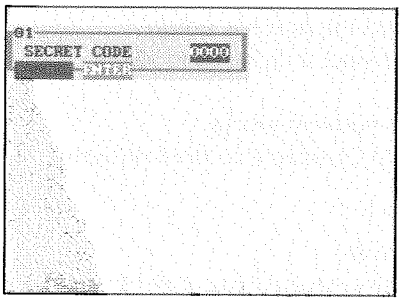
■ Manager

You can program a secret code for each manager.

Procedure



Pertinent manager code → ENTER



Program the item as follows:

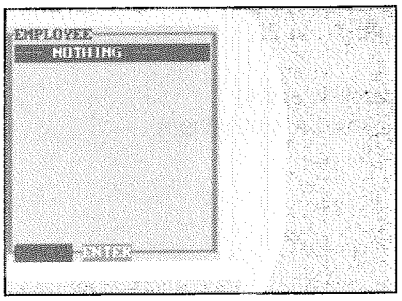
- **MANAGER (Use the numeric entry)**
  Manager code (max. 2 digits: 01 to 99)

- **SECRET CODE (Use the numeric entry)**
  Secret code (max. 4 digits: 0001 to 9999/0000)

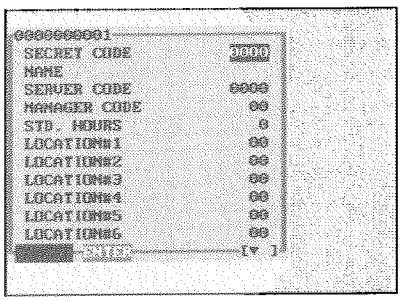
Employee

You can program various items for each employee.

Procedure



Pertinent employee code → ENTER



The screen continues.

Program each item as follows:

- **EMPLOYEE (Use the numeric entry)**
  Employee code (max. 10 digits: 0000000001 to 9999999999)

- **SECRET CODE (Use the numeric entry)**
  Secret code (max. 4 digits: 0001 to 9999/0000)

- **NAME (Use the character entry)**
  Name for the employee. Up to 12 characters can be entered.

- ***1 SERVER CODE (Use the numeric entry)**
  Server code (max. 4 digits: 0001 to 9999)

- ***2 MANAGER CODE (Use the numeric entry)**
  Manager code (max. 2 digits: 01 to 99)

- **STD. HOURS (Use the numeric entry)**
  Standard number of hours for which the employee should work a day (max. 3 digits: 0 to 999)

- ***3 LOCATION#1 thru #7 (Use the numeric entry)**
  Job location table number (max. 2 digits: 01 to 99/00)

- **EMPL SAL. LIMIT (Use the numeric entry)**
  Program the limitation (HALO) amount for the employee sale.
  AB is the same as A x 10^B.
  A: Significant digit (1 thru 9)
  B: Number of zero to follow the significant digit (0 thru 8)
  You can set AB at 18 for no limitation.

NOTE

The checking method is:
[Programmed limit amount] ≥ [Previous sales total] + [The merchandise subtotal of the current transaction]

NOTE

*1 *The server whom an employee code has been assigned cannot sign on unless the corresponding employee times in.*

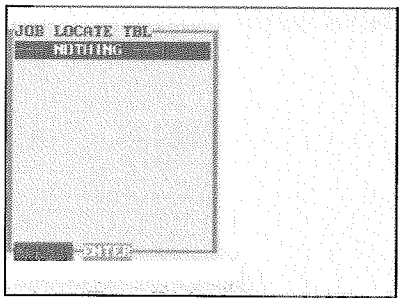
*2 *Assign the manager who is responsible or capable for adjustments to the employee's hours.*

*3 *If no job location table number is programmed for an employee time-in operation, the location no. 1 will be assigned.*
Therefore, make sure to program a job location table number for "LOCATION#1."

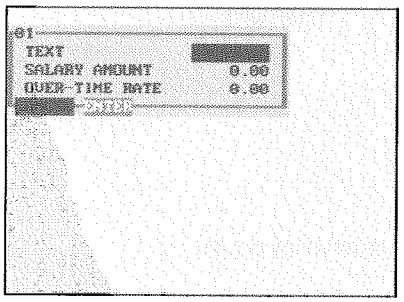
■ Job location table

You can program three functions for each job location table number which is assigned to employees.

Procedure



Pertinent job location table no. → ENTER



Program each item as follows:

- **JOB LOCATE TBL (Use the numeric entry)**
  Job location table number (1 to 99)

- **TEXT (Use the character entry)**
  Description for the job location table. Up to 8 characters can be entered.

- **SALARY AMOUNT (Use the numeric entry)**
  Salary amount paid for the employee (max. 4 digits: 0 to 9999)

- *** OVER-TIME RATE (Use the numeric entry)**
  Rate for overtime work (max. 3 digits: 0.01 to 9.99)

NOTE

* *Overtime pay = SALARY AMOUNT x OVER-TIME RATE*

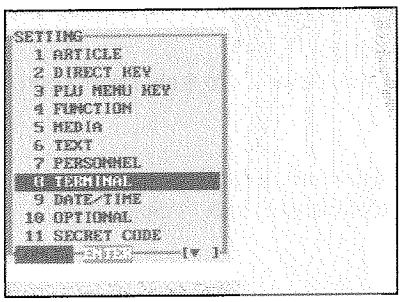
Terminal Programming

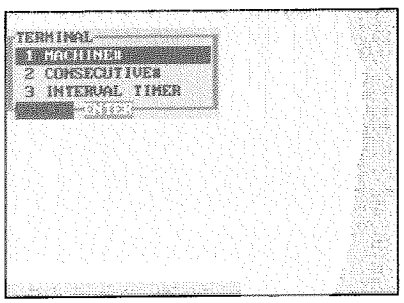
Use the following procedure to select any option included in the terminal group:

Procedure

1. In the SETTING window, select "8 TERMINAL."

- The TERMINAL window will appear.





2. Select any option from the following options list:

1 MACHINE#:	Machine number
2 CONSECUTIVE#:	Consecutive number
3 INTERVAL TIMER:	Interval timer

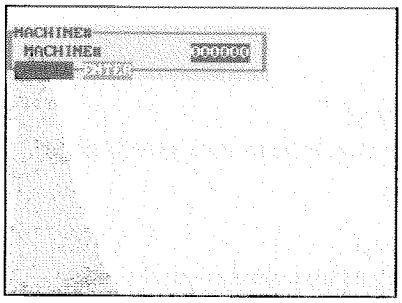
The following illustration shows those options included in the terminal programming group.

8 TERMINAL
- 1 MACHINE# ⇨ See "■ Machine number" on page 145.
- 2 CONSECUTIVE# ⇨ See "■ Consecutive number" on page 145.
- 3 INTERVAL TIMER ⇨ See "■ Interval timer" on page 145.

■ Machine number

When your store has two or more POS terminals, it is practical to assign them unique machine numbers for their identification.

Procedure



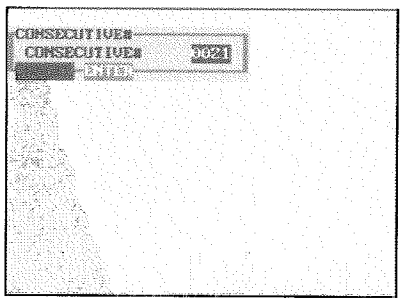
Program the item as follows:

- **MACHINE# (Use the numeric entry)**
  Machine number (max. 6 digits: 0 to 999999)

■ Consecutive number

The consecutive number is increased by one each time a receipt is issued.

Procedure



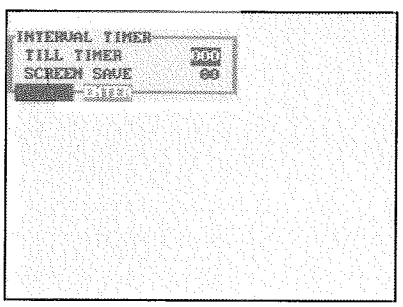
Program the item as follows:

- **CONSECUTIVE# (Use the numeric entry)**
  Enter a number (max. 4 digits: 0 to 9999) that is one less than a desired starting number.

■ Interval timer

You can program the timer for THE TILL TIMER™ and the screen save mode timer.

Procedure



Program each item as follows:

- **TILL TIMER (Use the numeric entry)**
  The POS terminal counts the number of times the drawer is left open for longer than a programmed time limit. The counter will be incremented by one each time a programmed time limit is reached. The time limit for THE TILL TIMER™ can be preset for 0 to 255 seconds. The count is printed on the transaction report and server report. If the number "0" is entered, this function is unavailable.

- **SCREEN SAVE (Use the numeric entry)**
  Screen save mode timer (max. 2 digits: 0 to 99 minutes)
  If the number "0" is entered, the POS terminal will turn the display off after 100 min., if it remains idle.

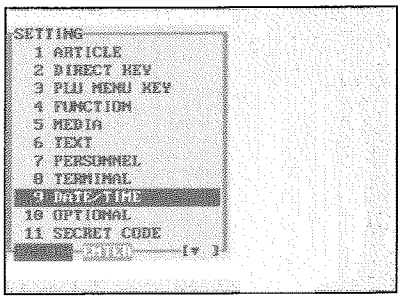
Date/Time Setting

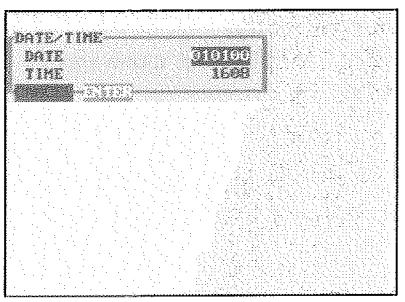
Use the following procedure to select the menu option "9 DATE/TIME":

■ Date/time

You can set the date and time for the POS terminal.

Procedure





Set each item as follows:

- **DATE (Use the numeric entry)**
  Enter the month (2 digits), day (2 digits), and year (2 digits) in this sequence.

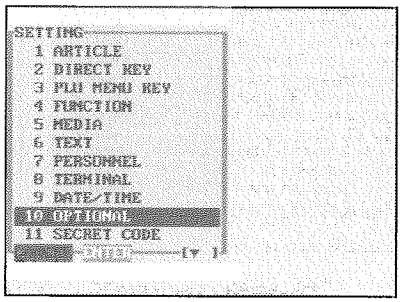
- **TIME (Use the numeric entry)**
  Set the time (max. 4 digits) on the military time (24-hour) system. For example, when the time is set to 2:30 AM, enter 0230; and when it is set to 2:30 PM, enter 1430. The time will be printed and displayed on the real-time system. Once you set the time, the internal clock unit will continue to run as long as the battery pack is charged and also update the date (month, day, year) properly.

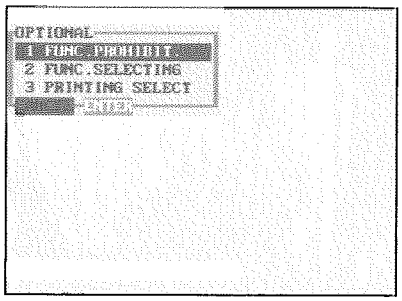
Optional Feature Selection

Use the following procedure to select any option included in the optional group:

Procedure

1. In the SETTING window, select "10 OPTIONAL."
- The OPTIONAL window will appear.





2. Select any option from the following options list:

1 FUNC.PROHIBIT.:	Function prohibition
2 FUNC.SELECTING:	Function selection
3 PRINTING SELECT:	Printing selection

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

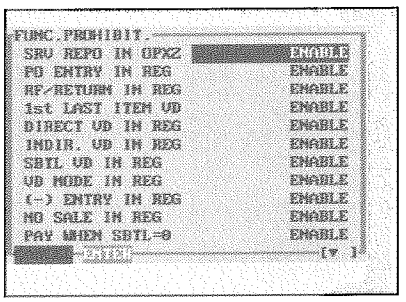
10 OPTIONAL
- 1 FUNC.PROHIBIT. ⇒ See "■ Function prohibition" on page 148.
- 2 FUNC.SELECTING ⇒ See "■ Function selection" on page 149.
- 3 PRINTING SELECT ⇒ See "■ Printing selection" on page 150.

■ Function prohibition

Your POS terminal allows you to select whether to enable or disable various functions.

Program each item as follows:

Procedure



The screen continues.

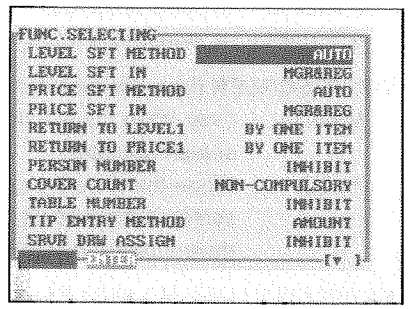
- **SRV REPO IN OPXZ (Use the selective entry)**
  DISABLE: Disables a server report printing in the OP X/Z mode.
  ENABLE: Enables a server report printing in the OP X/Z mode.
- **PO ENTRY IN REG (Use the selective entry)**
  DISABLE: Disables a paid-out entry in the REG mode.
  ENABLE: Enables a paid-out entry in the REG mode.
- **RF/RETURN IN REG (Use the selective entry)**
  DISABLE: Disables a refund & return entry in the REG mode.
  ENABLE: Enables a refund & return entry in the REG mode.
- **1st LAST ITEM VD (Use the selective entry)**
  DISABLE: Disables first-item direct void.
  ENABLE: Enables first-item direct void.
- **DIRECT VD IN REG (Use the selective entry)**
  DISABLE: Disables direct void in the REG mode.
  ENABLE: Enables direct void in the REG mode.
- **INDIR. VD IN REG (Use the selective entry)**
  DISABLE: Disables indirect void in the REG mode.
  ENABLE: Enables indirect void in the REG mode.
- **SBTL VD IN REG (Use the selective entry)**
  DISABLE: Disables subtotal void in the REG mode.
  ENABLE: Enables subtotal void in the REG mode.
- **VD MODE IN REG (Use the selective entry)**
  DISABLE: Disables a void-mode entry in the REG mode.
  ENABLE: Enables a void-mode entry in the REG mode.
- **(–) ENTRY IN REG (Use the selective entry)**
  DISABLE: Disables a (–) entry in the REG mode.
  ENABLE: Enables a (–) entry in the REG mode.
- **NO SALE IN REG (Use the selective entry)**
  DISABLE: Disables no-sale operation in the REG mode.
  ENABLE: Enables no-sale operation in the REG mode.
- **PAY WHEN SBTL=0 (Use the selective entry)**
  DISABLE: Disables finalization in the REG mode when the subtotal is zero.
  ENABLE: Enables finalization in the REG mode when the subtotal is zero.
- **TIP PAID IN REG (Use the selective entry)**
  DISABLE: Disables a tip paid entry in the REG mode.
  ENABLE: Enables a tip paid entry in the REG mode.
- **TR IN/OUT IN REG (Use the selective entry)**
  DISABLE: Disables transfer in/out in the REG mode.
  ENABLE: Enables transfer in/out in the REG mode.
- **INDIR. VD IN GLU (Use the selective entry)**
  DISABLE: Disables the indirect void/refund/return entry at the GLU re-order.
  ENABLE: Enables the indirect void/refund/return entry at the GLU re-order.

Function Selection

Your POS terminal enables you to select various functional selections.

Program each item as follows:

Procedure



The screen continues.

- **LEVEL SFT METHOD (Use the selective entry)**
  MANUAL: Lock shift mode
  AUTO: Automatic return mode
- **LEVEL SFT IN (Use the selective entry)**
  MGR: Allows PLU level shift only in the MGR mode.
  MGR&REG: Allows PLU level shift in the MGR and REG modes.
- **PRICE SFT METHOD (Use the selective entry)**
  MANUAL: Lock shift mode
  AUTO: Automatic return mode
- **PRICE SFT IN (Use the selective entry)**
  MGR: Permits PLU price level shift only in the MGR mode.
  MGR&REG: Permits PLU price level shift in the MGR and REG modes.
- **RETURN TO LEVEL1 (Use the selective entry)**
  When the PLU level shift system is set to "AUTO," the PLU level can be returned to level 1 by one of the following methods:
  BY ONE RECEIPT: Returns the PLU level to level 1 by one receipt.
  BY ONE ITEM: Returns the PLU level to level 1 by one item.
- **RETURN TO PRICE1 (Use the selective entry)**
  When the PLU price shift method is set to "AUTO," the price level can be returned to price 1 by one of the following methods:
  BY ONE RECEIPT: Returns the price level to price1 by one receipt.
  BY ONE ITEM: Returns the price level to price 1 by one item.
- **PERSON NUMBER (Use the selective entry)**
  COMPULSORY: Compulsory person number entry (GLU operations)
  INHIBIT: Inhibited person number entry (GLU operations)
- **COVER COUNT (Use the selective entry)**
  COMPULSORY: Compulsory cover count entry (GLU operations)
  NON-COMPULSORY: Non-compulsory cover count entry (GLU operations)
- **TABLE NUMBER (Use the selective entry)**
  COMPULSORY: Compulsory table number entry (GLU operations)
  INHIBIT: Inhibited table number entry (GLU operations)
- **TIP ENTRY METHOD (Use the selective entry)**
  FIX RATE: Tip entry using a programmed rate
  AMOUNT: Manual tip entry
- **SRVR DRW ASSIGN (Use the selective entry)**
  COMPULSORY: Compulsory server drawer assignment at sign-on
  INHIBIT: Inhibited server drawer assignment at sign-on
- **SHIFT KEY ACTION (Use the selective entry)**
  CAPS LOCK: Locks the upper-case letter mode once the shift key is touched.
  SHIFT: Shifts the upper-case letter mode to the lower-case letter mode after a letter is entered.

- **EMPLOYEE SALE (Use the selective entry)**
  DETAIL: Selects "DETAIL" for employee sales.
  CHARGE AMOUNT: Selects "CHARGE AMOUNT" for employee sales.

- **AUTO HOURLY REPO (Use the selective entry)**
  DISABLE: Disables automatic hourly report.
  ENABLE: Enables automatic hourly report.
  If "ENABLE" is selected, a hourly report may be issued at hourly intervals automatically.

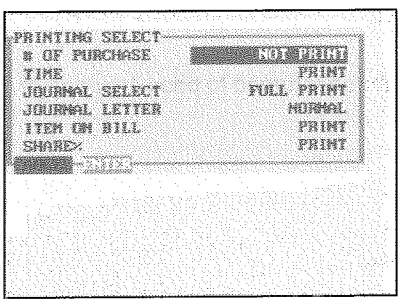
- **DRIVE SCREEN (Use the selective entry)**
  MANUAL: Only when the function key for the drive-through screen is touched, the drive-through screen appears.
  AUTO: When the drive-through registration is made, the drive-through screen beomes the default screen automatically. If the function key for the drive-through screen is touched, also the drive-through screen appears.

- **COMP.COND.CANCEL (Use the selective entry)**
  Select the active mode for the cancel operation from the following items.
  MGR&REG: MGR or REG mode
  MGR: Only MGR mode

■ Printing selection

You can program various printing functions.

Procedure



Program each item as follows:

- **# OF PURCHASE (Use the selective entry)**
  PRINT: Prints the number of purchases.
  NOT PRINT: Does not print the number of purchases.

- **TIME (Use the selective entry)**
  NOT PRINT: Does not print the time on the receipt and journal.
  PRINT: Prints the time on the receipt and journal.

- **JOURNAL SELECT (Use the selective entry)**
  JOURNAL SELECT: Prints the summary information on the journal.
  FULL PRINT: Prints the detailed information on the journal.

- **JOURNAL LETTER (Use the selective entry)**
  NORMAL: Prints the normal-size letters on the journal.
  SMALL: Prints the compressed-size letters on the journal.

- **ITEM ON BILL (Use the selective entry)**
  NOT PRINT: Prints no items in a GLU/PBLU transaction on the bill printer.
  PRINT: Prints items in a GLU/PBLU transaction on the bill printer.

- **SHARE% (Use the selective entry)**
  NOT PRINT: Does not print share percent in the department report.
  PRINT: Prints the share percent in the department report.

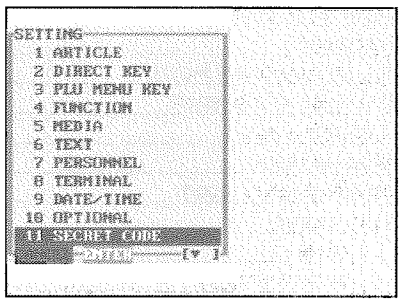
Secret Code Programming

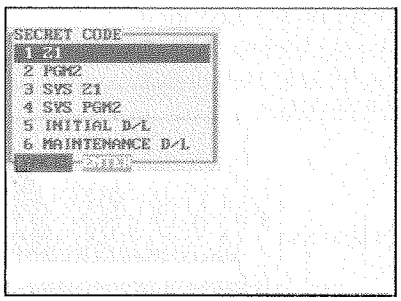
Use the following procedure to program a secret code:

Procedure

1. In the SETTING window, select "11 SECRET CODE."

- The SECRET CODE window will appear.





2. Select any option from the following options list:

1 Z1:	Z1 reports
2 PGM2:	PGM2 operations
3 SYS Z1:	System Z1 reports
4 SYS PGM2:	System PGM2 operations
5 INITIAL D/L:	Initial down-loading
6 MAINTENANCE D/L:	Maintenance down-loading

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

11 SECRET CODE

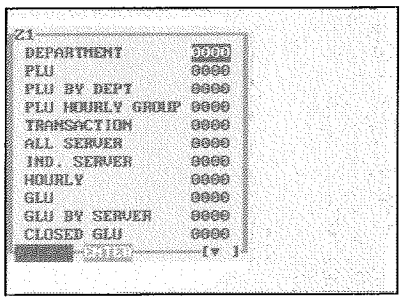
1 Z1	⇒ See "■ Z1 reports" on page 152.
2 PGM2	⇒ See "■ PGM2-mode operations" on page 152.
3 SYS Z1	⇒ See "■ System Z1 reports" on page 153.
4 SYS PGM2	⇒ See "■ System PGM2-mode operations" on page 153.
5 INITIAL D/L	⇒ See "■ Initial down-loading" on page 154.
6 MAINTENANCE D/L	⇒ See "■ Maintenance down-loading" on page 154.

■ Z1 reports

You can assign a secret code to each report.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



The screen continues.

Program each item as follows:

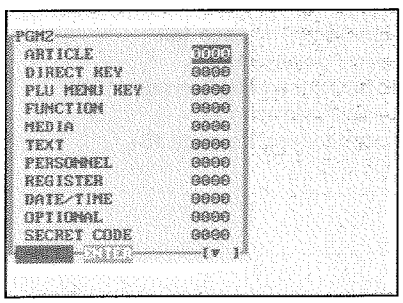
DEPARTMENT	Department report
PLU	PLU report
PLU BY DEPT	PLU by department report
PLU HOURLY GROUP	PLU hourly group report
TRANSACTION	Transaction report
ALL SERVER	All server report
IND. SERVER	Individual server report
HOURLY	Hourly report
GLU	GLU report
GLU BY SERVER	GLU by server report
CLOSED GLU	Closed GLU report
CL-GLU BY SERVER	Closed GLU by server report
DRIVE THRU	Drive-through report
D-THRU BY SERVER	Drive-through by server report
CLOSED D-THRU	Closed drive-through report
CL-DT BY SERVER	Closed drive-through by server report
SERVICE TIME	Service time report
STACKED REPORT	Stacked report

■ PGM2-mode operations

You can assign a secret code to each programming operation in the PGM2 mode.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



The screen continues.

Program each item as follows:

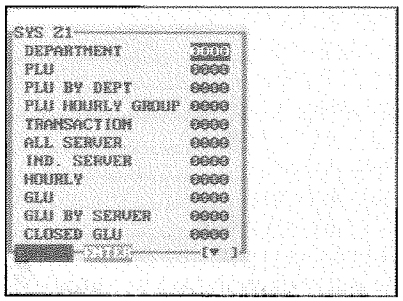
ARTICLE	Article programming
DIRECT KEY	Direct key programming
PLU MENU KEY	PLU menu key programming
FUNCTION	Function programming
MEDIA	Media programming
TEXT	Text programming
PERSONNEL	Personnel programming
TERMINAL	Terminal programming
DATE/TIME	Date/time programming
OPTIONAL	Optional programming
SECRET CODE	Secret code programming
REPORT	Report programming
LOGO TEXT	Logo programming
PRINTER	Printer programming
GLU CODE	GLU code programming
TAX	Tax programming
FUNCTION KEY	Function key programming
TRAINING	Training mode
IR DATA SEND	IR data send
IR DATA RECEIVE	IR data receive

System Z1 reports

You can assign a secret code to each system report.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



The screen continues.

Program each item as follows:

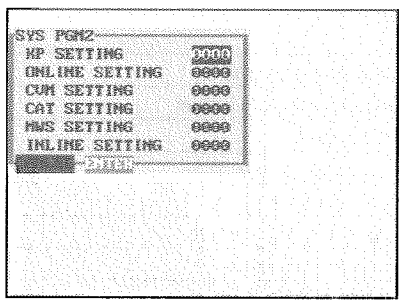
DEPARTMENT	Department report
PLU	PLU report
PLU BY DEPT	PLU by department report
PLU HOURLY GROUP	PLU hourly group report
TRANSACTION	Transaction report
ALL SERVER	All server report
IND. SERVER	Individual server report
HOURLY	Hourly report
GLU	GLU report
GLU BY SERVER	GLU by server report
CLOSED GLU	Closed GLU report
CL-GLU BY SERVER	Closed GLU by server report
DRIVE THRU	Drive-through report
D-THRU BY SERVER	Drive-through by server report
CLOSED D-THRU	Closed drive-through report
CL-DT BY SERVER	Closed drive-through by server report
SERVICE TIME	Service time report
STACKED REPORT	Stacked report

System PGM2-mode operations

You can assign a secret code to each system programming operation in the PGM2 mode.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



Program each item as follows:

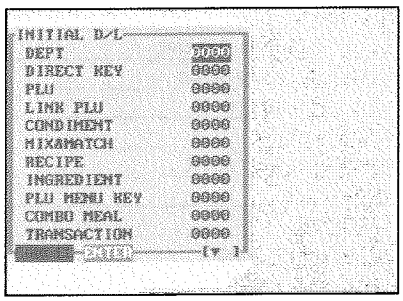
KP SETTING	Kitchen printer setting
ONLINE SETTING	Online setting
CVM SETTING	CVM setting
CAT SETTING	CAT setting
MWS SETTING	Manager work station setting
INLINE SETTING	Inline setting

■ Initial down-loading (with clearing of memory)

You can assign a secret code to each preset data to be downloaded.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



The screen continues.

Program each item as follows:

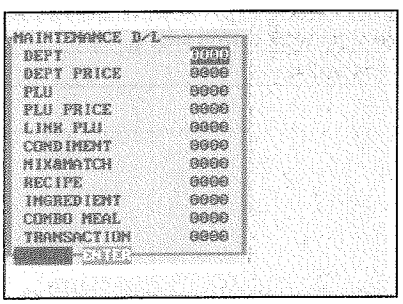
DEPT	Department preset
DIRECT KEY	Direct department/PLU preset
PLU	PLU/Link preset
LINK PLU	Link PLU preset
CONDIMENT	Condiment PLU preset
MIX&MATCH	Mix & Match preset
RECIPE	Recipe preset
INGREDIENT	Ingredient preset
PLU MENU KEY	PLU menu key preset
COMBO MEAL	Combo meal preset
TRANSACTION	Transaction preset
MANAGER	Manager preset
OPTION	Other preset
DATE/TIME	Date/time preset
LOGO	Logo text preset
FUNCTION KEY	Function key preset
TAX	Tax preset
ONLINE PRESET	Online preset
INLINE PRESET	Inline preset
KP PRESET	Kitchen printer preset
ALL PGM	All PGM preset

■ Maintenance down-loading (without clearing of memory)

You can assign a secret code to each preset data to be downloaded.
Secret code: max. 4 digits (0001 to 9999/0000) **(Use the numeric entry)**

NOTE *If "0" is entered, the "compulsory secret code entry" will be canceled.*

Procedure



Program each item as follows:

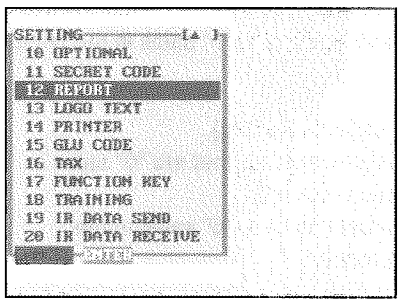
DEPT	Department preset
DEPT PRICE	Department price preset
PLU	PLU preset
PLU PRICE	PLU price preset
LINK PLU	Link PLU preset
CONDIMENT	Condiment PLU preset
MIX&MATCH	Mix & Match preset
RECIPE	Recipe preset
INGREDIENT	Ingredient preset
COMBO MEAL	Combo meal preset
TRANSACTION	Transaction preset

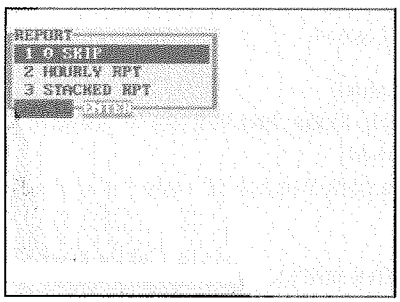
Report Programming

Use the following procedure to select any option included in the report group:

Procedure

1. In the SETTING window, select "12 REPORT."
- The REPORT window will appear.





2. Select any option from the following options list:

1 0 SKIP: Zero skip
2 HOURLY RPT: Hourly report
3 STACKED RPT: Stacked report

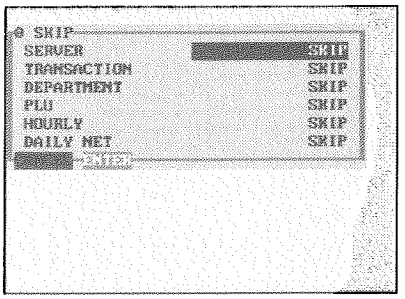
The following illustration shows those options included in the report programming group.

12 REPORT
- 1 0 SKIP ➡ See "■ Zero skip" on page 156.
- 2 HOURLY RPT ➡ See "■ Hourly report" on page 156.
- 3 STACKED RPT ➡ See "■ Stacked report" on page 157.

Zero skip

You can program whether or not to skip "0" in each report.

Procedure



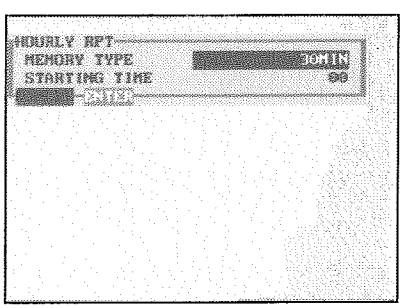
Program each item as follows:

- **SERVER (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the server report.
  - SKIP: Skips those data that are "0" sales in the server report.
- **TRANSACTION (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the transaction report.
  - SKIP: Skips those data that are "0" sales in the transaction report.
- **DEPARTMENT (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the department report.
  - SKIP: Skips those data that are "0" sales in the department report.
- **PLU (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the PLU report.
  - SKIP: Skips those data that are "0" sales in the PLU report.
- **HOURLY (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the hourly report.
  - SKIP: Skips those data that are "0" sales in the hourly report.
- **DAILY NET (Use the selective entry)**
  - NOT SKIP: Does not skip those data that are "0" sales in the daily net report.
  - SKIP: Skips those data that are "0" sales in the daily net report.

Hourly report

You can program the memory type and the starting time for the hourly report.

Procedure



Program each item as follows:

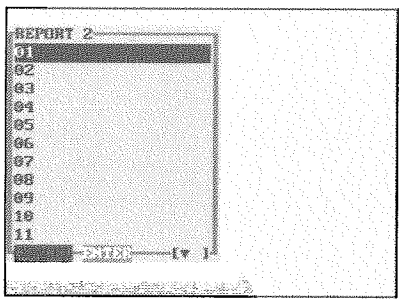
- **MEMORY TYPE (Use the selective entry)**
  - 15MIN: Selects the 15-minute type.
  - 30MIN: Selects the 30-minute type.
  - 60MIN: Selects the 60-minute type.
- **STARTING TIME (Use the numeric entry)**
  - Starting time entry (max. 2 digits: 0 to 23)

■ Stacked report

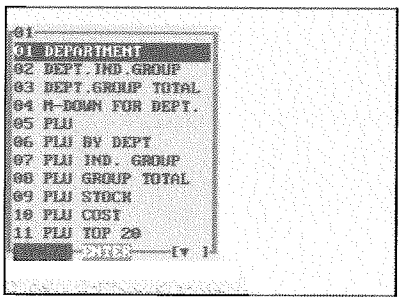
Your POS terminal is equipped with the stacked report printing function that enables multiple X/Z reports to be printed in sequence with a single request.

Procedure

Select a stacked report no. from the stacked reports list.



The screen continues.



The screen continues.

You can select a maximum of twenty reports from the stacked reports list. Some reports can be set their parameters such as "START CODE" and "END CODE."

- **01 DEPARTMENT (Use the numeric entry)**
  Full department report
  Parameter: Start department no./end department no. (1 thru 50)

- **02 DEPT.IND.GROUP (Use the numeric entry)**
  Individual group report on departments
  Parameter: Department group no. (1 thru 9)

- **03 DEPT.GROUP TOTAL**
  Full group total report on departments

- **04 M-DOWN FOR DEPT. (Use the numeric entry)**
  Markdown for department report
  Parameter: Start department no./end department no. (1 thru 50)

- **05 PLU (Use the numeric entry)**
  PLU report by designated range
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

- **06 PLU BY DEPT (Use the numeric entry)**
  PLU report by associated departments
  Parameter: Department no. (1 thru 50)

- **07 PLU IND. GROUP (Use the numeric entry)**
  PLU report by individual group
  Parameter: PLU group no. (00 thru 99)

- **08 PLU GROUP TOTAL**
  Full group total report on PLUs

- **09 PLU STOCK (Use the numeric entry)**
  PLU stock report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

- **10 PLU COST (Use the numeric entry)**
  PLU cost report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

- **11 PLU TOP 20 (Use the numeric entry)**
  PLU top 20 report
  Parameter: AMOUNT/QUANTITY

■ Stacked report (continued)

- **12 PLU ZERO SALES (Use the selective/numeric entry)**
  PLU zero sales report
  Parameter: 1 ALL/2 BY DEPT.
  When "2 BY DEPT." is selected, enter a department no. (1 thru 50).

- **13 PLU MIN. STOCK (Use the numeric entry)**
  PLU minimum stock report
  Parameter: Start PLU no./end PLU no. (1 thru 999999)

- **14 PLU HOURLY GROUP (Use the numeric entry)**
  PLU hourly group report
  Parameter: Start time/end time (0 thru 2345)

- **15 TRANSACTION**
  Transaction report

- **16 CID**
  Cash in drawer report

- **17 TAX**
  Tax report

- **18 ALL SERVER**
  Full server report

- **19 IND. SERVER (Use the numeric entry)**
  Individual server report
  Parameter: Server code (1 thru 9999)

- **20 EMPLOYEE (Use the numeric entry)**
  Employee report
  Start employee code/end employee code (1 thru 9999999999)

- **21 EMP. ADJUSTMENT (Use the numeric entry)**
  Employee adjustment report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **22 EMP. ACTIVE STS. (Use the numeric entry)**
  Employee active status report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **23 EMP.SALE(DETAIL) (Use the numeric entry)**
  Detailed employee sales report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **24 EMP.SALE(ALL CL) (Use the numeric entry)**
  Employee sales (limited) report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

■ Stacked report (continued)

- **25 HOURLY (Use the numeric entry)**
  Hourly report
  Parameter: Start time/end time (0 thru 2345)

NOTE

To take the hourly Z report, you have to specify the full-range hourly report.

- **26 LABOR COST%**
  Labor cost percent report

- **27 OVER TIME (Use the numeric entry)**
  Employee over time report
  Parameter: Start employee code/end employee code (1 thru 9999999999)

- **28 DAILY NET**
  Daily net report

- **29 INGREDIENT STOCK (Use the numeric entry)**
  Ingredient stock report
  Parameter: Start ingredient code/end ingredient code (1 thru 999)

- **30 GLU (Use the numeric entry)**
  GLU/PBLU report
  Parameter: Start GLU code/end GLU code (1 thru 99999999)

- **31 GLU BY SERVER (Use the numeric entry)**
  GLU/PBLU report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **32 CLOSED GLU (Use the numeric entry)**
  Closed GLU/PBLU report
  Parameter: Start GLU code/end GLU code (1 thru 99999999)

- **33 CL-GLU BY SERVER (Use the numeric entry)**
  Closed GLU/PBLU report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **34 DRIVE THRU (Use the numeric entry)**
  Drive-through report
  Parameter: Start drive-through code/end drive-through code (1 thru 99999999)

- **35 D-THRU BY SERVER (Use the numeric entry)**
  Drive-through report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **36 CLOSED D-THRU (Use the numeric entry)**
  Closed drive-through report
  Parameter: Start drive-through code/end drive-through code (1 thru 99999999)

- **37 CL-DT BY SERVER (Use the numeric entry)**
  Closed drive-through report by server
  Parameter: Server code (1 thru 9999/Up to 255 servers can be assigned.)

- **38 SERVICE TIME**
  Drive-through service time report

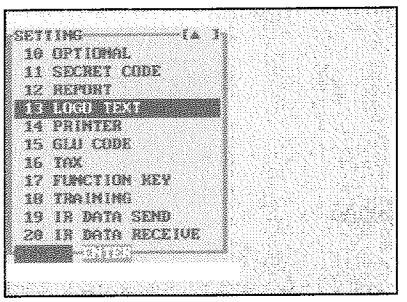
Logo Text Programming

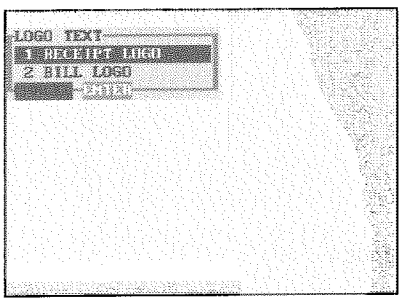
Use the following procedure to select any option included in the logo text group.

Procedure

1. In the SETTING window, select "13 LOGO TEXT."

- The LOGO TEXT window will appear.





2. Select any option from the following options list:

1 RECEIPT LOGO: Receipt logo
2 BILL LOGO: Bill logo

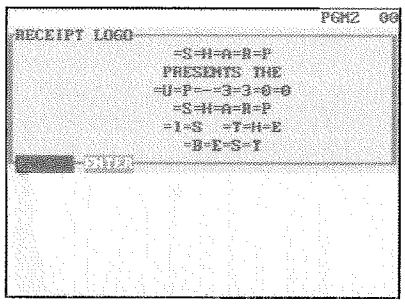
The following illustration shows those options included in the logo text programming group.

13 LOGO TEXT
- 1 RECEIPT LOGO ➡ See "■ Receipt logo" on page 161.
- 2 BILL LOGO ➡ See "■ Bill logo" on page 161.

Receipt logo

Your POS terminal can print programmed messages for customers on every receipt.

Procedure



Program the item as follows:

- **RECEIPT LOGO (Use the character entry)**
  Logo text for the receipt (max. 40 characters x 6 lines)

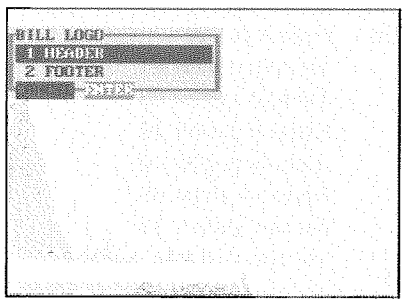
NOTE

The programmable number of lines for a message varies according to the message type: the "3-line header message" type, "3-line footer message" type, "6-line header message" type and "Stamp only" type. Please contact your authorized SHARP dealer.

Bill logo

Your POS terminal can print programmed messages for customers on the bill.

Procedure



When "1 HEADER" is selected:

- **BILL HEADER (Use the character entry)**
  Header text for the bill (max. 40 characters x 3 lines)

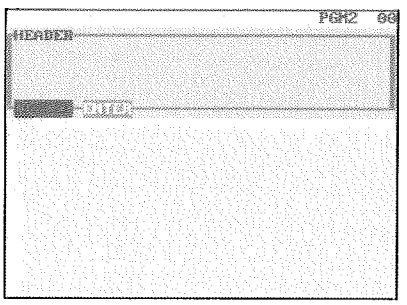
When "2 FOOTER" is selected:

- **BILL FOOTER (Use the character entry)**
  Footer text for the bill (max. 40 characters x 6 lines)

NOTE

Header/Footer text for bill printer programming.

It is assumed that you have selected "1 HEADER."



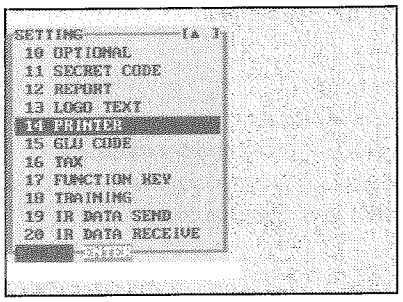
Printer Programming

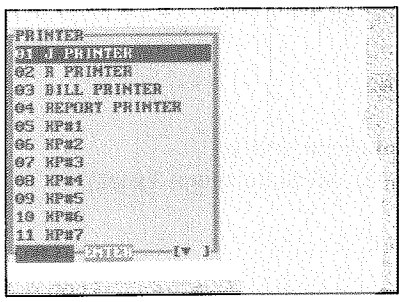
Use the following procedure to select a printer programming:

Procedure

1. In the SETTING window, select "14 PRINTER."

- The PRINTER window will appear.





The screen continues.

2. Select any option from the following options list:

01	J PRINTER:	Journal printer
02	R PRINTER:	Receipt printer
03	BILL PRINTER:	Bill printer
04	REPORT PRINTER:	Report printer
05	KP#1:	Remote printer #1
06	KP#2:	Remote printer #2
07	KP#3:	Remote printer #3
08	KP#4:	Remote printer #4
09	KP#5:	Remote printer #5
10	KP#6:	Remote printer #6
11	KP#7:	Remote printer #7
12	KP#8:	Remote printer #8
13	KP#9:	Remote printer #9

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

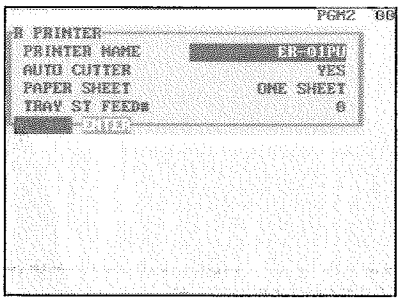
14 PRINTER
- 01 J PRINTER: ⇨ See "■ Printer" on page 163.
- 02 R PRINTER: ⇨ See "■ Printer" on page 163.
- 03 BILL PRINTER: ⇨ See "■ Printer" on page 163.
- 04 REPORT PRINTER: ⇨ See "■ Printer" on page 163.
- 05 KP#1: ⇨ See "■ Printer" on page 163.
- 06 KP#2: ⇨ See "■ Printer" on page 163.
- 07 KP#3: ⇨ See "■ Printer" on page 163.
- 08 KP#4: ⇨ See "■ Printer" on page 163.
- 09 KP#5: ⇨ See "■ Printer" on page 163.
- 10 KP#6: ⇨ See "■ Printer" on page 163.
- 11 KP#7: ⇨ See "■ Printer" on page 163.
- 12 KP#8: ⇨ See "■ Printer" on page 163.
- 13 KP#9: ⇨ See "■ Printer" on page 163.

■ Printer

You can program various printing functions for each printer.

Procedure

Select a pertinent printer type from the printer's list.



Program each item as follows:

- **PRINTER NAME (Use the selective entry)**
  Select the printer to be used.
  EPSON TM-300: TM-300 manufactured by EPSON
  SHARP ER-03/04RP: ER-03RP and ER-04RP manufactured by SHARP
  EPSON TM-T85: TM-T85 manufactured by EPSON
  EPSON TM-T80: TM-T80 manufactured by EPSON
  SHARP ER-01PU: ER-01PU manufactured by SHARP
  SHARP UP-T80BP: UP-T80BP manufactured by SHARP

- **AUTO CUTTER (Use the selective entry)**
  Auto cutter function
  NO: Disables auto cutter function.
  YES: Enables auto cutter function.

NOTE

When "ER-03RP" is connected, select "NO."

- **PAPER SHEET (Use the selective entry)**
  Select a paper type.
  TWO OR MORE: Uses two or more sheets.
  ONE SHEET: Uses one sheet.

NOTE

This option is available when the "TM-300" is selected.

- **TRAY ST FEED# (Use the numeric entry)**
  Tray subtotal feed line (max. 1 digit: 0 to 9)

NOTE

This option is displayed only in the "R PRINTER" window.

- **LOGO TEXT PRINT (Use the selective entry)**
  Select the logo text printing status.
  NOT PRINT: Logo text is not printed.
  PRINT: Logo text is printed.

  NOTE

  This option is displayed only in the "REPORT PRINTER" window.

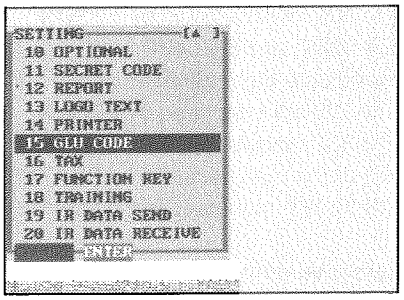
GLU/PBLU Code Programming

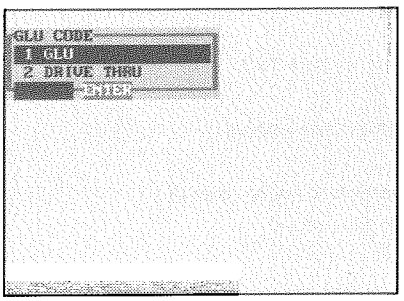
Use the following procedure to select any option included in the GLU code group:

Procedure

1. In the SETTING window, select "15 GLU CODE."

- The GLU CODE window will appear.





2. Select any item from the following options list:

1 GLU:	GLU/PBLU code
2 DRIVE THRU:	Drive-through code

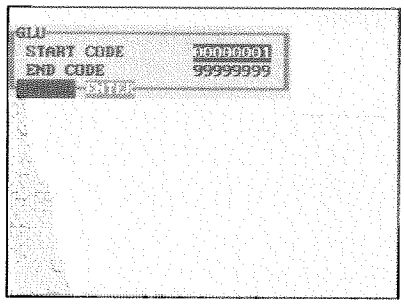
The following illustration shows those options included in the GLU/PBLU code programming group.

15 GLU CODE
- 1 GLU ➡ See "■ GLU/PBLU code" on page 165.
- 2 DRIVE THRU ➡ See "■ Drive-through code" on page 165.

■ GLU/PBLU code

You can program the range of available guest check codes.

Procedure



Program each item as follows:

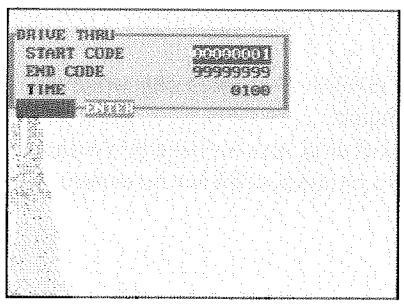
- **START CODE (Use the numeric entry)**
  Start GLU code (max. 8 digits: 1 to 99999999)

- **END CODE (Use the numeric entry)**
  End GLU code (max. 8 digits: 1 to 99999999)

■ Drive-through code

You can program the range of available drive-through codes.

Procedure



Program each item as follows:

- **START CODE (Use the numeric entry)**
  Start drive-through code (max. 8 digits: 1 to 99999999)

- **END CODE (Use the numeric entry)**
  End drive-through code (max. 8 digits: 1 to 99999999)

- **TIME (Use the numeric entry)**
  Drive-through target time:
  Enter the minute (2 digits) and the second (2 digits) in this sequence.

  NOTE

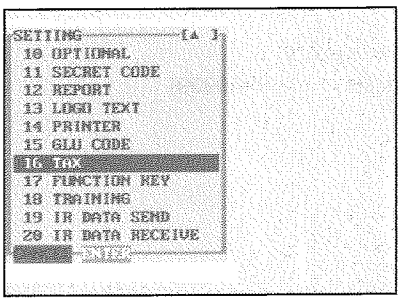
  When the customer's waiting time is over the programmed target time, the terminal will display a warning.

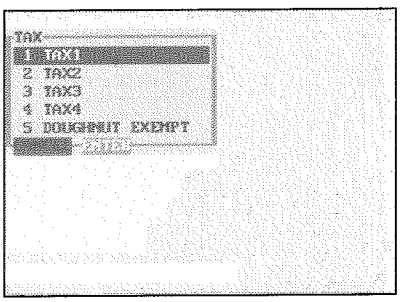
Tax Programming

Use the following procedure to select any option included in the tax group:

Procedure

1. In the SETTING window, select "16 TAX."
- The TAX window will appear.





2. Select any option from the following options list:

1 TAX1:	Tax1
2 TAX2:	Tax2
3 TAX3:	Tax3
4 TAX4:	Tax4
5 DOUGHNUT EXEMPT:	Doughnut exemption (for the Canadian tax system)

NOTE

- *The option "5 DOUGHNUT EXEMPT" appears only when the Canadian tax system is selected.*
- *If the [DEL] key is touched on the tax number selection menu, the tax table or the tax in the cursor position will be deleted.*

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

16 TAX
- 1 TAX1 ⇨ See "■ Table tax" on page 167 or "■ Rate (%) tax" on page 169.
- 2 TAX2 ⇨ See "■ Table tax" on page 167 or "■ Rate (%) tax" on page 169.
- 3 TAX3 ⇨ See "■ Table tax" on page 167 or "■ Rate (%) tax" on page 169.
- 4 TAX4 ⇨ See "■ Table tax" on page 167 or "■ Rate (%) tax" on page 169.
- 5 DOUGHNUT EXEMPT ⇨ See "■ Doughnut tax exempt" on page 169.

Table tax

Your POS terminal has an automatic tax calculation feature which allows you to program four tax tables to avoid calculating incorrect tax amounts.
Automatic tax calculations require you to program, in addition to the tax table, the tax status of each pertinent department, PLU, and function key.

Sample tax table

New Jersey tax table: 6%

	Range of sales amount		
Tax	Minimum breakpoint		Maximum breakpoint
.00	.01	to	.10
.01/–T	.11/–Q	to	.22
.02	.23	to	.38
.03	.39	to	.56
.04	.57	to	.72
.05	.73	to	.88
.06	.89	to	1.10
.07	1.11/–M1	to	1.22
.08	1.23	to	1.38
.09	1.39	to	1.56
.10	1.57	to	1.72
.11	1.73	to	1.88
.12	1.89	to	2.10
.13	2.11/–M2	to	2.22

A: Difference between a minimum breakpoint and the next one (¢)	
-	
10 (0.11 - 0.01)	B: Non-cyclic
12 (0.23 - 0.11)	
16 (0.39 - 0.23)	
18 (0.57 - 0.39)	C: Cyclic 1
16 (0.73 - 0.57)	
16 (0.89 - 0.73)	
22 (1.11 - 0.89)	
12 (1.23 - 1.11)	
16 (1.39 - 1.23)	
18 (1.57 - 1.39)	D: Cyclic 2
16 (1.73 - 1.57)	
16 (1.89 - 1.73)	
22 (2.11 - 1.89)	

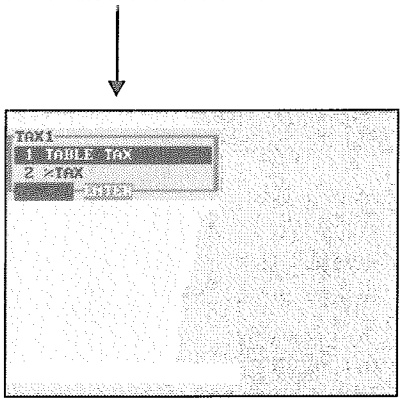
To program a tax table, first make a table like the right table shown above.
From the tax table, calculate the differences between a minimum breakpoint and the next one (A). Then, from the differences, find irregular cycles (B) and regular cycles (C and D). These cycles will show you the following items necessary to program the tax table:

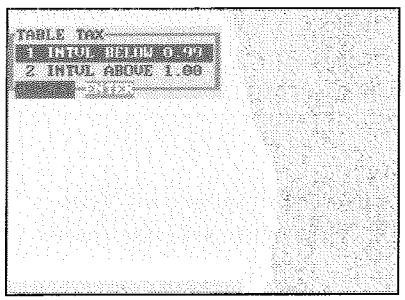
T: Tax amount collected on the minimum taxable amount (Q)
Q: Minimum taxable amount
M1: Maximum value of the minimum breakpoint on a regular cycle (C).
We call this point "MAX point."
M2: Maximum value of the minimum breakpoint on a regular cycle (D).
We call this point "MAX point."
M: Range of the minimum breakpoint on a regular cycle: difference between Q and M1 or between M1 and M2

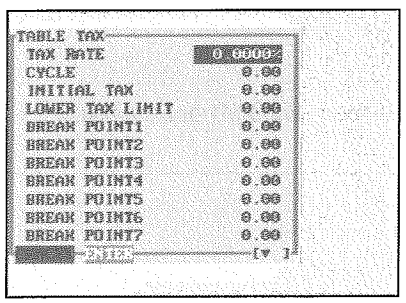
■ Table tax (continued)

Procedure

Select a pertinent tax no. from the taxes list.







The screen continues.

Program each item as follows:

- **TAX RATE (Use the numeric entry)**
  Tax rate for the tax table (max. 7 digits: 0.0000 to 999.9999)

- **CYCLE (Use the numeric entry)**
  Range of the minimum breakpoint on a regular cycle for the tax table (max. 4 digits: 0.01 to 99.99)
  See the description "M" shown on the previous page.

- **INITIAL TAX (Use the numeric entry)**
  Initial tax amount for the tax table (max. 3 digits: 0.01 to 9.99)
  See the description "T" shown on the previous page.

- **LOWER TAX LIMIT (Use the numeric entry)**
  Minimum taxable amount for the tax table (max. 5 digits: 0.01 to 999.99)
  See the description "Q" shown on the previous page.

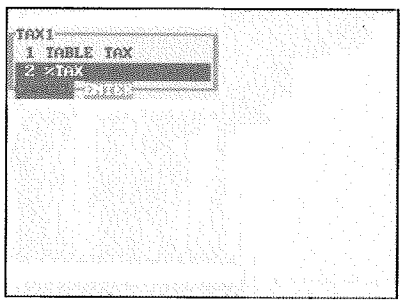
- **BREAK POINT1 thru 72 (Use the numeric entry)**
  Breakpoints programmable for the tax table (max. 5 digits: 0.01 to 999.99)
  Seventy-two breakpoints can be programmed for each tax table. When the interval between breakpoints is one dollar or more and less than one-hundred dollar, 36 breakpoints are programmed for each tax table.

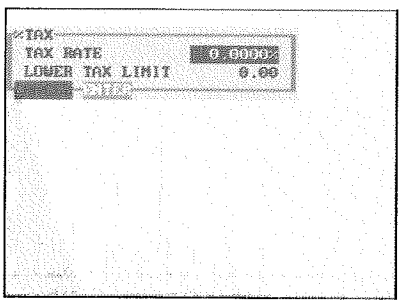
■ Rate (%) tax

You can program a tax rate for each tax rate number.

Procedure

Select a pertinent tax no. from the taxes list.



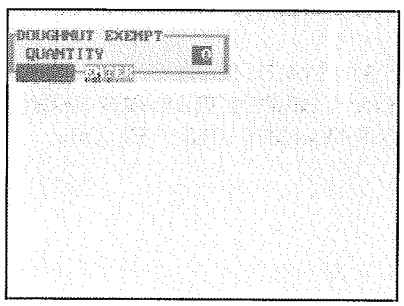


Program each item as follows:

- **TAX RATE (Use the numeric entry)**
  Tax rate (max. 7 digits: 0.0000 to 999.9999%)
- **LOWER TAX LIMIT (Use the numeric entry)**
  Lowest taxable amount (max. 5 digits: 0.01 to 999.99)

■ Doughnut tax exempt (for the Canadian tax system)

Procedure



Program the item as follows:

- **QUANTITY (Use the numeric entry)**
  Quantity for the doughnut tax exempt (for Canadian tax)
  (max. 2 digits: 1 to 99/0)

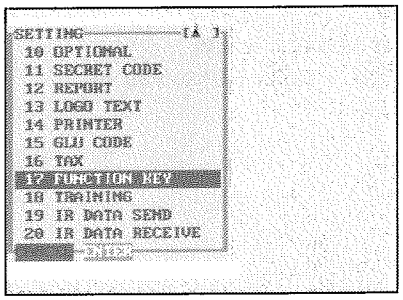
NOTE

This option is available only when the Canadian tax system is selected.

Function Key Programming

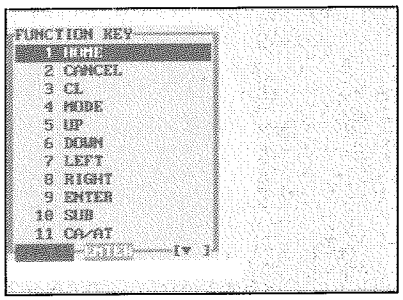
Use the following procedure to program a text (key label) or a color for the function key:

Procedure

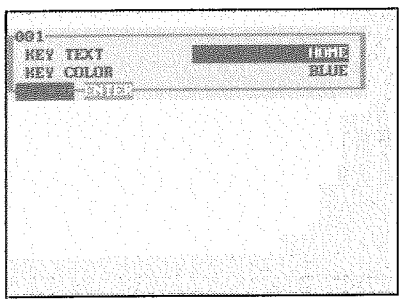


1. In the SETTING window, select "17 FUNCTION KEY."

- The FUNCTION KEY window will appear.



2. Select any function key from the key list.



3. Program a text or a color for the corresponding function key.

- **KEY TEXT (Use the character entry)**
  Enter a text for the function key.
  The terminal is provided with various text-length in compliance with each key size. (max. 16 characters)

- **KEY COLOR (Use the selective entry)**
  Select a key color from the colors list (16 different of colors).
  BLACK/BLUE/LIGHT BLUE/MAGENTA/LIGHT MAGENTA/GREEN/LIGHT GREEN/RED/LIGHT RED/ CYAN/LIGHT CYAN/GRAY/LIGHT GRAY/YELLOW/ BROWN/WHITE

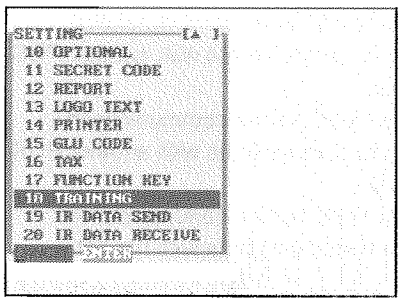
TRAINING Mode Selection

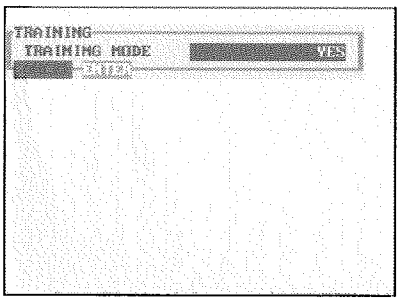
Use the following procedure to select the training mode:

■ TRAINING mode

You will use the TRAINING mode if you need to train someone in machine operations without any change in POS terminal's memory. Reports are not available. When the training is completed, exit this mode and put your POS terminal back into the normal mode of operation.

Procedure





Program the item as follows:

- **TRAINING MODE (Use the selective entry)**
  YES: Allows entering the training mode.
  NO: Disallows entering the training mode.

NOTE

- *All operations in the training mode are the same as the REG-mode operations.*
- *In the training mode, the consecutive number is incremented.*
- *The cash drawer does not open in the training mode. Items normally sent to the remote printers are not sent.*

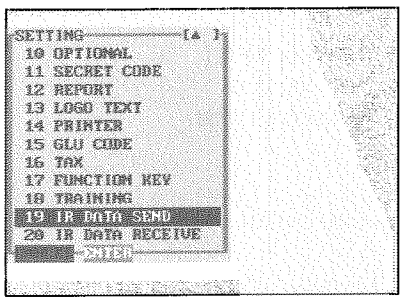
IR Data Send Programming

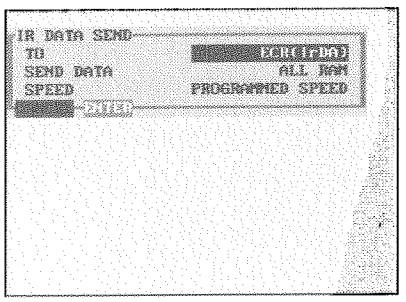
Use the following procedure to select the menu option "19 IR DATA SEND":

■ IR data send

Your POS terminal can send data to another device by infrared rays.

Procedure





Program the item as follows:

- **TO (Use the selective entry)**
  Select one of the following options to send data to another device:
  ECR (IrDA): Selects "IrDA" for the communication system to communicate with another POS terminal.
  ECR (ASK): Selects "ASK" for the communication system to communicate with another POS terminal.
  ER-02FD (ASK): Selects "ASK" for the communication system to communicate with the ER-02FD.

- **SEND DATA (Use the selective entry)**
  Select one of the following options (data sources):
  - ALL RAM
  - STANDARD RAM(1)
  - STANDARD RAM(2)
  - UP-P02MB2(1)
  - UP-P02MB2(2)
  - UP-P02MB2(3)
  - UP-P02MB2(4)
  - SSP
  - RESERVED 1
  - RESERVED 2
  - RESERVED 3
  - RESERVED 4

- **SPEED (Use the selective entry)**
  Select one of the following options (data transmission speeds):
  PROGRAMMED SPEED: Sends data at a programmed speed.
  115200bps: Sends data at 115200 bps (for "IrDA" only).
  57600bps: Sends data at 57600 bps.
  38400bps: Sends data at 38400 bps.
  19200bps: Sends data at 19200 bps.
  9600bps: Sends data at 9600 bps.
  4800bps: Sends data at 4800 bps.
  2400bps: Sends data at 2400 bps.

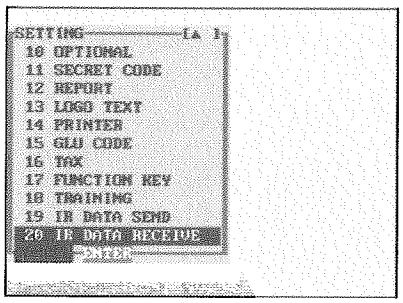
IR Data Receive Programming

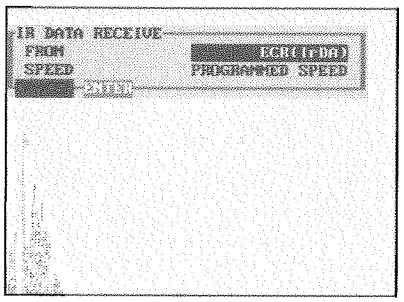
Use the following procedure to select the menu option "20 IR DATA RECEIVE":

■ IR data receive

Your POS terminal can receive data from another device by infrared rays.

Procedure





Program the item as follows:

- **FROM (Use the selective entry)**
  Select one of the following options to receive data from another device:
  ECR (IrDA): Selects "IrDA" for the communication system to communicate with another POS terminal.
  ECR (ASK): Selects "ASK" for the communication system to communicate with another POS terminal.
  ER-02FD (ASK): Selects "ASK" for the communication system to communicate with the ER-02FD.

- **SPEED (Use the selective entry)**
  Select one of the following options (data transmission speeds):
  PROGRAMMED SPEED: Receives data at a programmed speed.
  115200bps: Receives data at 115200 bps.
  57600bps: Receives data at 57600 bps.
  38400bps: Receives data at 38400 bps.
  19200bps: Receives data at 19200 bps.
  9600bps: Receives data at 9600 bps.
  4800bps: Receives data at 4800 bps.
  2400bps: Receives data at 2400 bps.

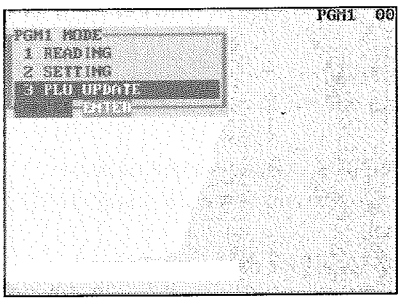
CAUTION: The receiving unit must have equal or greater memories than the terminal sending the program.

PLU Updating (in the PGM1 Mode)

The PLU UPDATE is chiefly used for daily changes of the PLU's unit price or name by supervisor or manager.

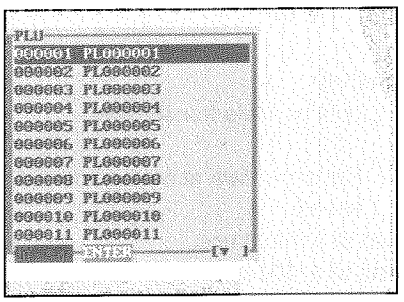
Procedure

To program a unit price or name for the PLU as follows:

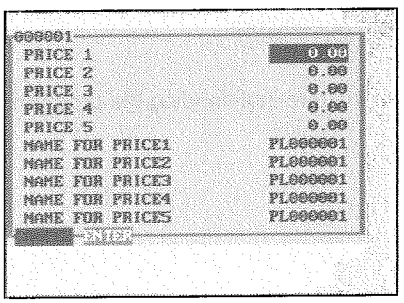


1. In the PGM1 MODE window, touch the [UPDATE] key.

- The PLU list will appear.



2. Select any PLU number from the list.



3. Program a unit price or name for corresponding price level.

- **PRICE1 thru 5 (Use the numeric entry)**
  Unit price of each price level (max. 6 digits)

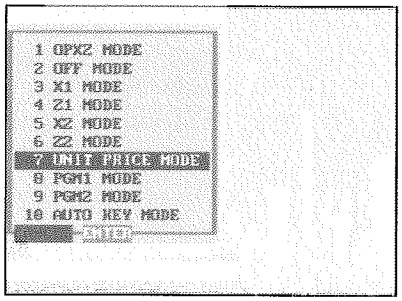
- **NAME FOR PRICE1 thru 5 (Use the character entry)**
  Name of each price level (max. 8 characters). Up to 16 characters can be entered.

Unit Price Mode Programming

The UNIT PRICE mode programming is chiefly used for daily changes of the PLU's unit price by supervisor or manager.

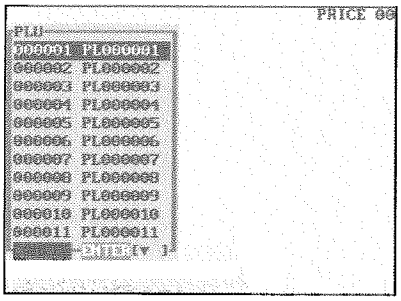
Procedure

To program a unit price of the PLU as follows:

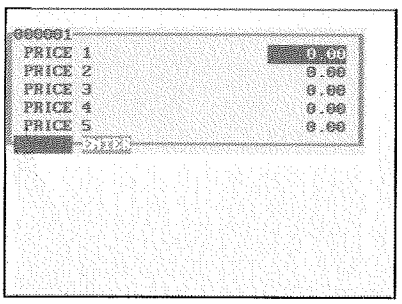


1. Select "7 UNIT PRICE MODE" from the mode selection window.

- The UNIT PRICE MODE window will appear.



2. Select any PLU number from the list.



3. Program a unit price for corresponding price level.

- **PRICE1 thru 5 (Use the numeric entry)**
  Unit price of each price level (max. 6 digits)

Automatic Sequencing Key Programming

If you program frequently performed key operations for the AUTO keys, you can enter those key operations simply by touching the corresponding AUTO keys in key operations.

Procedure

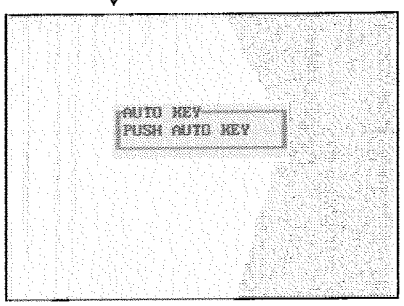
To program an automatic sequencing key as follows:

Select "10 AUTO KEY MODE" from the mode selection window.

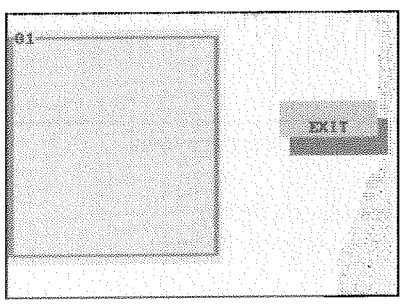
↓

Select the keyboard from the keyboard list.

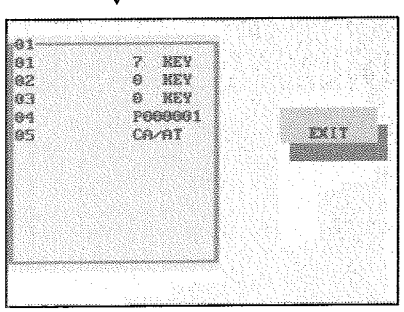
↓



↓



↓



1. Touch a pertinent automatic sequencing key which you want to program.

[AUTO]

2. Enter the desired sequence to use the automatic sequencing key in the programmed sequence.

700 → [000001] → [CASH]

3. Touch the automatic sequencing key again.

[AUTO]

4. Touch the EXIT to finalize the programming.

Reading of Stored Programs

You can read programs stored in the PGM1 or PGM2 mode.

■ Program reading sequence

To read those programs stored in the PGM1 or PGM2 mode, use the following procedure:

1. Select "1 READING" in the PGM1 or PGM2 mode menu window to display the items list.
2. Select an item listed in the table shown later.
3. If needed, enter start and end codes to specify the range of the selected item.
4. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.

	Item:	Description:	Available mode:
1	DEPT *	Department	PGM1 or PGM2
2	PLU *	PLU	PGM1 or PGM2
3	LINK PLU TABLE *	Link PLU table	PGM2
4	CONDIMENT TABLE *	Condiment table	PGM2
5	MIX&MATCH TABLE	Mix-and-match table	PGM2
6	RECIPE TABLE *	Recipe table	PGM2
7	INGREDIENT *	Ingredient table	PGM1 or PGM2
8	COMBO MEAL TABLE *	Combo meal table	PGM2
9	SCALE TABLE	Scale table	PGM2
10	FUNCTION	Function	PGM1 or PGM2
11	MEDIA	Media key	PGM2
12	SERVER	Server	PGM1 or PGM2
13	MANAGER	Manager	PGM2
14	EMPLOYEE *	Employee	PGM2
15	JOB LOCATE TBL	Job location table	PGM2
16	OPTIONAL	Optional feature	PGM2

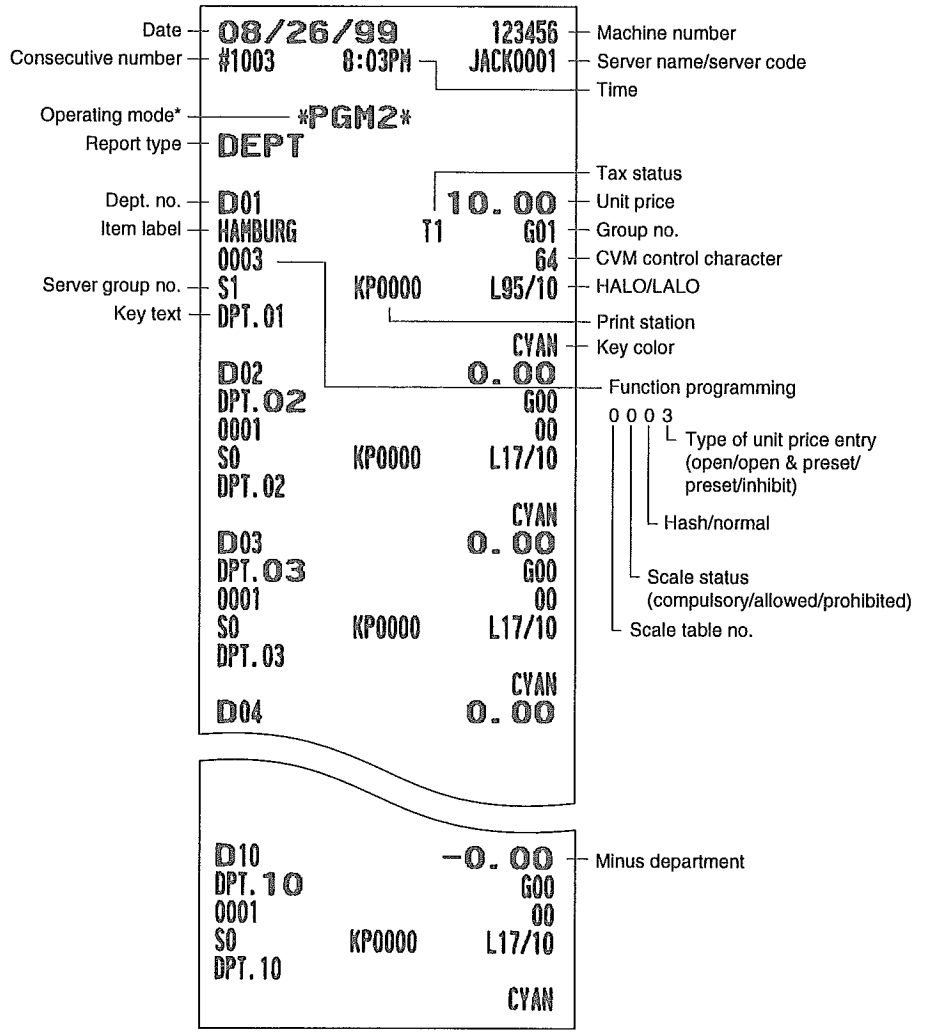
	Item:	Description:	Available mode:
17	FUNCTION TEXT	Function text	PGM2
18	DEPT. GROUP	Department group	PGM2
19	PLU GROUP	PLU group	PGM2
20	PLU HOURLY GR	PLU hourly group	PGM2
21	SERVER GROUP	Server group	PGM2
22	LOGO TEXT	Text	PGM2
23	TAX	Tax	PGM2
24	GLU CODE	GLU	PGM2
25	AUTO KEY	Automatic sequencing key	PGM2
26	PRINTER	Printer	PGM2
27	DIRECT KEY	Direct key	PGM2
28	PLU MENU KEY	PLU menu key	PGM2
29	FUNCTION KEY	Function key	PGM2

NOTE

*You can read those programmed items marked with " * " by range.*

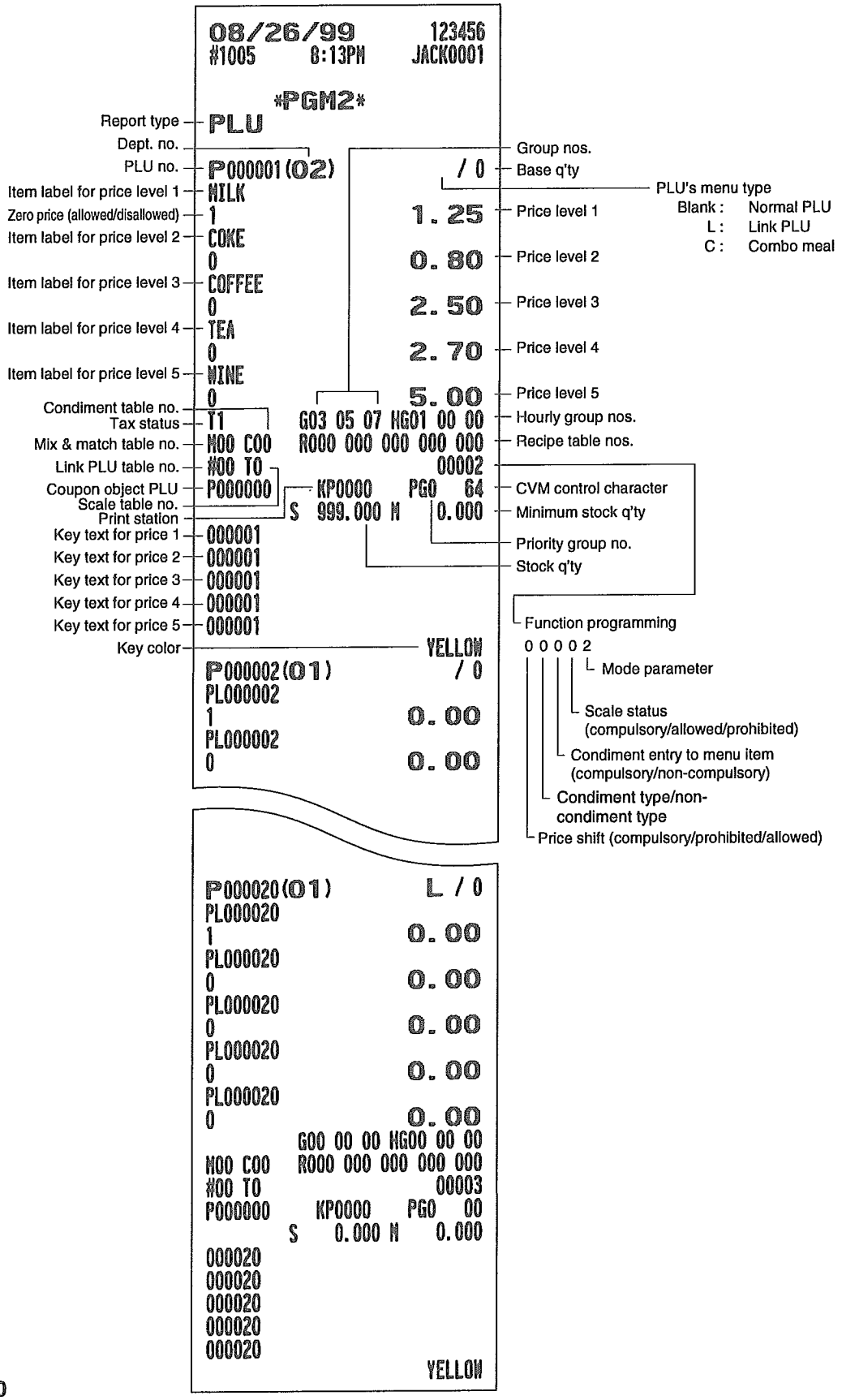
■ Sample printouts

• Departments (PGM1 or PGM2 mode)

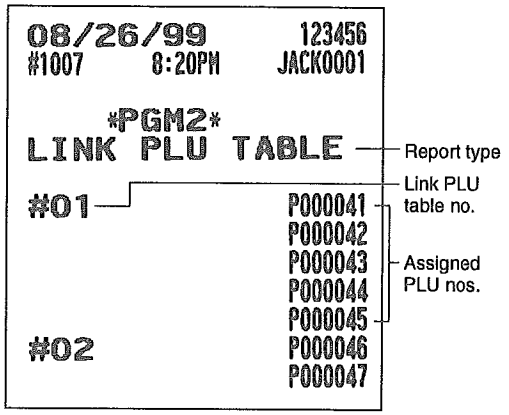


* When you take this report in the PGM1 mode, the PGM2 indication is replaced by a "PGM1."

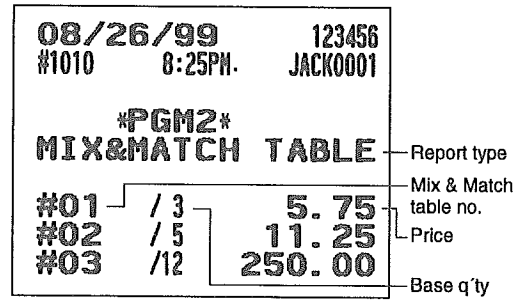
• **PLUs (PGM1 or PGM2 mode)**



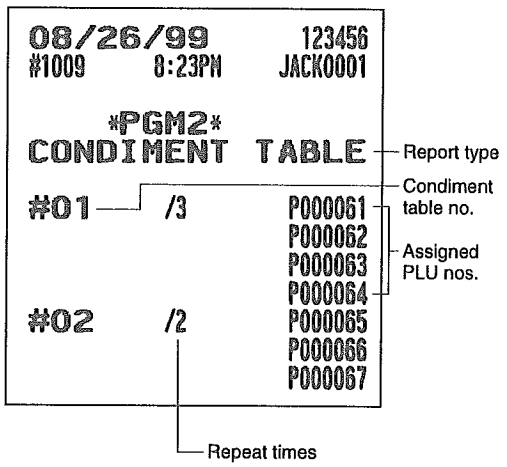
• Link PLU table (PGM2 mode)



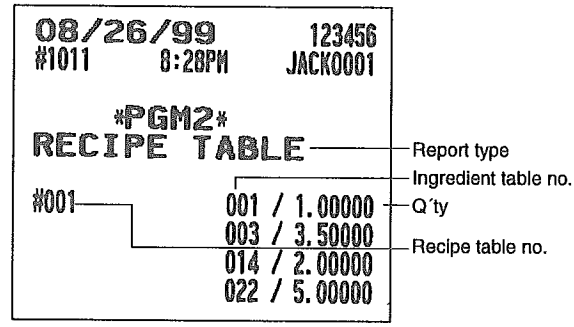
• Mix & Match table (PGM2 mode)



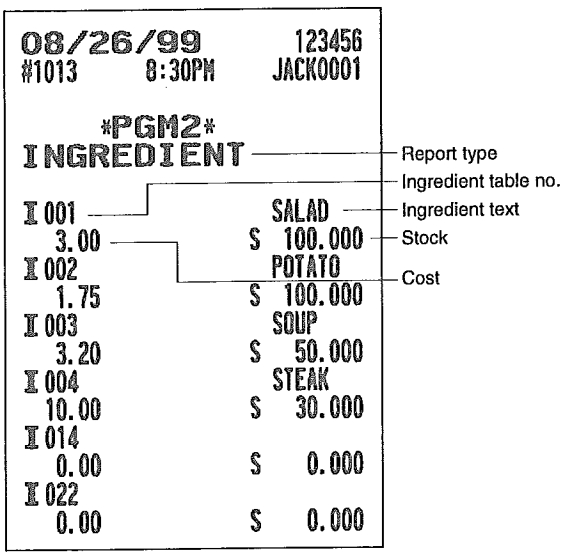
• Condiment table (PGM2 mode)



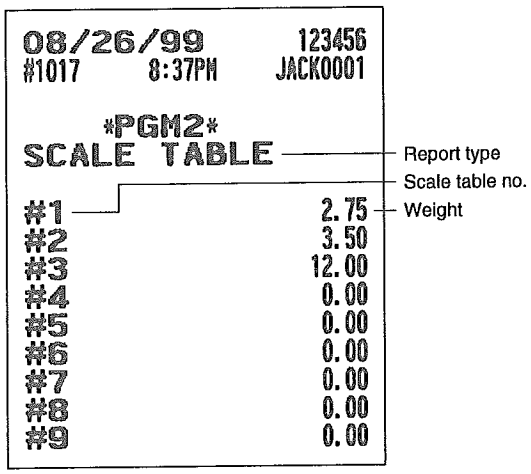
• Recipe table (PGM2 mode)



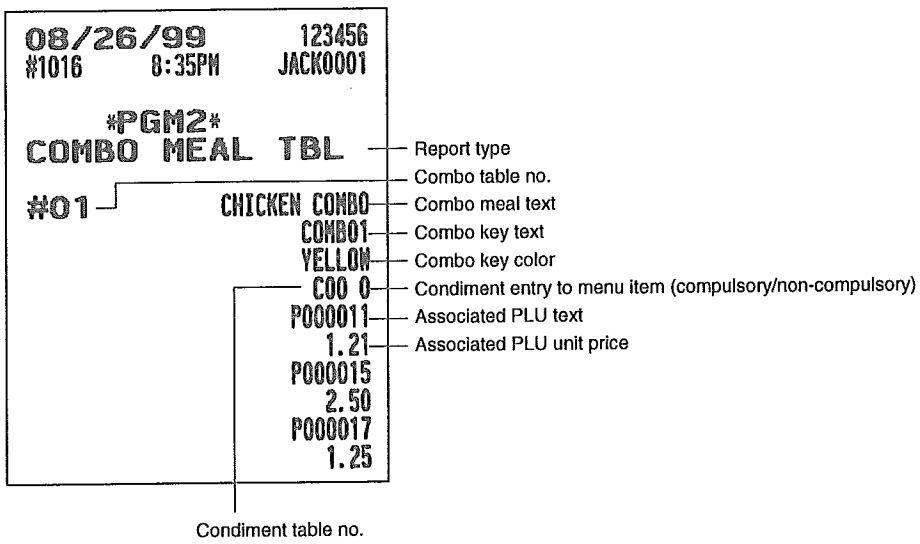
• Ingredient (PGM2 mode)



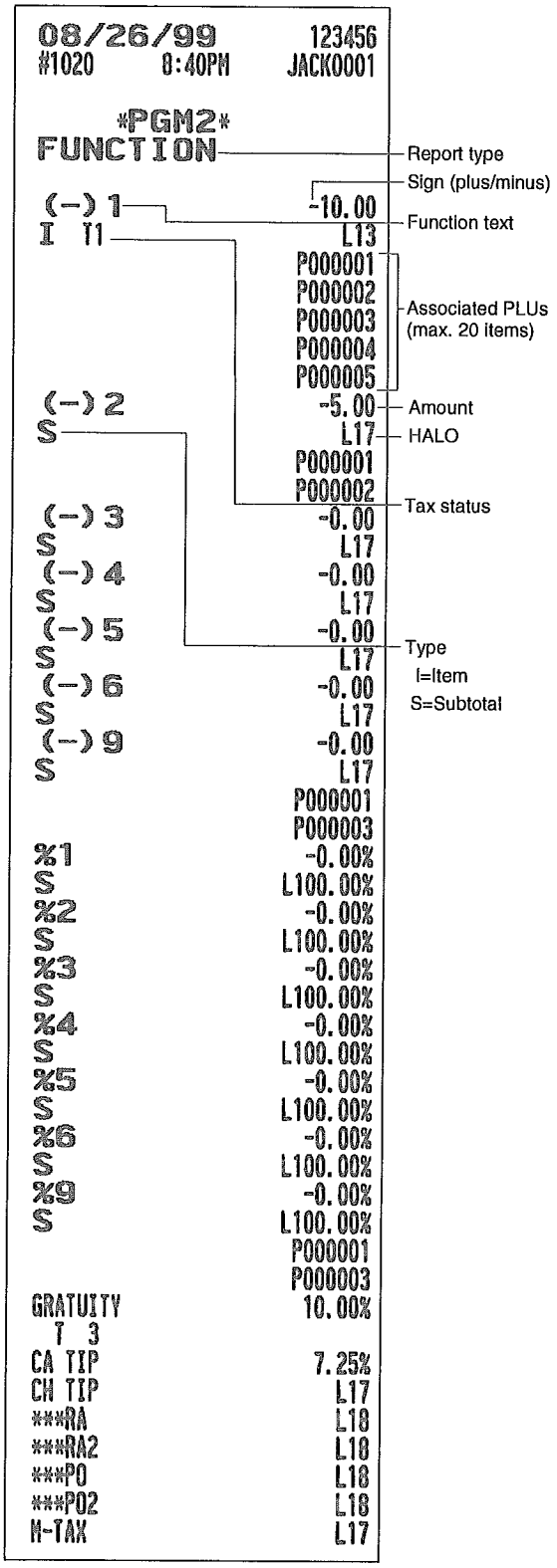
• Scale tare table (PGM2 mode)



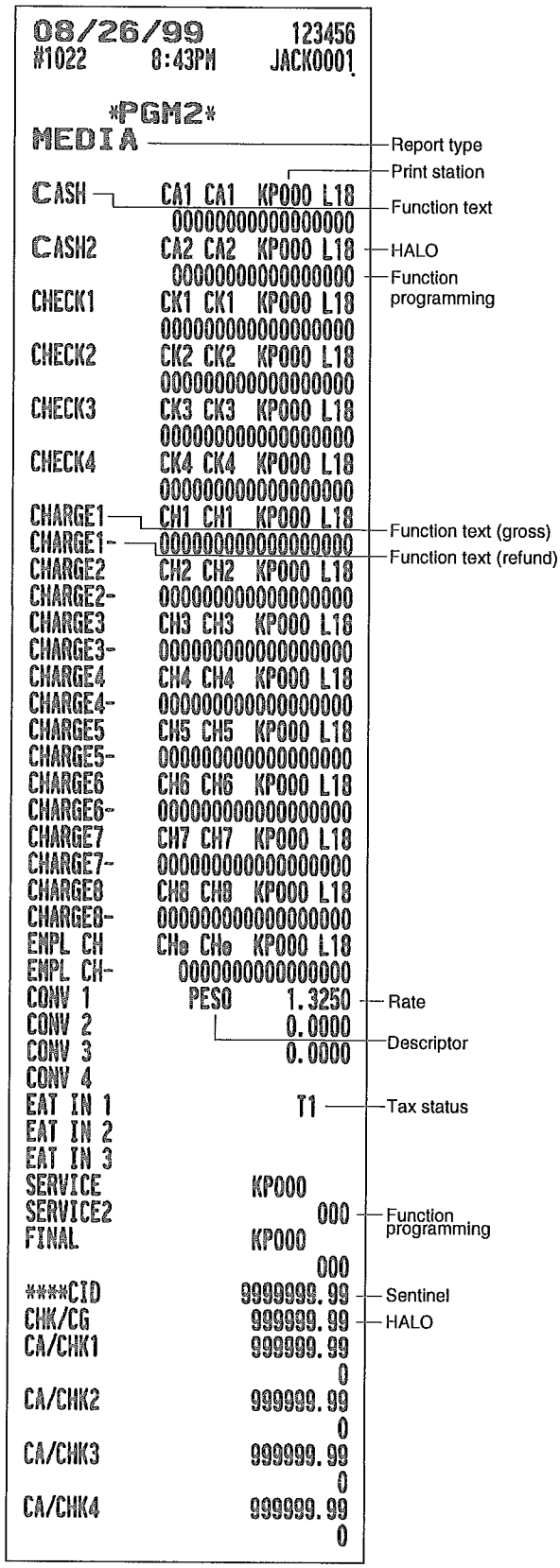
• Combo meal table (PGM2 mode)



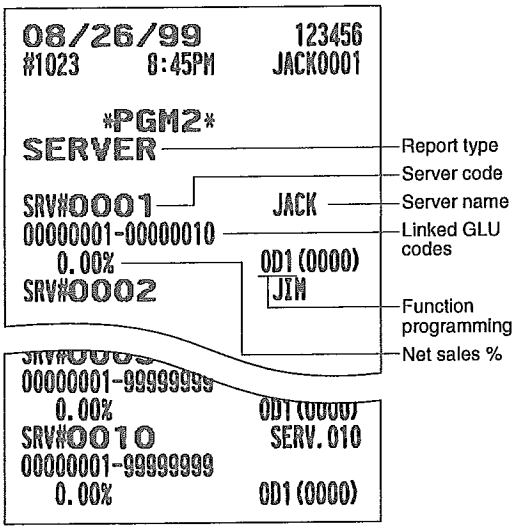
• Functions (PGM1 or PGM2 mode)



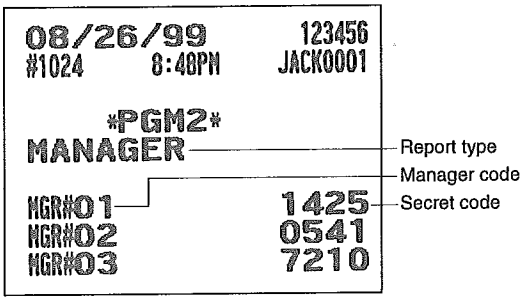
• Media (PGM2 mode)



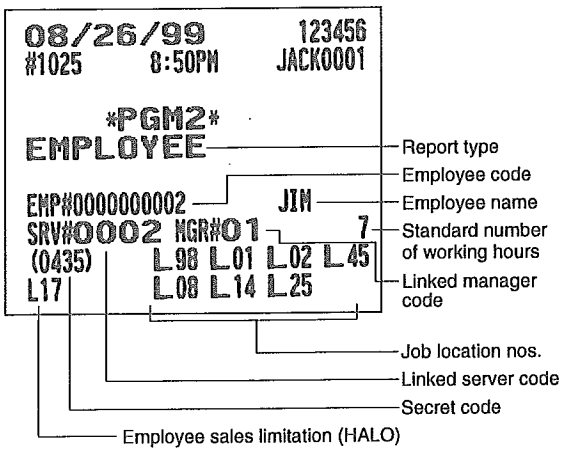
• Server (PGM1 or PGM2 mode)



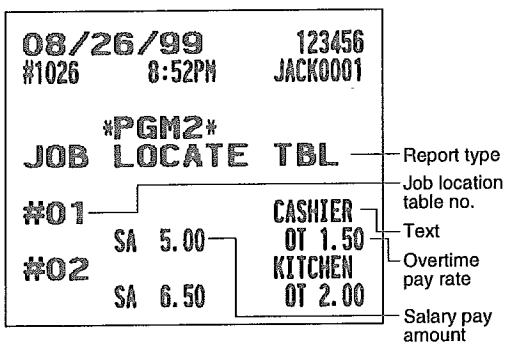
• Manager (PGM2 mode)



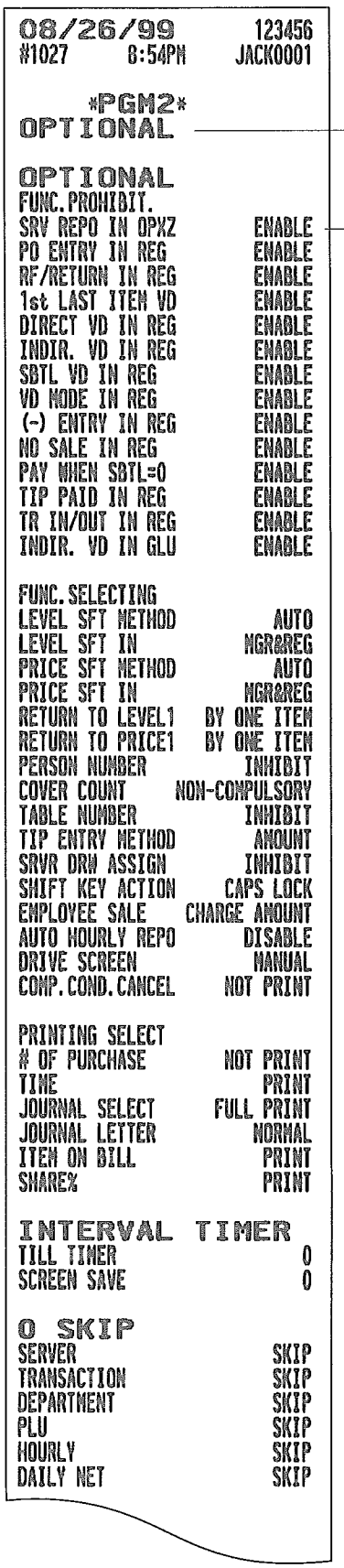
• Employee (PGM2 mode)

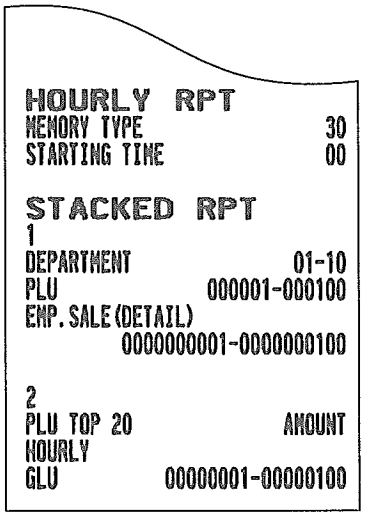


• Job location table (PGM2 mode)



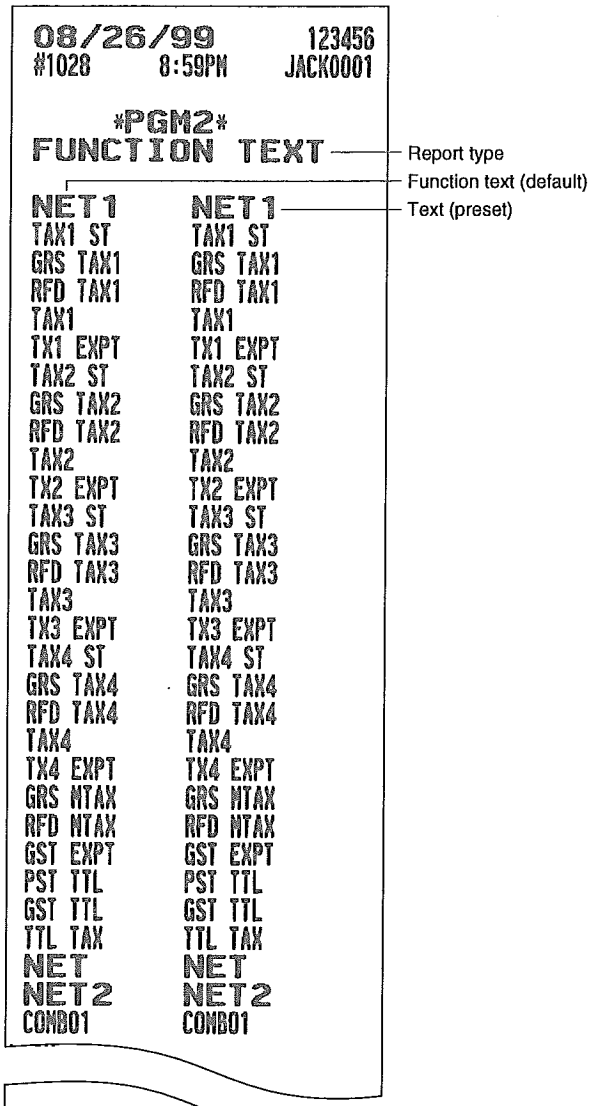
• Optional features (PGM2 mode)



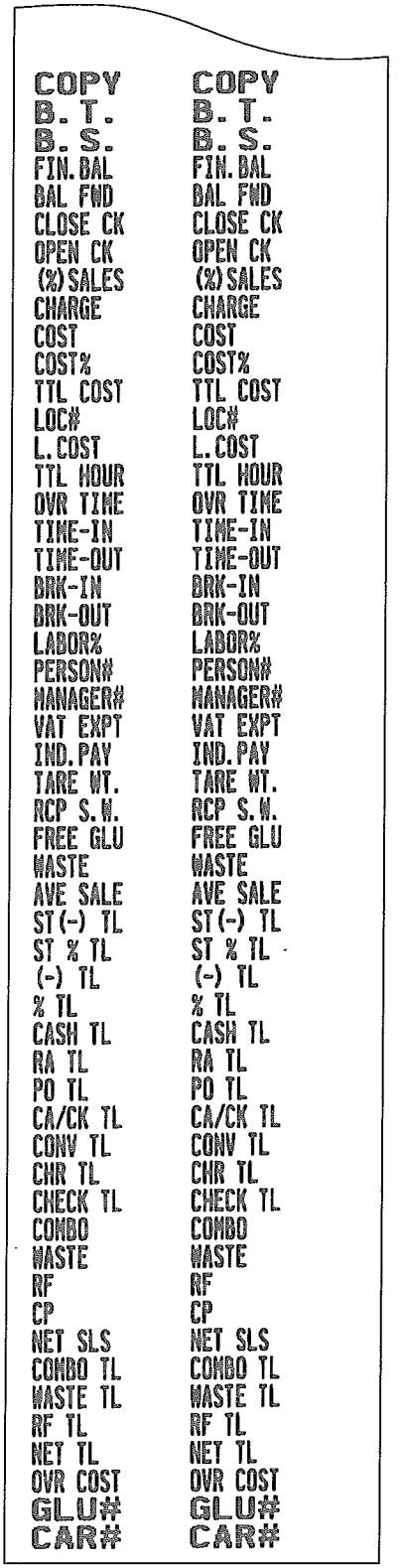


To be continued

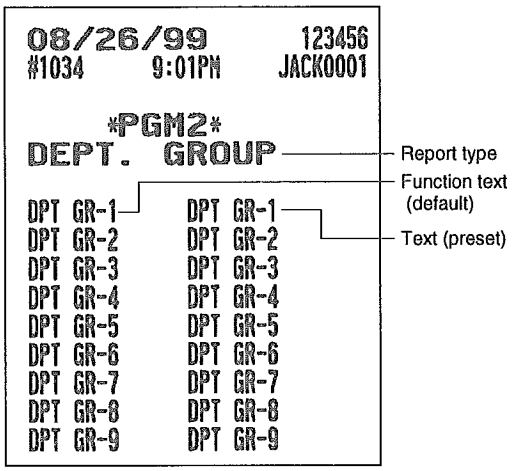
• **Function text (PGM2 mode)**



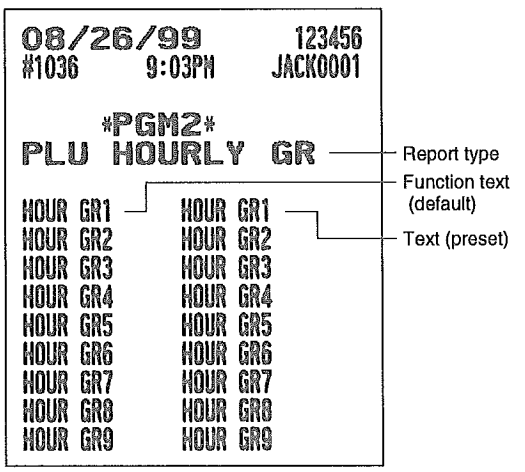
To be continued



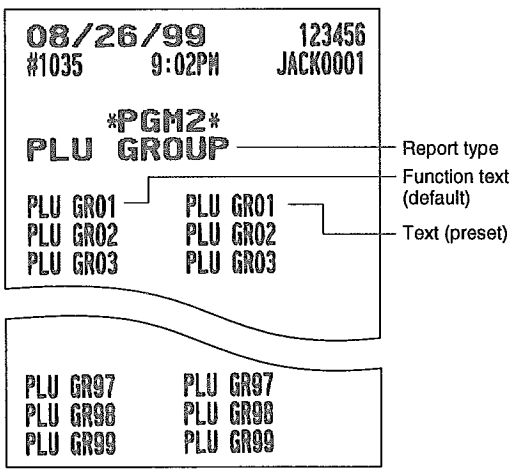
• Department group text (PGM2 mode)



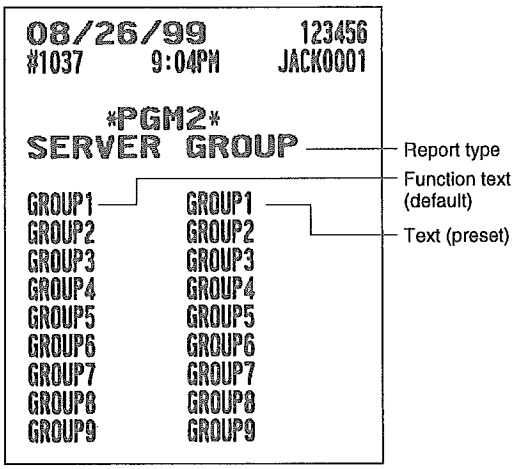
• PLU hourly group text (PGM2 mode)



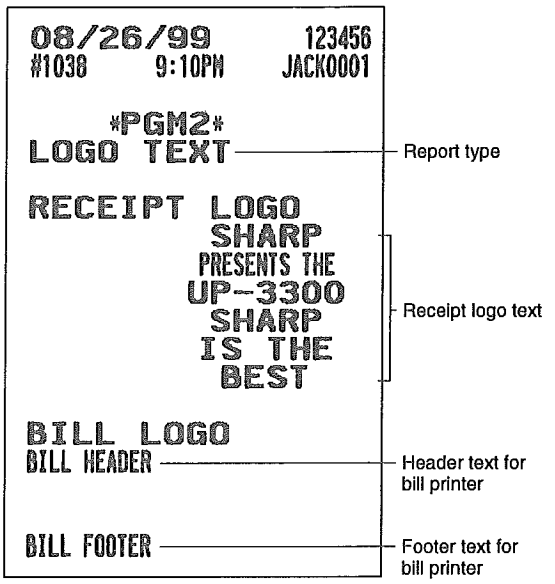
• PLU group text (PGM2 mode)



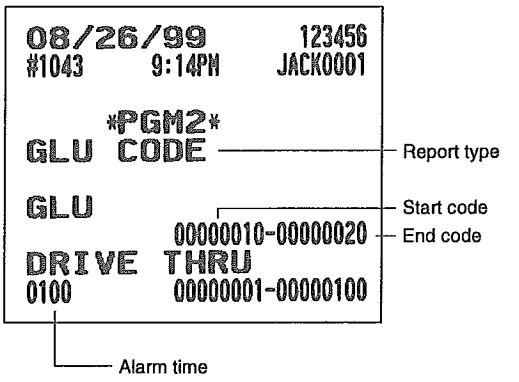
• Server group text (PGM2 mode)



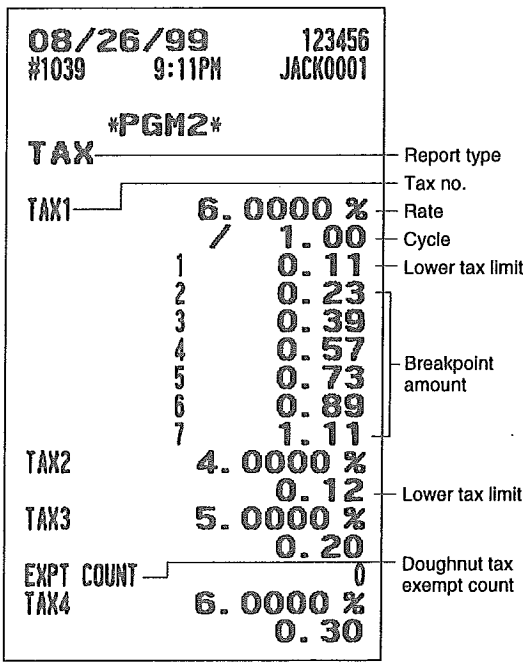
• Text (PGM2 mode)



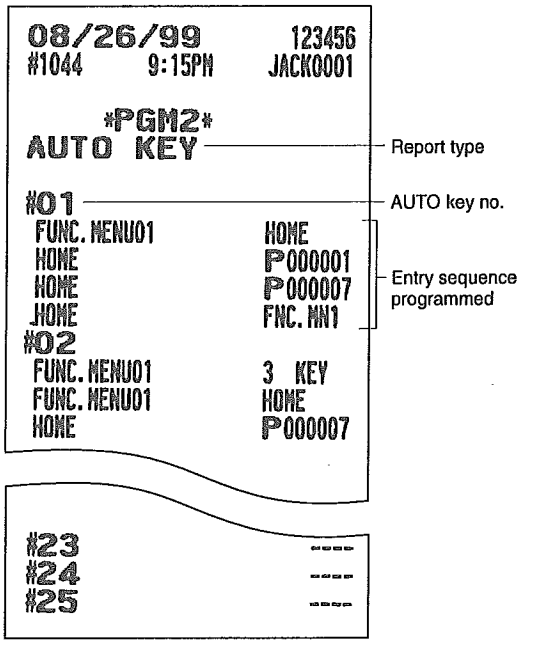
• GLU code (PGM2 mode)



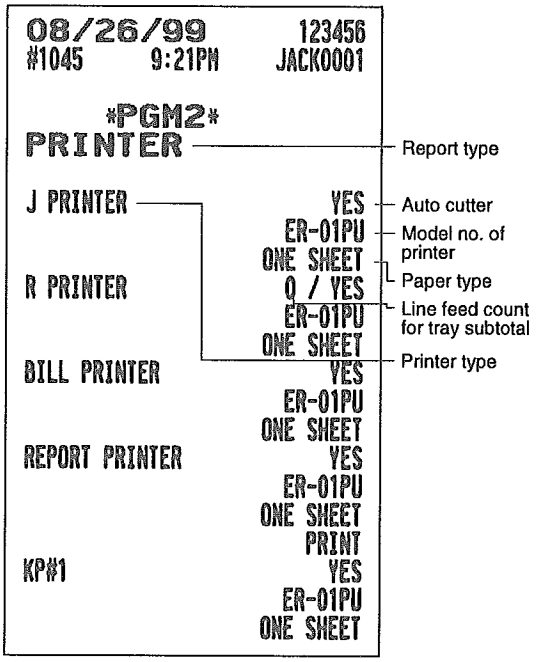
• Tax rate (PGM2 mode)



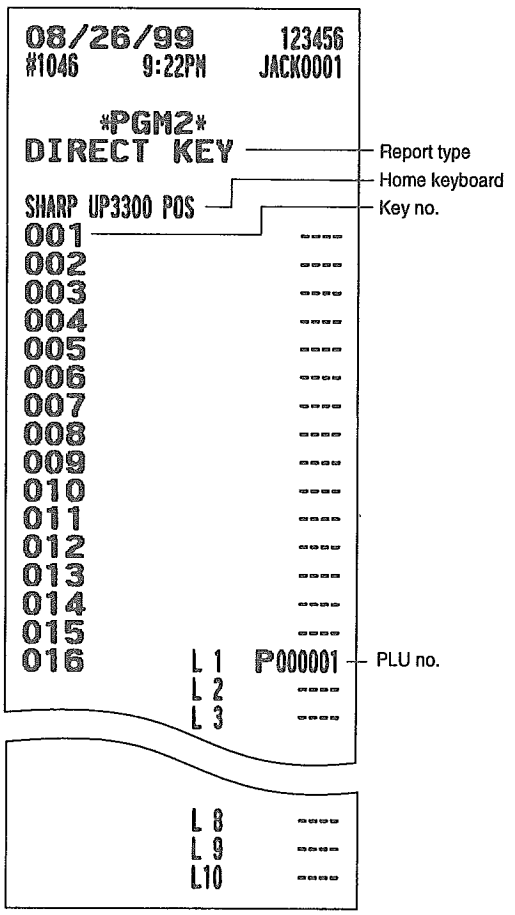
• AUTO key (PGM2 mode)



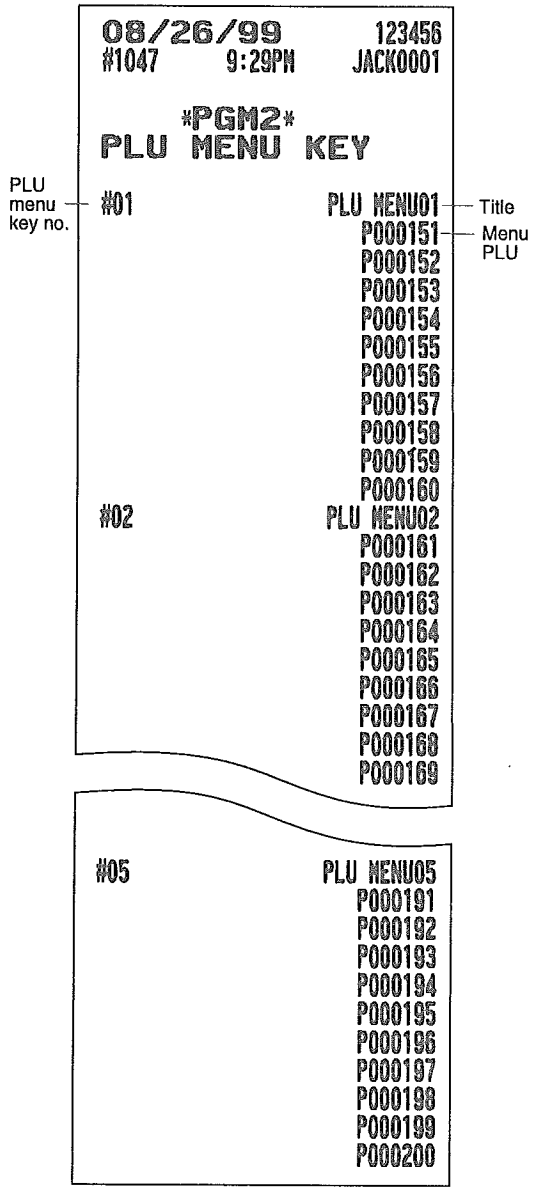
• Printer (PGM2 mode)



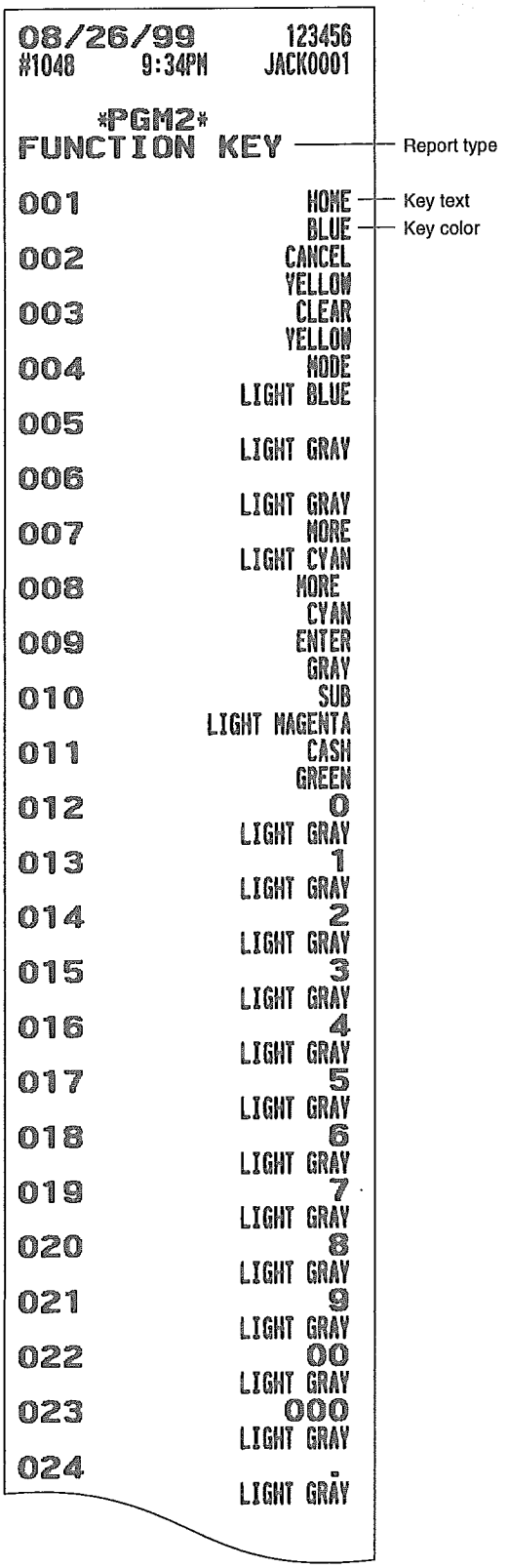
• Direct key (PGM2 mode)

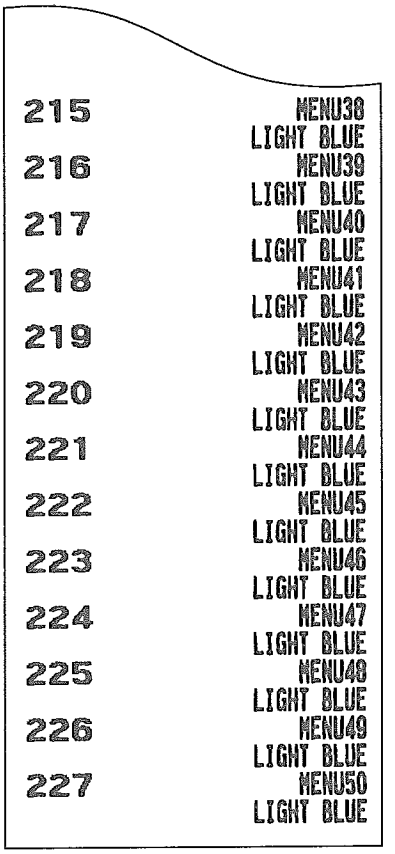


• PLU menu key (PGM2 mode)



• **Function key (PGM2 mode)**





To be continued

14 Operator Maintenance

In Case of Power Failure

When power is lost, the POS terminal retains its memory contents and all information on sales entries.

- When power failure is encountered in POS terminal idle state or during an entry, the POS terminal returns to the normal state of operation after power recovery.

Before Calling for Service

The malfunctions shown in the left-hand column below, labeled "Fault," do not necessarily indicate functional faults of the machine. It is therefore advisable to refer to the "Checking" shown in the right-hand column before calling for service.

Fault	Checking
• The display does not illuminate.	• Is power supplied to the electric outlet? • Is the power cord plug out or loosely connected to the electrical outlet? • Is the power switch in the "ON" position? • Are the brightness control and the contrast control adjusted correctly? • Is the terminal in screen-save mode?
• No receipt is issued.	• See the printer manual.
• No journal paper is taken up.	
• Printing is unusual.	

15 Options

List of Options

For your UP-3300 POS terminal, the following options are available:
For details, contact your authorized SHARP dealer. Do no try to install any options yourself.

1. RAM memory board model UP-P02MB2
2. External printer model ER-01PU
3. Remote printer model ER-03RP or ER-04RP
4. Remote drawer model ER-03DW or ER-04DW
5. Coin case model ER-48CC2 or ER-48CC3
6. Magnetic card reader model UP-E12MR2
7. Built-in printer model UP-T80BP

16 Specifications

Model:	UP-3300	
External dimensions:	11.6(W) x 16.3(D) x 12.6(H) in. (295(W) x 414.5(D) x 320(H) mm)	
Weight:	14.6 lbs. (6.6 kg)	
Power source:	Local voltage ±10% AC, 50/60 Hz	
Power consumption:	Stand-by:	27 W
	Operating:	51 W
Working temperatures:	32 to 104 °F (0 to 40 °C)	
Electronics:	LSI (CPU) etc.	
Built-in battery:	Rechargeable battery pack, memory holding time of about 1 month (with fully charged built-in battery pack, at room temperature)	
Display:	Operator display:	Color LCD module and touch panel 640(W) x 480(H) (dots)
	Customer display:	16-position dot matrix display and 11-position 7-segment display
Accessories:	Instruction manual	1 copy

* Specifications and appearance subject to change without notice for improvement.

17 Appendix

Error Messages

Error message:	State:
MISOPERATION	Misoperation
ENTRY ERROR	Entry error
ENTRY INHIBITED	Entry is inhibited by PGM programming.
ENTRY OVERFLOW	Entry data overflow
TRANS OVERFLOW	One transaction limitation overflow
LACKING MEMORY	Not enough file or memory size.
ENTRY COMPULSORY	Entry compulsory
NO AUTHORITY	No authority assigned
UNDEFINED CODE	Undefined code
NOT ASSIGNED	Not assigned.
CODE NOT FREE	The code is not free.
OUT OF STOCK	Stock overflow error
OVER LIMITATION	Digit limitation overflow
TIP ERROR	Tip error
SECRET # ERROR	Secret code mismatch
PAPER EMPTY	Printer's paper empty
NON RESET	IRC initial download before resetting
OFF LINE	Remote printer off-line error
MOTOR LOCK	Remote printer motor lock error
TYPE ERROR	IRC download file type mismatch
POWER OFF	Power of the IRC terminal is off.
BUSY	IRC communication busy
LINE ERROR	SRN line error
SYSTEM OPENED	Resetting executed in open store state (only when the resetting operation is inhibited).
IS SIGNED ON	IRC server sign-on error (when all server resetting is executed.)
NO REPLY/MASTER	The master does not reply to the request.
NO REPLY/BACKUP	The backup master does not reply to the request.
SENDING DATA	Data sending message
T-LOG FULL	T-log file is full.
ATTEMPT RETRY?	Manager retry message
IR SEND OK	IR data has normally been sent.
IR RECEIVE OK	IR data has normally been received.
IR COM.ERROR	IR communication error
IR DATA ERROR	IR data error
IR COM.TIME-OUT	IR communication time out
IR COM.CANCELED	IR communication has been canceled.
CHECK RS-PORT	Assigned serial port was not found.
CHECK CONNECTION	Printer connection error
CHECK LOW PAPER	Printer paper near end error
INVALID RESPONSE	CAT error message received from HOST
COMM.ERROR	CAT communication error with HOST
CAN NOT VOID	VOID operation can not be performed.
TIP EXIST	Tip amount is entered.

Your POS terminal may also display the following messages:

- NON-ADD # CODE
- ZERO DATA PRESET
- ENTER AMOUNT
- GLU FILE CLOSED
- COVER COUNT
- DECIMAL POINT
- DEPARTMENT
- TYPE DEPARTMENT
- GLU BUFFER FILE
- GLU FILE
- OPEN PRICE
- PBLU
- TYPE PLU
- PRESET PRICE
- QTY
- REG BUFFER FILE
- SCALE
- SERVER
- TARE TABLE#
- WEIGHT
- KP BUFFER
- DRAWER IS OPEN
- Z-RESET
- SYSTEM CLOSED
- DRIVE-THRU

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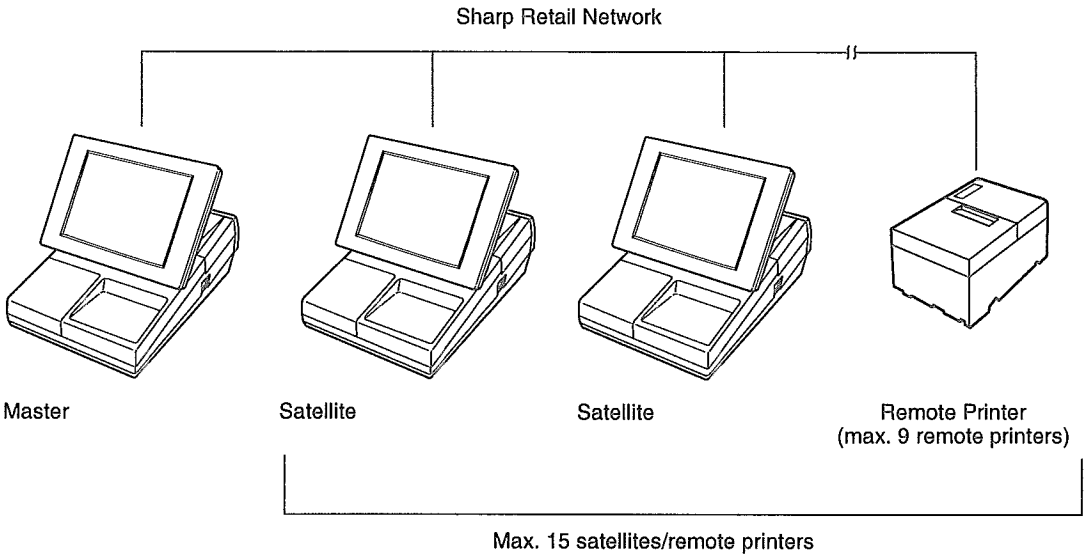
INTER-REGISTER COMMUNICATION SYSTEM

TABLE OF CONTENTS

Introduction

The UP-3300 inter-register communication (IRC) system consists of one master machine and up to 15 satellite machines/remote printers (max. 9 remote printers) which are all interconnected by the Sharp Retail Network (SRN) to provide data transmission among them. This system allows the manager to exercise centralized control over the satellites through the master.



- One of the satellites may be used as a back-up master.

1 Inline Operation

1. Message display

(1) The message displayed during inline communication

1) The message shown at below is displayed at the master engaged in IRC transmission (broadcasting).
ex.:

SENDING DATA

NOTE

The above message is also displayed at the satellite which is engaged in system resetting transmission.

2) The machine number of the satellite that is communicating with the master is instantaneously displayed at the master after IRC transmission.
In this case, the machine number is "000022."
ex.:

000022

(2) Error messages

When an error occurs, a corresponding error message is displayed.
To clear an error, touch the [CLEAR] key. For error messages, see "List of error messages."

List of error messages

Error message (Default)	Description
BUSY	• The target machine is busy.
LACKING MEMORY	• The GLU, drive-through code, or related file memory is full.
MOTOR LOCK	• The remote printer head did not operate correctly.
NO AUTHORITY	• The server who entered a GLU/PBLU code was not authorized.
UNDEFINED CODE	• The specified server code is not present in the master.
	• The entered GLU/PBLU code is not listed.
CODE NOT FREE	• The specified server has signed on at another machine.
	• The entered GLU/PBLU code is in use.
POWER OFF	• The power was not turned on.
T-LOG FULL	• The T-LOG file is full.
NON RESET	• IRC initial D/L before resetting.
TYPE ERROR	• IRC Download file type mismatch.
LINE ERROR	• SRN line error.
SYSTEM CLOSED	• Entry is executed in close store state.
IS SIGNED ON	• IRC server sign-on error (when all server resetting executed).
NO REPLY/MASTER	• Master does not reply to the request.
NO REPLY/BACKUP	• Backup master does not reply to the request.
ATTEMPT RETRY?	• System retry message.

2. Open store operation (PGM2 mode) — master and satellite

When the open store operation is performed at the master, the IRC system is opened and the registration function becomes available at all the machines in the IRC system. After this operation, the following types of communications between the master and satellites are allowed.

From the master to the satellite

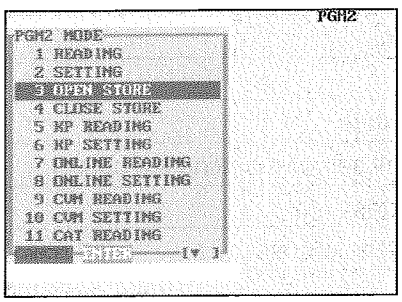
- Sending a request for the satellite to receive data (T-LOG polling)
- Sending a response to inquiry from the satellite

From the satellite to the master

- Sending data to the T-LOG buffer
- Sending a request for T-LOG polling
- Sending a request for updating of the GLU/PBLU file
- Inquiring for data on the GLU/PBLU and customer files

Open store procedure (PGM2 mode)

Procedure



Select OPEN STORE from the PGM2 MODE menu and touch the [ENTER] key.

NOTE

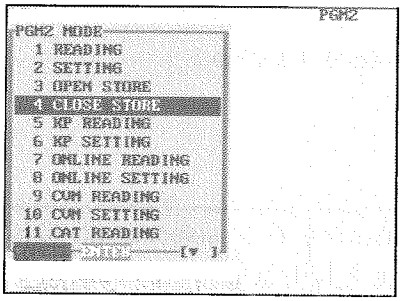
- *You can also perform the open store operation at each satellite. Once the open store operation is performed at a satellite, you can make a registration at the satellite. With the open store operation at satellites, T-LOG polling will not take place.*
- *The open store operation cannot be performed at any machines whose terminal numbers have not been programmed.*
- *If a transmission error occurs when the open store operation is being performed, the master displays and prints the machine number of the satellite that encountered the error. When the master has been programmed to enable the system retry function,* retry the open store operation.*

* For the system retry function, see pages 57 - 58.

3. Close store operation (PGM2 mode) — master and satellite

When the close store operation is performed at the master, the inline system is closed and the registration function becomes unavailable at all the machines in the inline system. It should be noted that for the close store operation, all the satellites must be in their SIGN-OFF state. After this operation, the communications between the master and satellites which have been enabled with the open store operation are disabled. The master, however, can download preset data and reset the sales data at satellites.
In the close store state, any key operation in the REG or MGR mode is invalid.

Procedure



Menu selection

Select CLOSE STORE from the PGM2 MODE menu and touch the [ENTER] key.

NOTE

- *You can also perform the close store operation at each satellite. Once the close store operation is performed at a satellite, you can no longer make a registration at the satellite.*
- *If a satellite is in the SIGN-ON state, the master encounters an error and prints the machine number of the satellite.*
- *When the close store operation is performed, the data remaining in the T-LOG buffers of all the satellites is collected by the master.*
- *If a transmission error occurs during the close store operation, the master displays and prints the machine number of the satellite that has encountered the error.*
  In this case, a receipt is issued and the close store operation ends with an error.

4. Sign-on operation (server assignment) (REG mode/MGR mode)

The sign-on operation is intended to assign a server to a machine (satellite or the master) and enable him or her to perform entry operations at the machine.
If a server successfully signs on at a machine, his or her server name appears on the LCD of the machine.
The server memory is under the control of the master.

The sign-on operation can be done whether the machine is in the open store or close store state. If the sign-on operation is done at a machine that is in the close store state, however, any registration cannot be made at the machine.

Sign-on procedure
(This procedure is the same as for server assignment at a standalone machine.)

Procedure (using menu)

1. Touch the [ENTER] key when the mode selection menu is displayed. Enter your server code and touch the [SRV#] key.
   The pop-up window for the secret code will open.

2. If secret code is programmed. Enter your secret code and touch the [ENTER] key.

3. The pop-up window for the drawer number will open if drawer number entry is compulsory. Enter your drawer number and touch the [ENTER] key.

NOTE

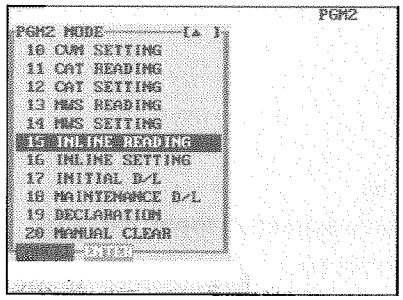
- *The sign-on operation can be made only for one server at a time.*
- *If a server attempts to sign on when another server has already signed on, an entry error will occur.*
- *Every server that is listed in the system can sign on at any satellite.*
- *If a server has signed on at a machine, that server cannot sign on at any other machine in the system until he or she signs off at the original machine.*
- *In case of trouble, the sign-on state can be cleared at the master. (Please consult your authorized SHARP dealer for further details.)*

5. Server sign-on report

A server sign-on report can be generated at the master. This report is used to know at which terminal each server has signed on.

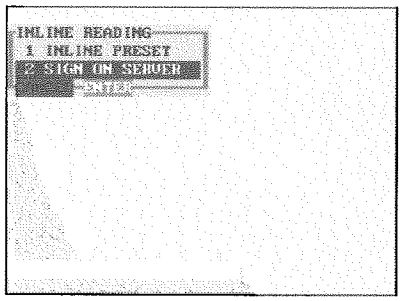
Report generation procedure

Procedure



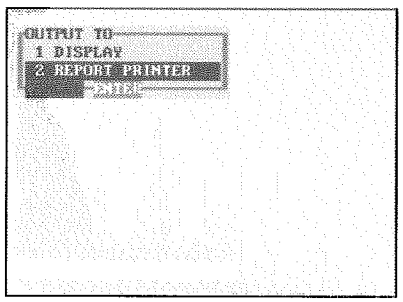
1. Select "PGM2 MODE" from the mode selection menu and touch the [ENTER] key.

2. Select "INLINE READING" from the PGM2 MODE menu and touch the [ENTER] key.



3. Select "SIGN ON SERVER" from the INLINE READING menu and touch the [ENTER] key.

4. Select "DISPLAY" or "REPORT PRINTER" and touch the [ENTER] key.



Sample Print (master)

```
        *PGM2*
SIGN  ON

NAME       CODE  M-NO.
SERV. 001  0001  000123
SERV. 002  0002  000234
SERV. 003  0003  000001
```

Server name, server code, machine no. of the machine at which the server has signed on

6. Sign-off operation (cancellation of server assignment) (REG mode/MGR mode)

The sign-off operation is intended to cancel the assignment of a server to a machine and terminate his or her entry operation.
The sign-off operation at a machine (master or satellite) can be done only for the servers who have signed on at the machine.

Sign-off procedure

Keyboard entry sequence (REG/MGR mode)

→ SRV#

NOTE

- *The sign-off operation can be made only for one server at a time.*
- *If a server signs on at a machine while another server has already signed on there, the latter is automatically signed off so long as items have not yet been entered.*

7. Look-up and updating of the GLU/PBLU file

In the IRC system, the GLU/PBLU file exists only in the master. All satellites in the IRC system can access the GLU/PBLU file in the master for registration.

GLU/PBLU-file-related inline communications are made for the following purposes:

- New order or reorder
- Payment entry or temporary finalization
- Bill printing
- Bill transfer/bill totalizing
- Bill separate

1) There are two types of GLU/PBLU data transmission.
   The GLU/PBLU data is transmitted from the master to a satellite for GLU/PBLU file look-up (in case of a new order/reorder). In this case, the GLU/PBLU reserve counter* is retained at the master.

   * The reserve counter reserves some records of GLU/PBLU files to prevent a "LACKING MEMORY" error in finalization.

2) The GLU/PBLU data is transmitted from a satellite to the master for finalization of a transaction (in case of payment entry or temporary finalization).
   The data transmitted from the satellite is once saved in the GLU/PBLU data receiving file and then in the GLU/PBLU file. In this case, the GLU/PBLU reserve counter is cleared at the mater.

   If a satellite looks up the GLU/PBLU file in the master or asks the master to update the file, the backup master performs the same process as the master.

8. Drive-through function

Depending on the setup of your system. Drive-through data is either centrally controlled by the master or Individually looked up at each terminal. For more information, please contact your authorized SHARP Dealer.

Automatic code generation

Drive-through codes are generated automatically: when the end code for a transaction is generated, the start code for another transaction is automatically generated.
The start/end codes are programmable in the PGM mode.

Automatic look-up

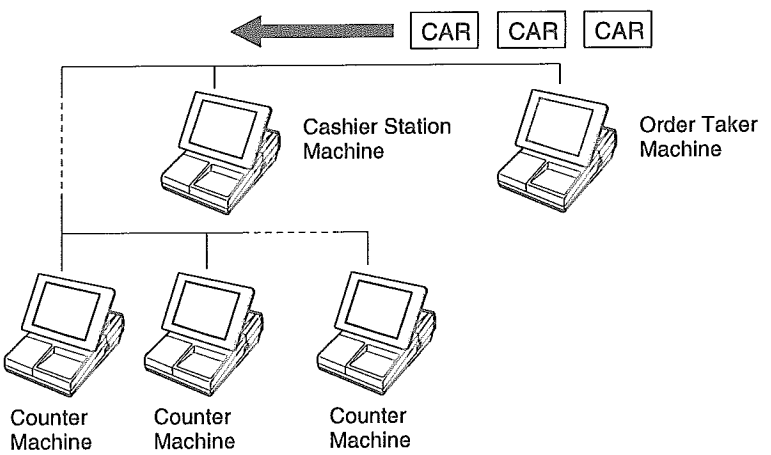
As drive-through codes are temporarily finalized by touching the [SRVC] or [FINAL] key, data for these codes is automatically looked up in the same sequence as the code was generated.

Drive-through-related inline communications are made for the following purposes:

- New order or re-order
- Payment entry or temporary finalization
- Bill printing

The drive-through data is transmitted from the master to a satellite for drive-through file look-up (in case of a new order/re-order). In this case, the drive-through reserve counter is retained at the master.
The data is transmitted from a satellite to the master for finalization of a transaction (in case of a payment entry or temporary finalization). The data transmitted from the satellite is once saved in the drive-through data receiving file and then in the drive-through file. In this case, the drive-through reserve counter is cleared at the master.

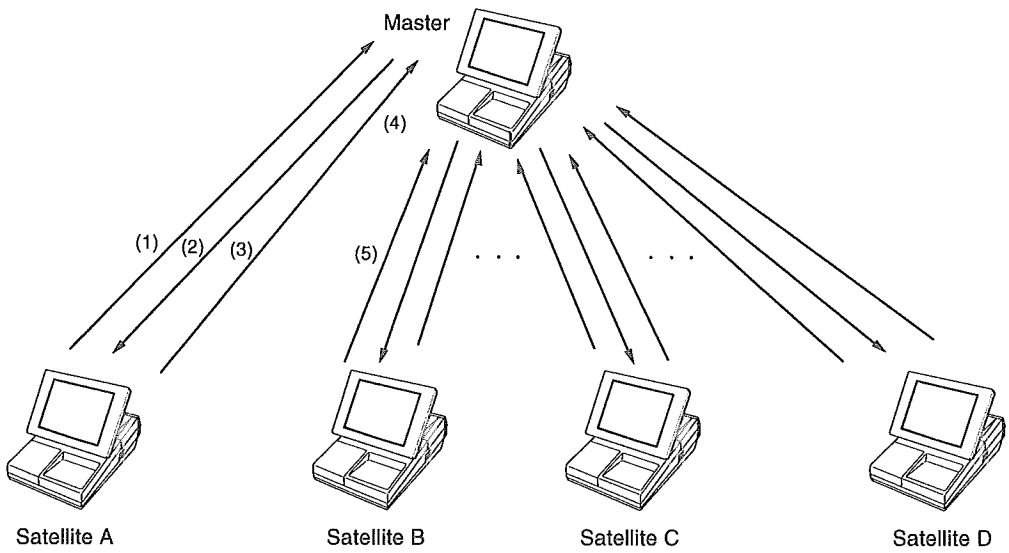
NOTE *The drive-through system provides with three types of the terminal (Order Taker Machine/Cashier Station Machine/Counter Machine).*
For the system configuration, please consult your authorized SHARP Dealer.



9. T-LOG polling

All REG-mode transaction data in each satellite is saved in its T-LOG buffer. T-LOG polling is a data collecting system in which the master collects data from the T-LOG buffers in satellites. T-LOG polling becomes available upon open-store operation and becomes unavailable upon close store operation.

A request for T-LOG polling is issued from the satellite to the master when the number of data records in its T-LOG buffer exceeds a certain number in the open store state.
As the master detects such a request, it starts collecting T-LOG buffer data. After collecting of data from one satellite, the master waits for a preset time and starts collecting data from another satellite. In T-LOG polling, the data transmitted to the master is stored in the corresponding file. The data flow in T-LOG polling is shown below.



Polling sequence (see the figure above)

(1) Satellite A makes a request for polling.
(2) The master detects the request and starts collecting T-LOG data from satellite A.
(3) The T-LOG data is sent to the master.
(4) After receiving T-LOG data from satellite A, the master waits for a preset time.
(5) The master detects a request from another satellite (B, C or D) and starts polling for it.

If its T-LOG buffer becomes full, any registration will be disallowed at a satellite when it has been programmed for "LOCK UP," and allowed when it has been programmed for "CONTINUE." For how to specify whether the registration is disabled or enabled when the T-LOG buffer becomes full, see page 32.

10. Communication with a remote printer (option)

When a remote printer is included in the inline system, order data is output to the remote printer according to preset data on the remote printer.

The remote printer is used to print all or part of the data entered at a machine. It is also called a kitchen printer. It can also be operated at a location other than the kitchen.

If a remote printer is assigned to a department or PLU, the information on the department or PLU is output to the remote printer when an entry for the department or PLU is made and the transaction is finalized at a machine.
The data which can be output to a remote printer is as follows:

1) Item text
2) Quantity*
3) Unit price*/Price*
4) Amount*
5) PLU/department code*

* Whether to print or not is selectable

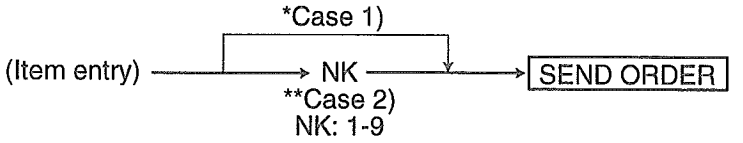
(1) Second (back-up) remote printer

A second kitchen printer can be assigned to each remote printer for automatic back-up.
If an error occurs during data output to a remote printer, the data is output to the second remote printer assigned to it.
If an error occurs during data output to the second remote printer, the data is output to the receipt printer (the receipt printed at this printer is called a chit).
For how to specify the chit print format, see page 41.

Up to two remote printers can be preset to print data on each item (PLU or department).
If two printers are preset to print data on each item, the data is simultaneously output to both printers.
If either of these printers encounters an error, the data is output to the backup printer.
If the second printer encounters an error, one receipt is printed.

(2) Remote printer send function

This function sends a partial food order to remote printers.
Which printer to receive the order is selectable.
The function is intended for enabling the cooking staff to prepare food staffs before the entire order is given.



*Case 1)

A partial food order is sent to one or several remote printers which have been specified by the department/PLU programming.

**Case 2)

A partial food order is sent to the remote printer specified here.

(3) Priority printing function

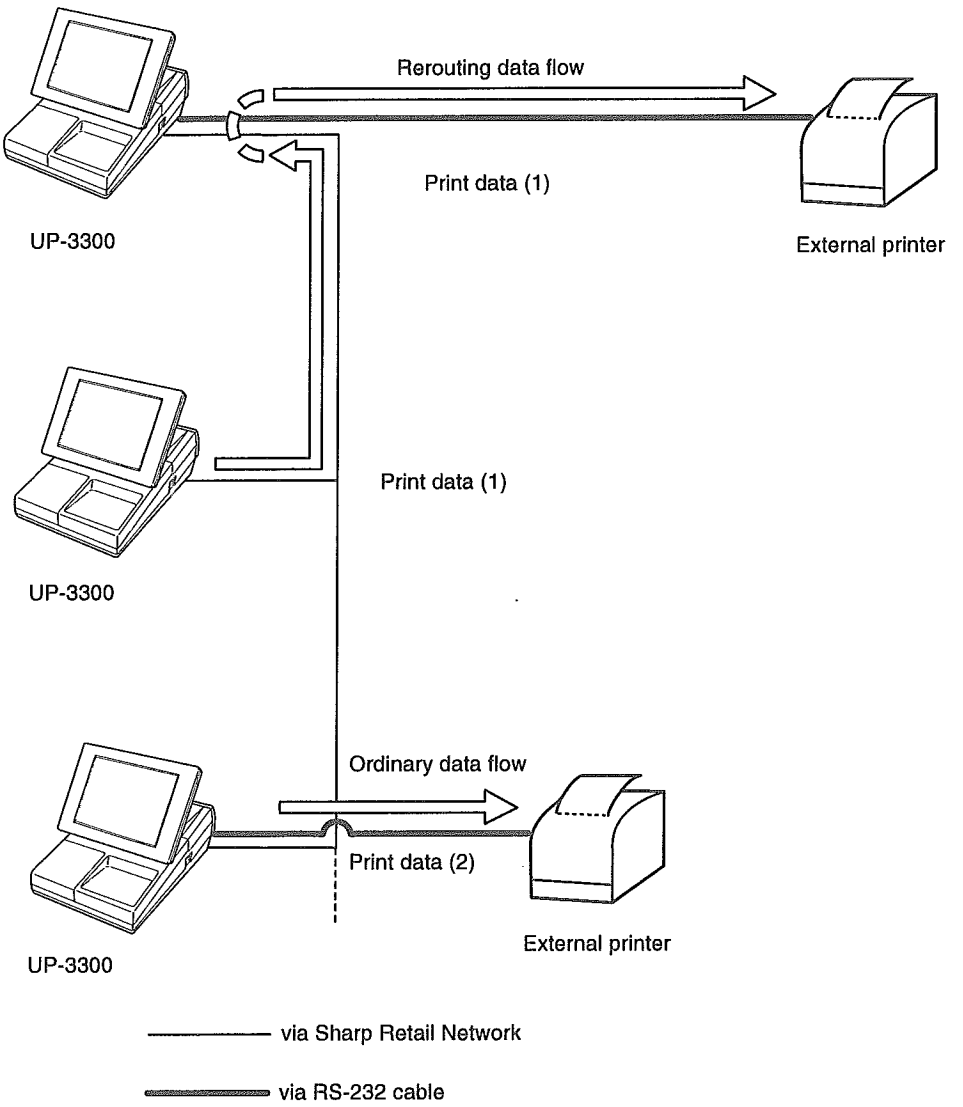
It is desirable for the cooking staff to see the order items that require the longest cooking time at the top of the kitchen chit. This function can send food staffs in the programmed order of priority by assigning PLUs to priority groups (1 - 9).

If an error occurs in data output to a remote printer, a corresponding error message appears on the display and the data output to the remote printer is printed on the receipt. For remote printer error messages, see page 5.

11. Rerouting receipt/journal print data

In restaurant environments, every terminal does not need a receipt/journal printer.
One external printer connected by RS-232 cable can be shared by two or more UP-3300 machines for cost reduction.

Receipt/journal print data rerouting chart



2 Consolidated and Individual Reports

The system can generate two types of sales reports: consolidated reports (reports on all or specified machines in the system) and individual reports (reports on an individual machine). At the master, you can generate consolidated reports on all or specified satellites and reports on the master itself. At each satellite, you can generate reports on the satellite.

1. Operating modes

X1 mode: Daily sales reading reports.
Z1 mode: Daily sales resetting reports.
X2 mode: Periodic consolidation reading reports.
Z2 mode: Periodic consolidation resetting reports.
OP XZ mode: Individual server daily sales reading (X) and resetting (Z) reports.

2. Job number*

Each job number is expressed as "XYnn" according to the table below.
Job number: XYnn

	Entry	Category of report
X	0	Individual report
	1	Consolidated report
Y	0	Server report in the OP XZ mode
	1	Daily sales report (X1 or Z1)
	2	Periodic sales report (X2 or Z2)
nn	Item code*	

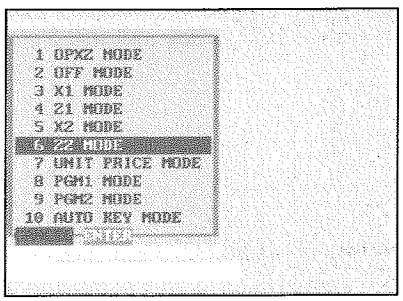
* An item code corresponds to the lower two digits of each job number listed in the tables on the following pages.

3. Consolidated reports — master/back-up master

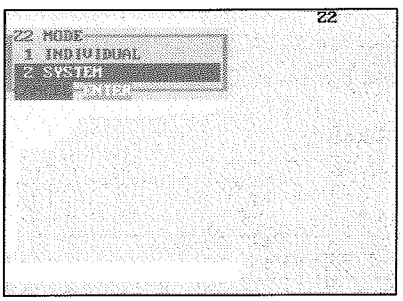
(1) Report generation procedure

To generate respective reports, use the following procedure, referring to the list of consolidated reports on the following pages.

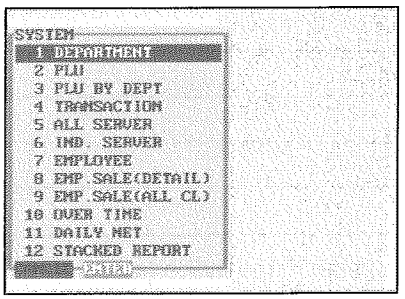
Procedure



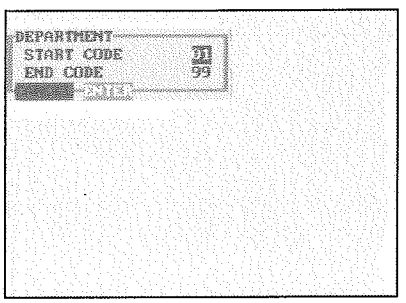
1. Select the required operating mode (OP XZ, X1, Z1, X2, or Z2) from the mode selection menu and touch the [ENTER] key.



2. Select SYSTEM and touch the [ENTER] key.



3. Select the type of report you wish to generate and touch the [ENTER] key. (If the desired type of report is not listed on the display, scroll up or down the screen.)



4. If you need to enter data to generate the report, follow the instructions given on the display for entry.

(2) List of consolidated reports (SYSTEM READING/RESETTING)

These reports can be printed on the printer unit (option) or shown on the display screen.

Report type	Description	Operating modes					Job #	Required data/Remarks
		OP XZ	X1	Z1	X2	Z2		
DEPARTMENT	Full department report		O	O			1110	
					O	O	1210	
DEPT. IND. GROUP	Individual dept. group report		O				1112	Group no. (0 thru 9)
					O		1212	
DEPT. GROUP TOTAL	Dept. group total report		O				1113	
					O		1213	
M-DOWN FOR DEPT.	Department markdown report		O				1119	
					O		1219	
PLU	PLU report by specified range		O	O			1120	PLU no. (To specify a PLU no range, enter start and end PLU nos.)
					O	O	1220	
PLU BY DEPT	PLU report by associated dept.		O	O			1121	Department no.
					O	O	1221	
PLU IND. GROUP	Individual PLU specified report		O				1122	Group no.
					O		1222	
PLU GROUP TOTAL	PLU group total report		O				1123	
					O		1223	
PLU STOCK	PLU stock report		O				1124	PLU no.
PLU COST	PLU cost report		O				1125	PLU no.
					O		1225	
PLU TOP 20	PLU top-20 report		O				1126	Amount or quantity can be selected.
					O		1226	Amount or quantity can be selected.
PLU ZERO SALES	PLU zero sales report		O				1127	All PLUs of zero sales.
					O		1227	
	PLU zero sales report by specified dept.		O				1127	PLUs of zero sales by department
					O		1227	
PLU MIN. STOCK	PLU minimum stock report		O				1128	
PLU HOURLY GROUP	Hourly PLU group report		O	O			1129	
TRANSACTION	Transaction report		O	O			1130	
					O	O	1230	

Report type	Description	Operating modes					Job #	Required data/Remarks
		OP XZ	X1	Z1	X2	Z2		
CID	Cash-in-drawer report		O				1131	For all servers
TAX	Tax report		O				1133	
					O		1233	
ALL SERVER	Full server report		O	O			1140	
					O	O	1240	
IND. SERVER	Individual server report	O					1041	
			O	O			1141	
					O	O	1241	
EMPLOYEE	Employee report specified range		O				1155	Employee code. (The range can be specified by entering start and end codes.)
					O	O	1255	
EMP. ADJUSTMENT	Employee adjustment report				O		1256	Employee code. (The range can be specified by entering start and end codes.)
EMP. ACTIVE STS.	Employee active status report		O				1157	Employee code. (The range can be specified by entering start and end codes.)
EMPLOYEE SALES	Detailed employee sales report				O	O	1258	(Detailed cleared)
EMPLOYEE SALES	Full employee sales report					O	1259	(All reset)
HOURLY	Hourly report		O				1160	Use the military time. (24-hour) system. For example, to set 2:30 a.m., enter 230; and to set 2:30 p.m., enter 1430.
			O	O			1160	For all 48 half-hours with zero skipped
LABOR COST%	Labor cost percentage report		O				1161	
OVER TIME	Employee over time report		O				1162	Employee no.
					O	O	1262	
DAILY NET	Daily net report				O	O	1270	
INGREDIENT STOCK	Ingredient stock report		O				1175	Ingredient table no.
GLU	GLU report		O	O			1180	GLU/PBLU code. (The range can be specified by entering start and end codes.)
GLU BY SERVER	GLU report by server		O	O			1181	

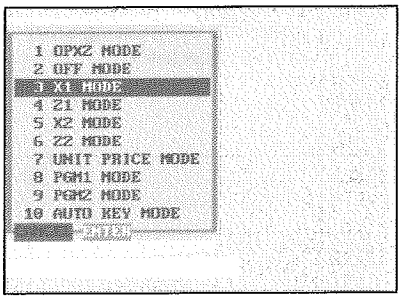
Report type	Description	Operating modes					Job #	Required data/Remarks
		OP XZ	X1	Z1	X2	Z2		
CLOSED GLU	Closed GLU report		○	○			1182	GLU/PBLU code. (The range can be specified by entering start and end codes.)
CL-GLU BY SERVER	Closed GLU report by server		○	○			1183	
DRIVE THRU	Drive-through code report		○	○			1185	Drive-through code. (The range can be specified by entering start and end codes.)
D-THRU BY SERVER	Drive-through code report by server		○	○			1186	
CLOSED D-THRU	Closed drive-through report		○	○			1187	
CL-DT BY SERVER	Closed drive-through report by server		○	○			1188	
SERVICE TIME	Drive-through service time report		○	○			1189	
STACKED REPORT	Stacked report (X1/Z1)		○	○			1190	Stacked report 1
							1191	Stacked report 2
STACKED REPORT	Stacked report (X2/Z2)				○	○	1290	Stacked report 1
							1291	Stacked report 2

4. Individual reports — master/back-up master/satellite

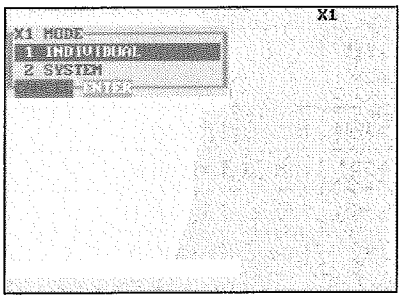
(1) Report generation procedure

To generate respective reports, use the following procedure, referring to the list of individual reports on the following pages.

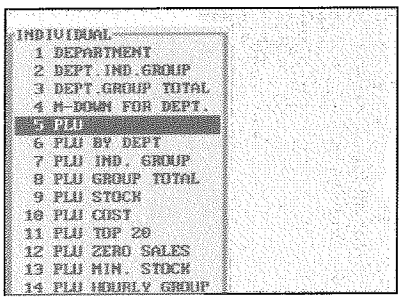
Procedure



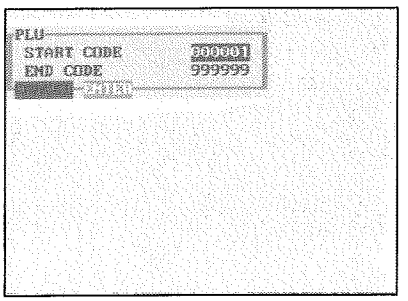
1. Select the required operating mode (OP XZ, X1, Z1, X2 or Z2) from the mode selection menu and touch the [ENTER] key.



2. Select INDIVIDUAL and touch the [ENTER] key.



3. Select the type of report you wish to generate and touch the [ENTER] key. (If the desired type of report is not listed on the display, scroll up or down the screen.)



4. If you need to enter data to generate the report, follow the instructions given on the display for entry.

(2) List of individual reports (READING/RESETTING)

These reports can be printed on the printer unit (option) or shown on the display screen.

Report type	Description	Operating modes					Job #	Required data/ Remarks	Notes*
		OP XZ	X1	Z1	X2	Z2			
DEPARTMENT	Full department report		O	O			110		MA, SL
					O	O	210		
DEPT. IND. GROUP	Individual dept. group report		O				112	Group no. (0 thru 9)	MA, SL
					O		212		
DEPT. GROUP TOTAL	Dept. group total report		O				113		MA, SL
					O		213		
M-DOWN FOR DEPT.	Department markdown report		O				119		MA, SL
					O		219		
PLU	PLU report by specified range		O	O			120	PLU no. (The range can be specified by entering start and end codes.)	MA, SL
					O	O	220		
PLU BY DEPT	PLU report by associated dept.		O	O			121	Department no.	MA, SL
					O	O	221		
PLU IND. GROUP	Individual PLU group report		O				122	Group no. (0 thru 9)	MA, SL
					O		222		
PLU GROUP TOTAL	PLU group total report		O				123		MA
					O		223		
PLU STOCK	PLU stock report		O				124	PLU no. (The range can be specified by entering start and end codes.)	MA, SL
PLU COST	PLU cost report		O				125	PLU no.	MA, SL
					O		225		
PLU TOP 20	PLU top-20 report		O				126	Amount or quantity can be selected.	MA, SL
					O		226		
PLU ZERO SALES	PLU zero sales report		O				127	All PLUs of zero sales	MA, SL
					O		227		
	PLU zero sales report by specified dept.		O				127	PLUs of zero sales by department	MA, SL
					O		227		
PLU MIN. STOCK	PLU minimum stock report		O				128		MA
PLU HOURLY GROUP	Hourly PLU group report		O				129		MA, SL
TRANSACTION	Transaction report		O	O			130		MA, SL
					O	O	230		

Notes* : MA → Master, SL → Satellite

Report type	Description	Operating modes					Job #	Required data/ Remarks	Notes*
		OP XZ	X1	Z1	X2	Z2			
CID	Cash-in-drawer report		O				131	For all servers	MA, SL
TAX	Tax report		O				133		MA, SL
					O		233		
ALL SERVER	Full server report		O	O			140		MA
					O	O	240		
IND. SERVER	Individual server report	O					41		MA, SL
			O	O			141		
					O	O	241		
EMPLOYEE	Employee report specified range		O				155	Employee code. (The range can be specified by entering start and end codes.)	MA
					O	O	255		
EMP. ADJUSTMENT	Employee adjustment report				O		256	Employee code. (The range can be specified by entering start and end codes.)	MA
EMP. ACTIVE STS.	Employee active status report		O				157	Employee code. (The range can be specified by entering start and end codes.)	MA
EMPLOYEE SALES	Detailed employee sales report				O	O	258	(Details cleared)	MA
EMPLOYEE SALES	Full employee sales report					O	259	(All reset)	MA
HOURLY	Hourly report		O				160	For an individual time range	MA, SL
			O	O			160	For all 48 half-hours with zero skipped	MA, SL
LABOR COST%	Labor cost percentage report		O				161		MA
OVER TIME	Employee over time report		O				162	Employee no.	MA
					O	O	262		
DAILY NET	Daily net report				O	O	270		MA, SL
INGREDIENT STOCK	Ingredient stock report		O				175	Ingredient table no.	MA
STACKED REPORT	Stacked report (X1/Z1)		O	O			190	Stacked report 1	MA, SL
							191	Stacked report 2	MA, SL
STACKED REPORT	Stacked report (X2/Z2)				O	O	290	Stacked report 1	MA, SL
							291	Stacked report 2	MA, SL

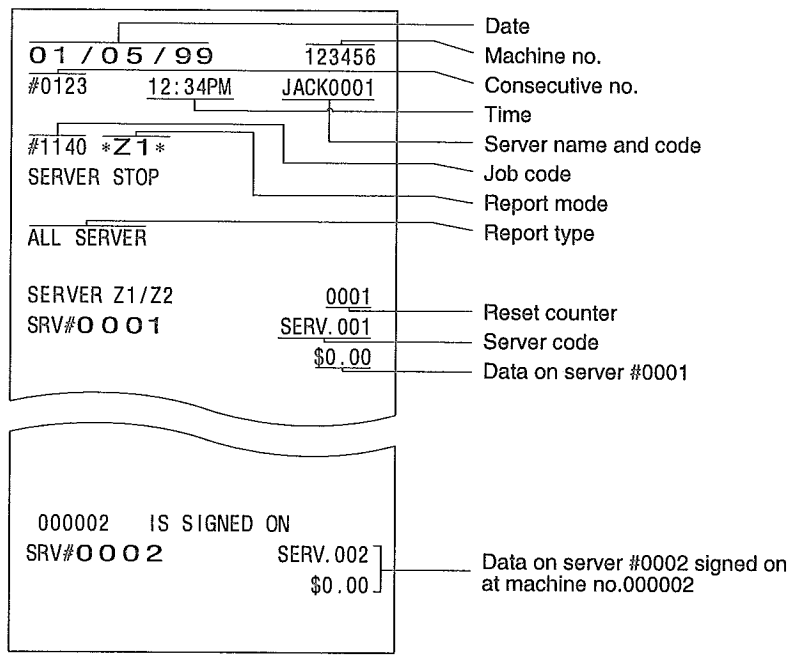
Notes* : MA → Master, SL → Satellite

5. Server report

At the master, you can generate consolidated transaction reports on all servers or individual servers by reading or resetting operation.
At each satellite, you can generate consolidated transaction reports on individual servers by reading or resetting operation.
If a specific server is signed on at a machine when resetting operation for a consolidated individual server report is made at the machine, the data on transactions being handled by the server is also added and printed out.
If that server is signed on at another machine, the message "IS SIGNED ON" is printed, thus the resetting operation for him or her cannot be made.

Full server report sample

Sample Print (master)



3 IRC Programming

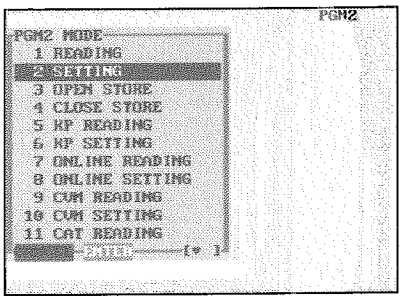
First, turn on the machines in the IRC system and put them in the PGM2 mode. The programming procedures for both the master and satellites will be explained below.

1. Setting the machine numbers — master and satellite

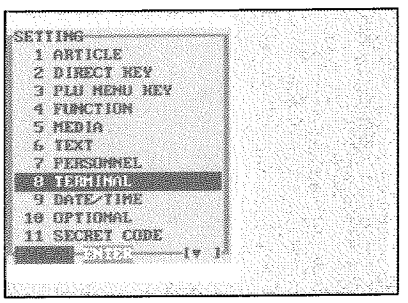
It is necessary to assign machine numbers to the master and satellites before the IRC programming.

Procedure

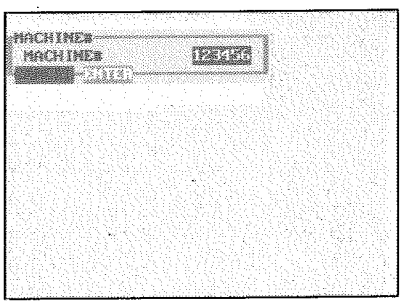
1. Select "PGM2 MODE" from the mode selection menu and touch the [ENTER] key to enter the PGM2 mode.



2. Select "SETTING" and touch the [ENTER] key.



3. Select "TERMINAL" and touch the [ENTER] key.
Select "MACHINE#" from the REGISTER menu and touch the [ENTER] key.



4. Enter a machine number and touch the [ENTER] key.
Machine number: up to 6 digits (0 - 999999)

5. Repeat steps 1 to 4 for all machines in the IRC system.

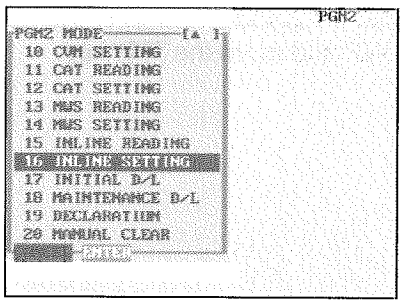
NOTE

In an IRC network, each machine number must be unique.
Do not use the same number for more than one machine.

2. Setting the terminal numbers (IRC machine numbers) — master and satellite

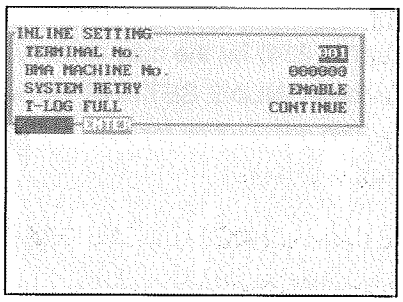
It is assumed that your terminal's setting for inline operations has been performed.

Procedure



1. Enter the PGM2 mode.

2. Select "INLINE SETTING" and touch the [ENTER] key.



3. Enter a terminal number (0 - 254) and touch the [ENTER] key.

(For programming for BMA MACHINE No., SYSTEM RETRY and T-LOG FULL, see pages 30 - 32.)

4. Repeat steps 1 to 3 for all machines in the IRC system.

NOTE

- *Terminal numbers must be assigned to the master and each satellite in the IRC system. (For setting the master's terminal number, see the next paragraph.)*
- *If an inline network contains two or more machines with the same terminal number, IRC communications will not be achieved correctly. Each terminal number must be unique.*
- *The terminal number should be within the range from 1 to 254.*
- *If the terminal number "000" is programmed for a machine, it is put in the OFF LINE mode and cannot take part in IRC communications.*

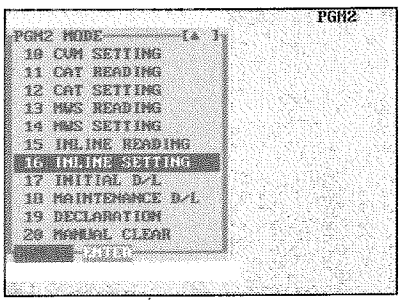
3. Creating/updating the master list — master

(1) Creating the master list (subwindow program)

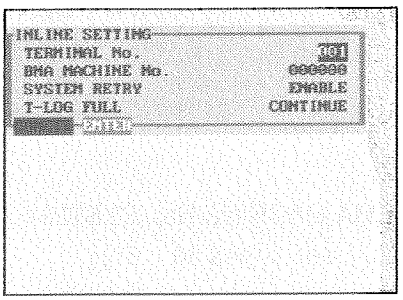
This may only be performed on the pre-designated master.

Procedure

1. Enter the PGM2 mode.

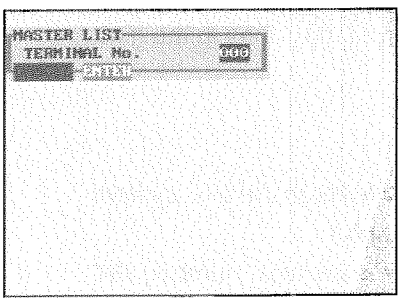


2. Select "INLINE SETTING" and touch the [ENTER] key.

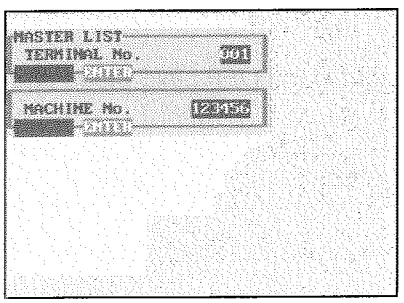


3. Enter a terminal number (0 - 254) for the master carry out the programming for other INLINE SETTING items and touch the [ENTER] key. The subwindow for the creation of the master list will open.

(For programming for BMA MACHINE No., SYSTEM RETRY and T-LOG FULL, see pages 30 - 32.)



4. Enter the terminal number (1 - 254) and touch the [ENTER] key. The subwindow for machine number entry will open.



5. Enter the machine number (1 - 999999) of a machine in the IRC system and touch the [ENTER] key.

6. Repeat steps 4 to 5 for all machines in the IRC system. Touch the [CASH] key to complete the master list.

NOTE

- *The terminal numbers and machine numbers of the master and satellites must be entered into the master list for IRC communications.*
- *The terminal numbers and machine numbers of up to 16 machines (one master and 15 satellites) can be entered into the master list.*
- *The terminal number should be within the range from 1 to 254 and the machine number from 1 to 999999.*
- *No satellite can perform inline communications unless its terminal and machine numbers are present in the master list.*
- *If a machine number which already exists in the master list is entered, a lock error will occur even when the corresponding terminal number does not exist in the list.*
- *If a set of terminal and machine numbers that exists in the master list is entered, no error will occur (the list will remain unchanged.)*
- *Touching the [ENTER] key enters the programmed terminal numbers and machine numbers on the master. Touching the [CASH] key issues a receipt on the receipt/journal printer (option).*

(2) Deleting a machine from the master list (subwindow program)

To delete a terminal number from the master list, proceed as follows:

1. Select "PGM2 MODE" from the mode selection menu and touch the [ENTER] key to enter the PGM2 mode.
2. Select "INLINE SETTING" and touch the [ENTER] key. The INLINE SETTING menu will open.
3. Touch the [ENTER] key. The subwindow for the master list will open.
4. Select the terminal to be deleted and touch the [DEL] key.
5. The machine will ask you as follows: "ARE YOU SURE?" If you are sure to delete it, select "YES." If not, select "NO."
6. Touch the [CASH] key to complete the master list.

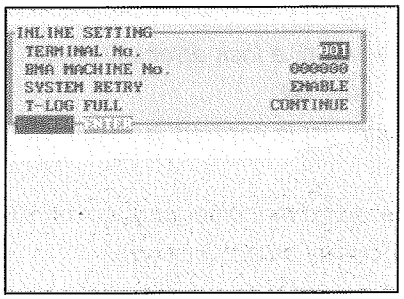
NOTE

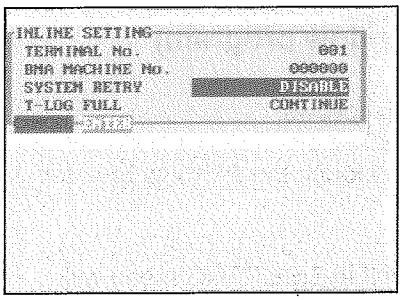
- *You can delete any of the terminal numbers that are in the master list.*
- *Touching the [CASH] key issues a receipt on the receipt and journal printer (optional).*
- *Deleting the master from the master list will inhibit all requests of the satellites from being serviced.*

4. Specifying whether to enable or disable the system retry function when a transmission error occurs — master and satellite

You can specify whether the system retry function is disabled or enabled if the communication between machines does not end successfully.

Procedure





1. Enter the PGM2 mode.

2. Select "INLINE SETTING" and touch the [ENTER] key.
   The INLINE SETTING menu will open.

3. Move the cursor to the "SYSTEM ENTRY" line.
   Select "DISABLE" or "ENABLE" with the [•] key (toggle key) and touch the [ENTER] key.

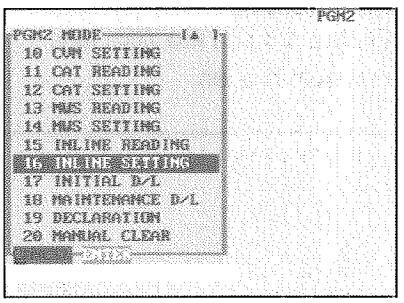
NOTE

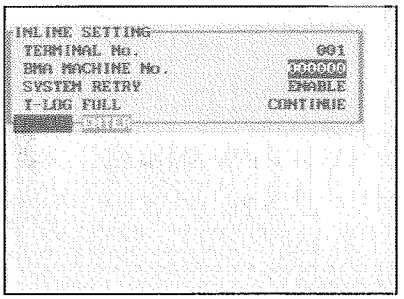
- *If the system retry function is enabled, a transmission job with which an error has occurred is not finalized immediately, but the master waits for selection of one of the three commands (RETRY, ABORT and IGNORE) through the keyboard. Then the master retries access to the satellite that has caused the transmission error or terminates the access as a successful or unsuccessful transmission depending on the selection made.*
- *If the function is disabled, the job is terminated immediately.*
- *The default setting is "ENABLE."*

5. Specifying the terminal to serve as a back-up master — master

You can assign one satellite to the function of a back-up master. If the master fails during guest check operation, the assigned terminal will perform the master's function.
A machine number within the range from 1 to 999999 can be entered.
If zero is entered, there will be no back-up master in the IRC system.
This job can be done in the INLINE SETTING window of the master.
The default setting is 0 (no back-up master).

Procedure





1. Enter the PGM2 mode.

2. Select "INLINE SETTING" and touch the [ENTER] key.
   The INLINE SETTING menu will open.

3. Move the cursor to the "BMA MACHINE No." line. Then enter the machine number of the terminal to serve as a back-up master and touch the [ENTER] key.

   - For determining which satellite should be selected as the "BMA MACHINE No.", please consult your authorized SHARP dealer.

NOTE

The DECLARATION functions in the PGM2 mode enable the back-up master or the master to declare to be the master when the master or back-up master breaks down, and inform satellites of the master's or back-up master's recovery.
For details of these functions, see "Master declaration" and "Recovery declaration" on pages 48 - 53.

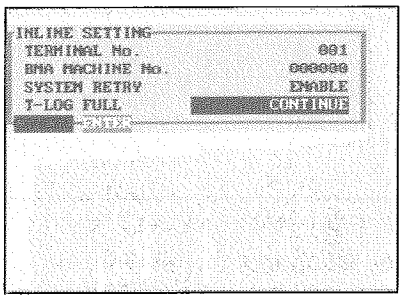
6. Specifying whether to enable or disable the entry function when the T-LOG buffer is full — master and satellite

You can specify whether the entry function of a satellite is disabled (LOCK UP) or enabled (CONTINUE) when the T-LOG buffer is full. If it is disabled, an error message will be displayed when you try any entry in the REG/MGR mode at the satellite. If it is enabled, you can continue entries but cannot save the entered data. Even if data is entered after the T-LOG buffer becomes full, the data saved in the file will not be erased.

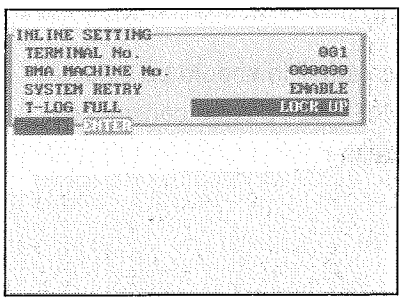
Procedure

1. Enter the PGM2 mode.

2. Select "INLINE SETTING" and touch the [ENTER] key.
   The INLINE SETTING menu will open.



3. Move the cursor to the "T-LOG FULL" line.



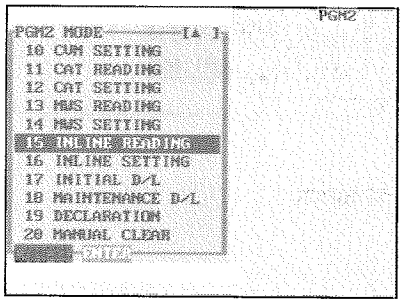
4. Select "CONTINUE" or "LOCK UP" with the [•] key (toggle key) and touch the [ENTER] key.

NOTE

- *The T-LOG buffer is provided in each satellite to store the data to be transmitted to the master by T-LOG polling. The data is automatically transmitted to the master in the open store state. For more information about T-LOG polling, see "T-LOG polling" on page 13.*
- *When the entry function is disabled, "LOCK UP" will be printed on the receipt.*
- *When the entry function is enabled, "CONTINUE" will be printed on the receipt.*
- *The default setting is "CONTINUE."*

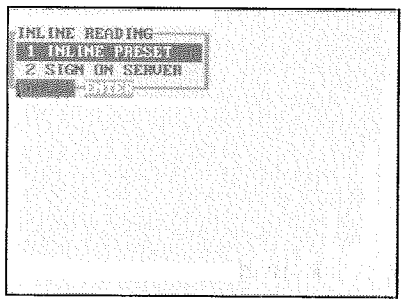
7. Reading the contents of the IRC programming — master and satellite

Procedure

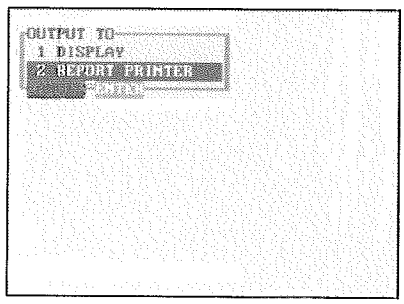


1. Enter the PGM2 mode.

2. Select "INLINE READING" and touch the [ENTER] key.
   The INLINE READING menu will open.



3. Select "INLINE PRESET" and touch the [ENTER] key.



4. Select "DISPLAY" or "REPORT PRINTER" and touch the [ENTER] key.

Sample Print (master)

```
*PGM2*
INLINE PRESET

T-NO.     001
MASTER LIST
 T-NO.  M-NO.
  001   000001#
  002   000002#
  003   000003#
  004   000004#
  005   000005#
SYSTEM RETRY ENABLE
BACK UP MASTER
 T-NO.   M-NO.
  002   000002#
T-LOG FULL CONTINUE
```

Sample Print (satellite)

```
*PGM2*
INLINE PRESET

T-NO.     002
SYSTEM RETRY ENABLE
T-LOG FULL CONTINUE
```

Terminal number of the satellite

Terminal number of the master

System retry function (enable/disable)

The state of the satellite when the T-LOG buffer becomes full (continue/lockup)

List of the machines involved in the IRC system (terminal no./machine no.)

System retry function (enable/disable)

Back-up master (terminal no./machine no.)

The state of the master when the T-LOG buffer becomes full (continue/lockup)

- You can also read the same contents of the IRC Programming on the display screen.

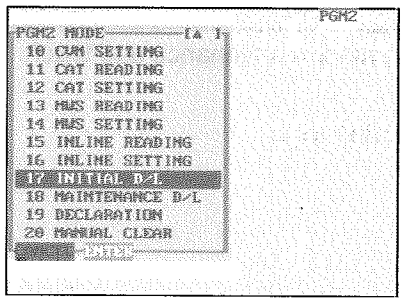
8. Downloading the contents of the IRC programming to satellites — master

When you have completed the IRC programming, distribute the IRC preset data from the master to all satellites in the IRC system.

(1) Initial downloading

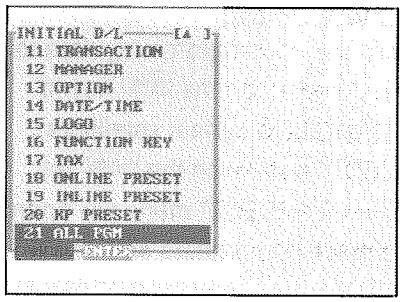
For initial setup of the IRC system, use this downloading method. The preset data in the master is downloaded to each satellite, when the existing preset data in the satellite is cleared.

Procedure

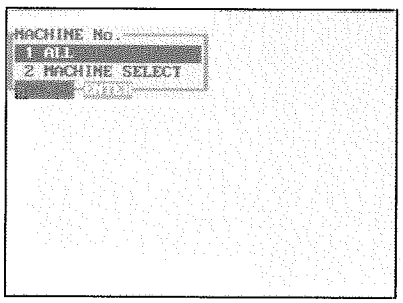


1. Enter the PGM2 mode.

2. Select "INITIAL D/L" and touch the [ENTER] key.
The INITIAL D/L menu will open.



3. In order to distribute all preset data files in the master to satellites, select "ALL PGM" and touch the [ENTER] key.
In order to distribute an individual preset data file, select the corresponding item and touch the [ENTER] key.
For initial downloading of PLU preset data, it is necessary to enter the code range and machine numbers to receive the data.



4. If you wish to download the IRC programming data to all satellites, select "ALL" and touch the [ENTER] key. If you wish to download the data to certain satellite(s), select "MACHINE SELECT" and touch the [ENTER] key.
In this case, the "MACHINE SELECT" menu will open. Move the cursor to the machine numbers and select "YES."

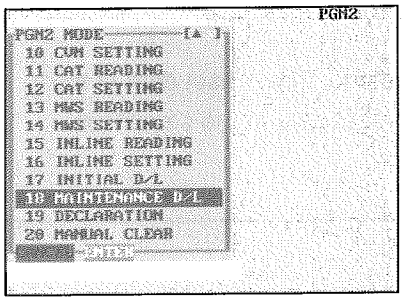
NOTE

Check the contents of the programming of all the satellites in the IRC system that have received the preset data.

(2) Maintenance downloading

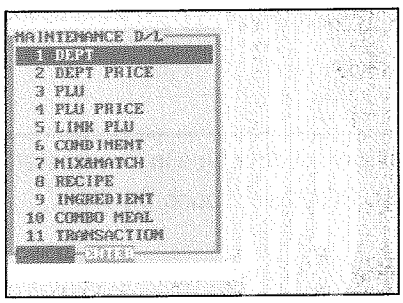
To update preset data for the IRC system, use this downloading method. The preset data in the master is downloaded to each satellite without clearing the existing preset data.

Procedure

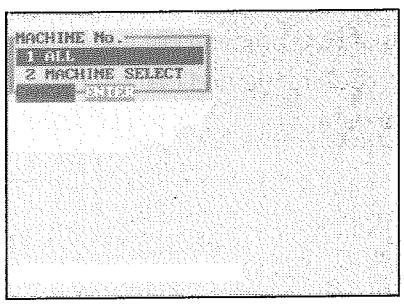


1. Enter the PGM2 mode.

2. Select "MAINTENANCE D/L" and touch the [ENTER] key. The MAINTENANCE D/L menu will open.



3. Select a preset data item for maintenance and touch the [ENTER] key.
If needed, enter the code range.



4. If you wish to download the IRC programming data to all satellites, select "ALL" and touch the [ENTER] key. If you wish to download the data to certain satellite(s), select "MACHINE SELECT" and touch the [ENTER] key. In this case, the "MACHINE SELECT" menu will open. Move the cursor to the machine numbers and select "YES."

List of downloading jobs (PGM2 mode)

Menu	Job #	Item	Description	Note
INITIAL D/L	4100	DEPT	Department preset data	Preset data copying with clearing
	4119	DIRECT KEY	Dept./PLU key preset data for direct depts./PLUs	
	4200	PLU	PLU/Link PLU	Preset data copying with clearing
	4218	PLU MENU KEY	PLU menu key preset data	Preset data copying with clearing
	4220	LINK PLU	Link PLU preset data	Preset data copying with clearing
	4223	CONDIMENT	Condiment PLU preset data	Preset data copying with clearing
	4225	MIX & MATCH	Mix & Match preset data	Preset data copying with clearing
	4226	RECIPE	Recipe preset data	Preset data copying with clearing
	4227	INGREDIENT	Ingredient preset	Preset data copying with clearing
	4228	COMBO MEAL	Combo meal preset data	Preset data copying with clearing
	4300	TRANSACTION	Transaction preset data	Preset data copying with clearing
	4450	MANAGER	Manager preset data	Preset data copying with clearing
	4600	OPTION	Other preset data	Programming Job #2324, 2615 - 2621, 2630 - 2632, 2900
	4610	DATE/TIME	Date, time	Preset data copying with clearing
	4614	LOGO	Logo text preset data	Programming Job #2614, 2642, 2643 and 2646
	4629	FUNCTION KEY	Function key preset data	Preset data copying with clearing
	4700	TAX	Tax preset data	Preset data copying with clearing
	4800	ONLINE PRESET	Online preset data	Preset data copying with clearing
	4900	INLINE PRESET	Inline preset data	Preset data copying with clearing
	4950	KP PRESET	Remote printer preset data	Preset data copying with clearing
	4999	ALL PGM	All PGM-mode preset data	Downloading of Job #4000 to 4950 is performed collectively.
MAINTENANCE D/L	5100	DEPT	Department preset data	Only preset data copying
	5110	DEPT PRICE	Department price preset data	Only preset data copying
	5200	PLU	PLU/Link PLU	Only preset data copying
	5210	PLU PRICE	PLU price preset data	Only preset data copying
	5220	LINK PLU	Link PLU preset data	Only preset data copying
	5223	CONDIMENT	Condiment PLU preset data	Only preset data copying
	5225	MIX & MATCH	Mix & Match preset data	Only preset data copying
	5226	RECIPE	Recipe preset data	Only preset data copying
	5227	INGREDIENT	Ingredient preset data	Only preset data copying
	5228	COMBO MEAL	Combo meal preset data	Only preset data copying
	5300	TRANSACTION	Transaction preset data	Only preset data copying

NOTE

- *The PLU/LINK PLU file (INITIAL D/L and MAINTENANCE D/L) does not include stock data.*
- *The OPTION file includes the following data:*
  Optional feature preset, scale preset, hourly report, stacked report, secret code, auto key, location preset, GLU range.
- *The LOGO file includes the following data:*
  Logo text and bill logo, dept. group text, PLU group text, hourly group text, currency descriptor.
- *The PLU/LINK PLU file (INITIAL D/L and MAINTENANCE D/L) includes LINK PLU preset data.*
- *The INLINE PRESET file include MWS preset data.*
- *Initial D/L job #4999 should not be performed when totals exist in the system. (The totalizers of the receiving satellite are erased.)*
- *Performed individual initial D/L jobs will result in a non-reset error.*

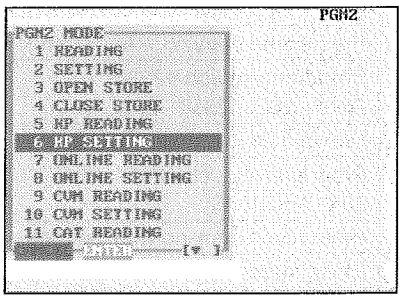
9. Programming for the remote printer

For connection of remote printers to the SRN, be sure to contact your dealer.

(1) Assigning kitchen printer numbers to remote printers — master and satellite

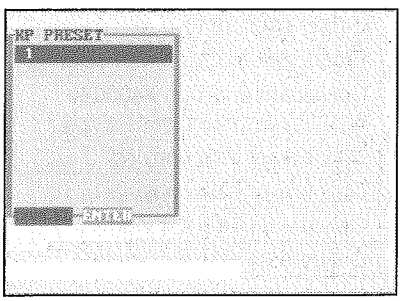
With the following procedure, you can do programming for the remote printers connected to the SRN. For initial setup of remote printers, please contact your authorized SHARP dealer.

Procedure

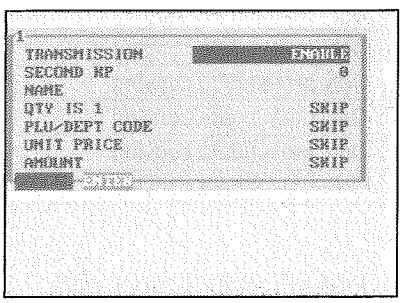


1. Enter the PGM2 mode.

2. Select "KP SETTING" and touch the [ENTER] key.
   The KP SETTING menu will open.



3. Select the kitchen printer number to be programmed.



4. Carry out the programming for the remote printer.
   (See the following pages for programming for individual remote printer items.)

   • Be sure to consult your authorized SHARP dealer for the correct settings.

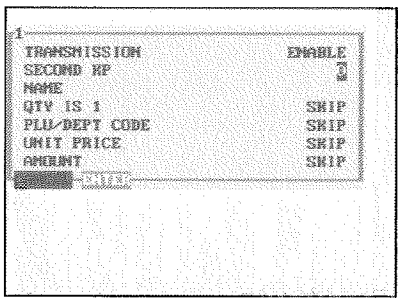
5. After programming for the remote printer, touch the [ENTER] key.

(2) Assigning the second kitchen printer number to each remote printer — master and satellite

With the following procedure, you can assign a second remote printer to which data should be output when the first remote printer encounters an error during transmission of that data. This assignment is made to prepare for remote printer disconnection due to printer breakdown or other troubles.

After the KP SETTING menu appears, proceed as follows:

Procedure



1. Move the cursor to the "SECOND KP" line and enter the second kitchen printer number.

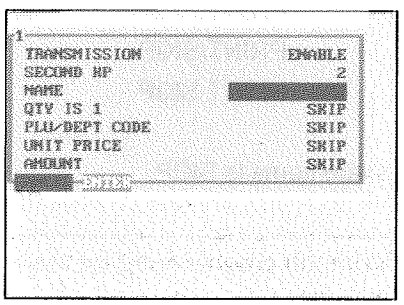
2. Touch the [ENTER] key to finish the programming for the remote printer.

(3) Naming the remote printer — master and satellite

The programmed name will be printed together with other data on the remote printer. This enables exact identification of the printout if the remote printer fails.

After the KP SETTING menu appears, proceed as follows:

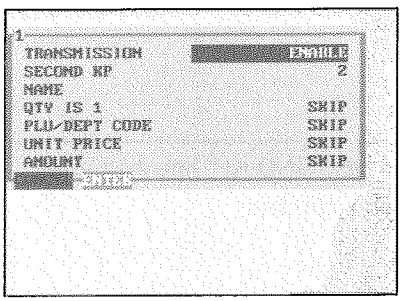
Procedure



Move the cursor to the "NAME" line and enter a desired name for the remote printer.

(4) Specifying whether to enable or disable the function for data transmission to the remote printer — master and satellite

If a remote printer is disconnected from the IRC system or any other problem occurs in it, you can disable your machine to stop data transmission to the remote printer. This prevents any error message from appearing on the machine display each time an entry to be transmitted to that printer is made.

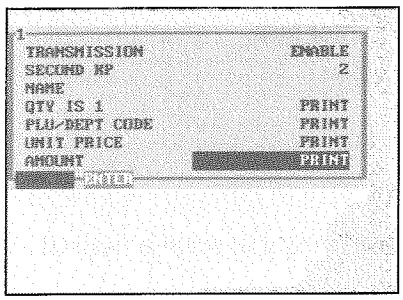


Move the cursor to the "TRANSMISSION" line and select "DISABLE" or "ENABLE" with the [•] key (toggle key) or display the choices by touching the [LIST] key.

(5) Specifying the format of printing — master and satellite

With the following procedure, you can specify what items to be printed on the remote printer.

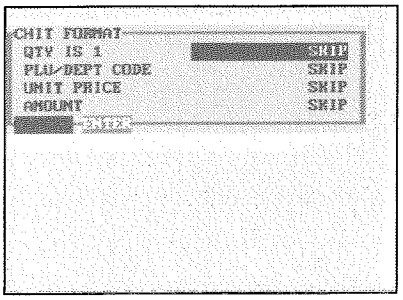
Procedure



1. Move the cursor to the following printing format items and select PRINT or SKIP with the [•] key (toggle key) or display them by touching the [LIST] key.

Printing when quantity is one:	PRINT/SKIP
PLU/department code:	PRINT/SKIP
Unit price	PRINT/SKIP
Amount:	PRINT/SKIP

The default setting for these items is SKIP.



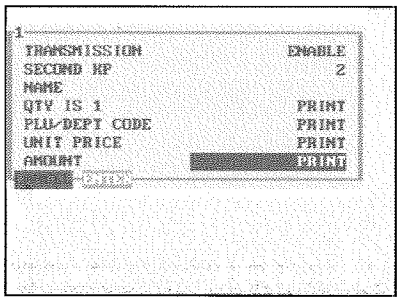
2. Touch the [CASH] key to finish the programming for the remote printer. The CHIT FORMAT window will open. (For programming for CHIT FORMAT, see the next paragraph.)

(6) Specifying the format of chit printing — master and satellite

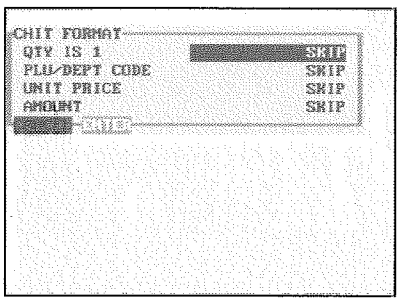
If so desired, each PLU/department item may be preset to output to the receipt printer in a chit format.

With the following procedure, you can specify what items to be printed on chits.

Procedure



1. After programming for the KP PRESET items, touch the [ENTER] key.



2. Move the cursor to the following CHIT FORMAT items and select PRINT or SKIP with the [•] key (toggle key).

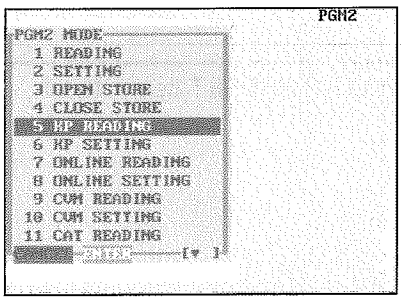
Printing when quantity is one:	PRINT/SKIP
PLU/department code:	PRINT/SKIP
Unit price:	PRINT/SKIP
Amount:	PRINT/SKIP

The default setting for these items is SKIP.

3. Touch the [ENTER] key to finish the programming for chit printing.

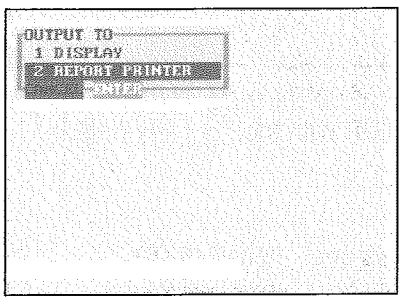
10. Reading the contents of the remote printer programming — master and satellite

Procedure



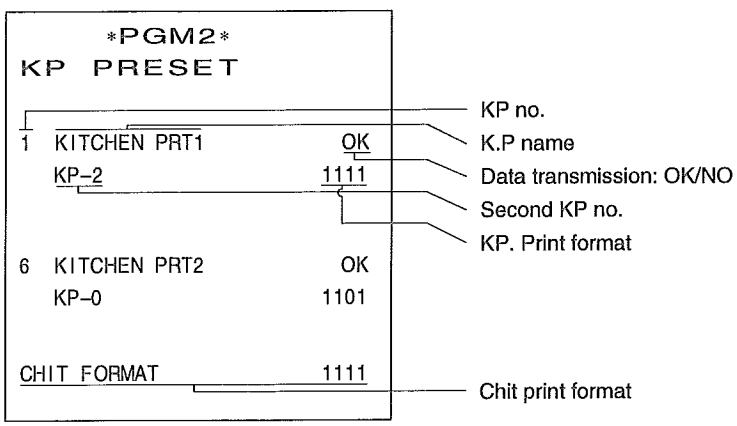
1. Enter the PGM2 mode.

2. Select "KP READING" and touch the [ENTER] key.



3. Select "DISPLAY" or "REPORT PRINTER" and touch the [ENTER] key.

Sample Print (master)

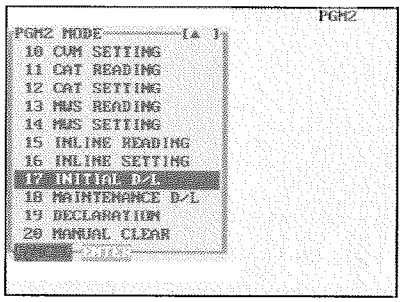


11. Downloading the contents of the remote printer programming to satellites — master

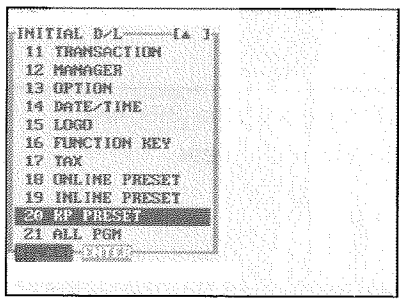
When you have completed the remote printer programming, you can distribute the preset data from the master to all satellites in the IRC system.

Procedure

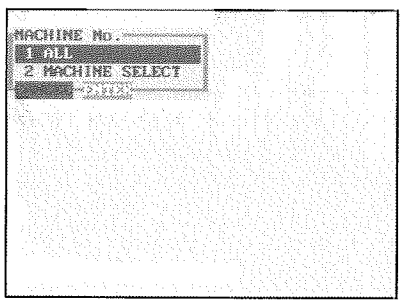
1. Enter the PGM2 mode.



2. Select "INITIAL D/L" and touch the ENTER key.



3. The INITIAL D/L menu will open. Select "KP PRESET" and touch the ENTER key.



4. If you wish to download the KP PRESET data to all satellites, select "ALL" and touch the ENTER key. If you wish to download the data to certain satellite(s), select "MACHINE SELECT" and touch the ENTER key. In this case, the MACHINE SELECT menu will open. Move the cursor to the machine numbers and select "YES."

NOTE

Check if all the satellites in the IRC system have received the preset data for the remote printer.

12. Programming for the Manager Work Station (MWS) — master and satellite

The SRN interface for the UP-3300 POS enables the UP-3300 to perform in-line communications to a host P.C. through the connection to a Manager Work Station (MWS).

The function of Manager Work Station:

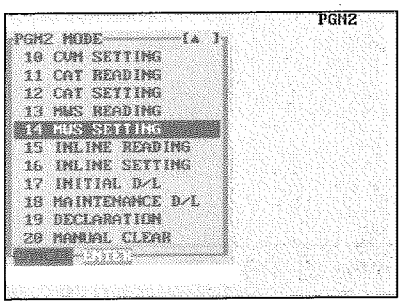
1) Down load of the terminal data	[Terminal ← PC]
2) Up load of the terminal data	[Terminal → PC]
3) Remote Job Entry (RJE) function	[Terminal ← PC]
4) T-Log function	[Terminal → PC]
5) ELECTRONIC MAIL function	[Terminal ← PC]

(1) Programming of the terminal number

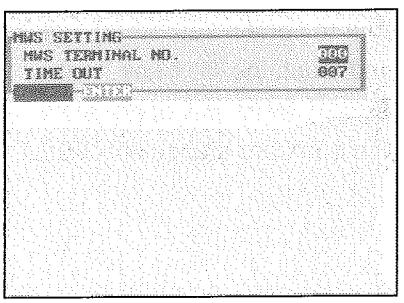
The terminal number of MWS can be specified by the following procedure:

Procedure

1. Enter the PGM2 mode.



2. Select "MWS SETTING" and touch the [ENTER] key.
The MWS SETTING window will appear.



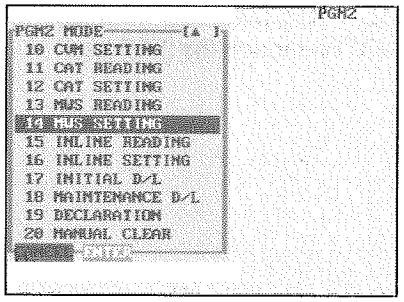
3. Enter the terminal number (1 - 254) of MWS and touch the [ENTER] key.

(2) Programming of the time-out time

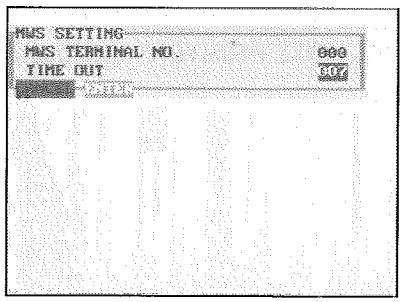
The time-out value for receiving the data can be specified by the following procedure:

Procedure

1. Enter the PGM2 mode.



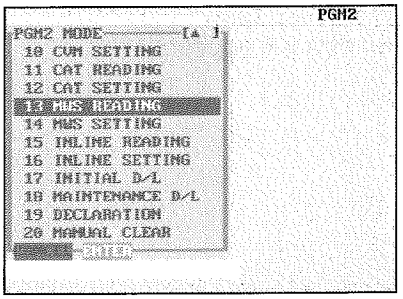
2. Select "MWS SETTING" and touch the [ENTER] key.
The MWS SETTING window will appear.



3. Enter the time-out time (1 - 255 (sec)) and touch the [ENTER] key.

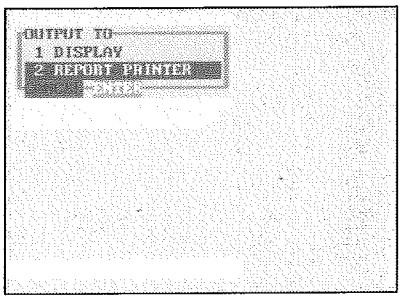
13. Reading the contents of the Manager Work Station (MWS) programming — master and satellite

Procedure



1. Enter the PGM2 mode.

2. Select "MWS READING" and touch the [ENTER] key.



3. Select "DISPLAY" or "REPORT PRINTER" and touch the [ENTER] key.

Sample Print (master)

```
        *PGM2*
MWS PRESET

TERMINAL NO.        001 ---- Terminal No. (001)
TIME OUT            007 ---- Time-out time (7 sec)
```

4 System Back-Up

1. How the IRC back-up system works

The IRC system incorporates a back-up system.
One of the satellites can be designated to serve as a back-up master.

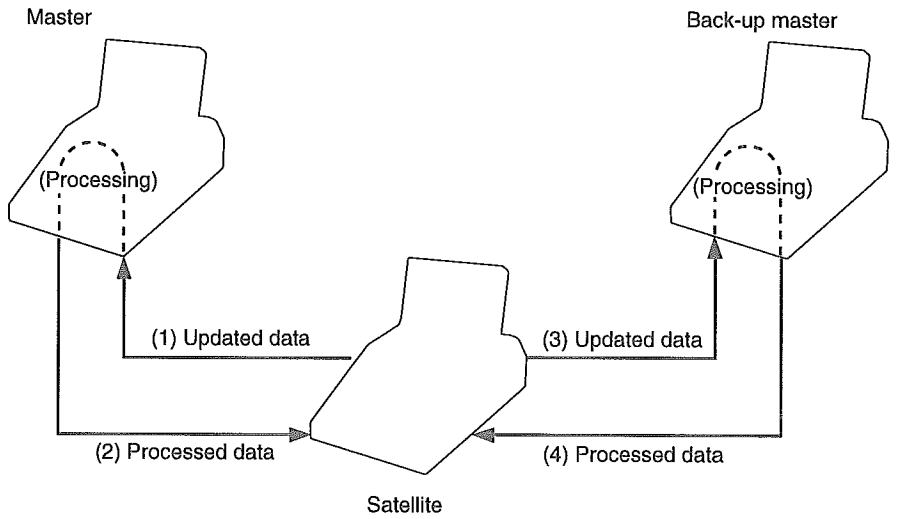
When both the master and back-up master are in order, the system works in the following sequence:

(1) Each satellite sends updated GLU/PBLU data to the master.

(2) The master receives the data, processes it and sends it back to the satellite.

(3) The satellite sends the updated data to the back-up master.

(4) The back-up master receives the data, processes it and sends it back to the satellite.



If the master breaks down, the back-up master serves as the master after a master declaration is made at the back-up master. If the back-up master breaks down, updated data transmission to it can be stopped by a master declaration at the master. When the master or back-up master recovers from the breakdown, it resumes its function as the master or back-up master by the recovery declaring operation.

2. Master declaration — when the master or back-up master breaks down

When the master or back-up master breaks down, the master declaration procedure should be taken to inform satellites of the breakdown.

(1) When the master breaks down — Master declaration at the back-up master

1) A satellite detects a breakdown of the master through the system retry function when it is sending updated GLU/PBLU data to the master. At this point, the message "NO REPLY/ MASTER" appears in the pop-up window of the display.

NO REPLY/MASTER

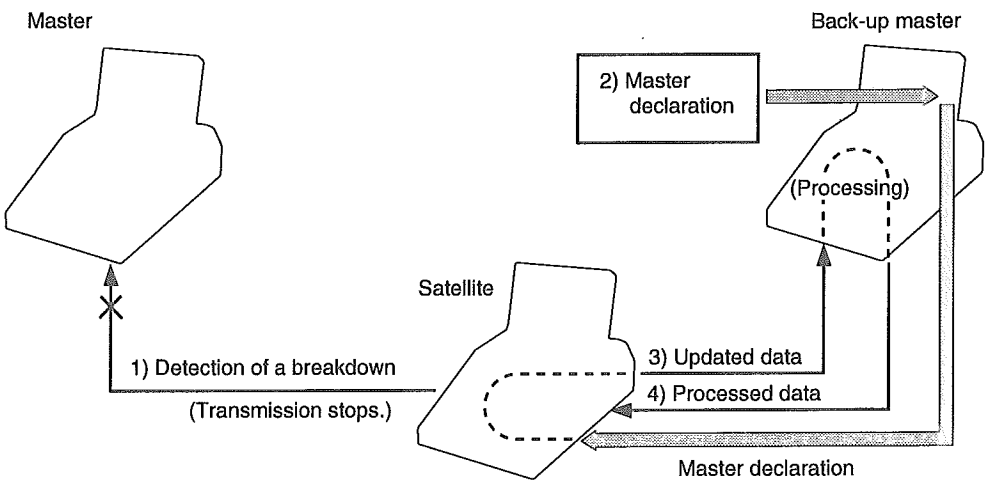
* For the system retry function, see pages 57 - 58.

2) The master declaration operation must be done at the back-up master. This operation informs the other satellites that the master has broken down and the back-up master will serve as the master hereafter. (During this process, no other operation cannot be done at each satellite.)

3) Each satellite in the IRC system starts sending updated GLU/PBLU data to the back-up master.

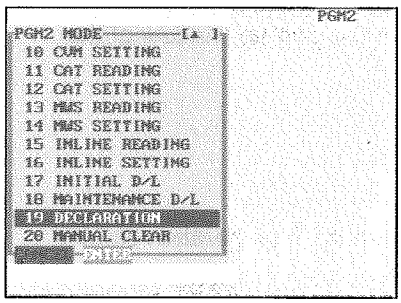
4) The back-up master processes the received data and sends back the processed data to each satellite.

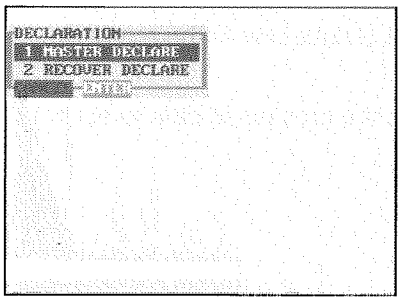
Flow of a master declaration at the back-up master



The master declaration procedure is as follows:

Procedure





1. Select "PGM2 MODE" from the mode selection menu and touch the [ENTER] key.

2. Select "DECLARATION" and touch the [ENTER] key.

3. Select "MASTER DECLARE" and touch the [ENTER] key.

(2) When the back-up master breaks down — Master declaration at the master

1) A satellite detects a breakdown of the back-up master through the system retry function when it is sending updated GLU/PBLU data to both the master and back-up master. At this point, the message "NO REPLY/BACKUP" appears in the pop-up window of the display.

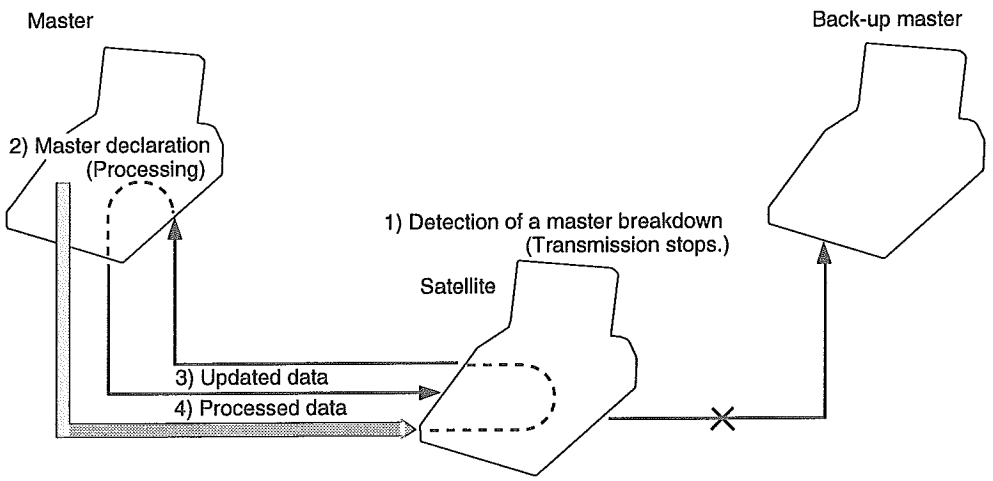
NO REPLY/BACKUP

2) The master declaration operation must be done at the master. This operation causes each master to inform all satellites of the breakdown of the back-up master.

3) Each satellite in the IRC system sends updated GLU/PBLU data only to the master.

4) The master processes the received data and sends back the processed data to each satellite.

Flow of a master declaration at the master



The master declaration procedure is the same as "(1) When the master breaks down."

3. Recovery declaration — when the master or back-up master recovers from a breakdown

When the master or back-up master recovers from a breakdown, the recovery declaration operation should be taken to inform satellites of the recovery.

(1) When the master recovers from a breakdown — Recovery declaration at the back-up master

1) The recovery declaration operation is done at the back-up master.

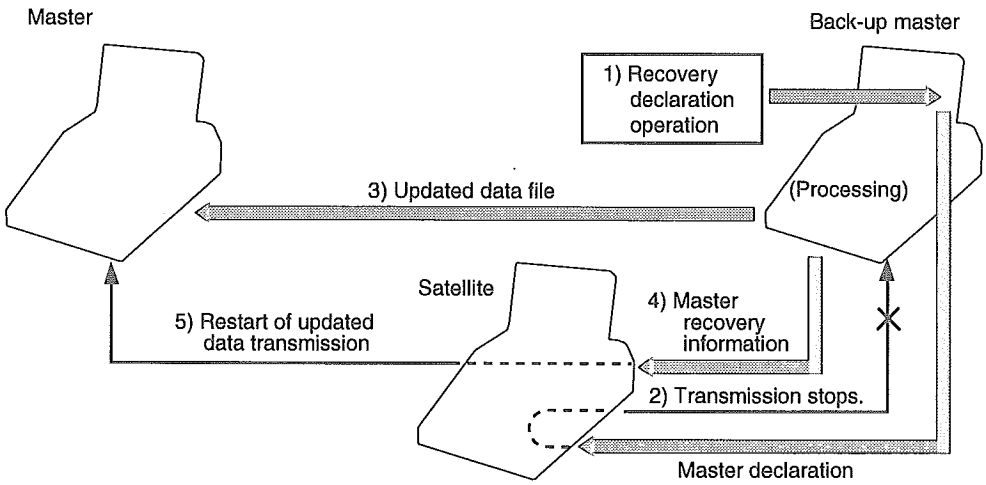
2) Each satellite stops sending updated GLU/PBLU data to the back-up master.

3) The back-up master sends the updated GLU/PBLU data files to the master.

4) The back-up master informs all satellites of the master's recovery.

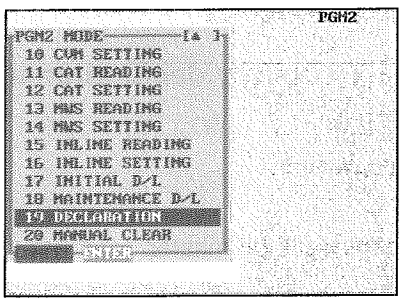
5) The satellites restart sending updated GLU/PBLU data to the master.

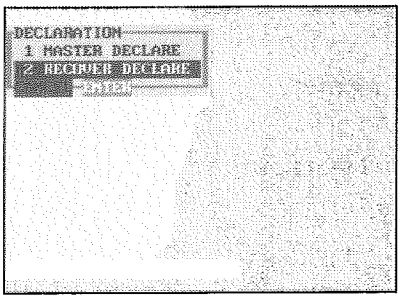
Flow of a recovery declaration at the back-up master



The recovery declaration procedure is as follows:

Procedure





1. Select "PGM2 MODE" from the mode selection menu and touch the ENTER key.

2. Select "DECLARATION" and touch the ENTER key.

3. Select "RECOVER DECLARE" and touch the ENTER key.

(2) When the back-up master recovers from a breakdown — Recovery declaration at the master

1) The recovery declaration operation is done at the master.

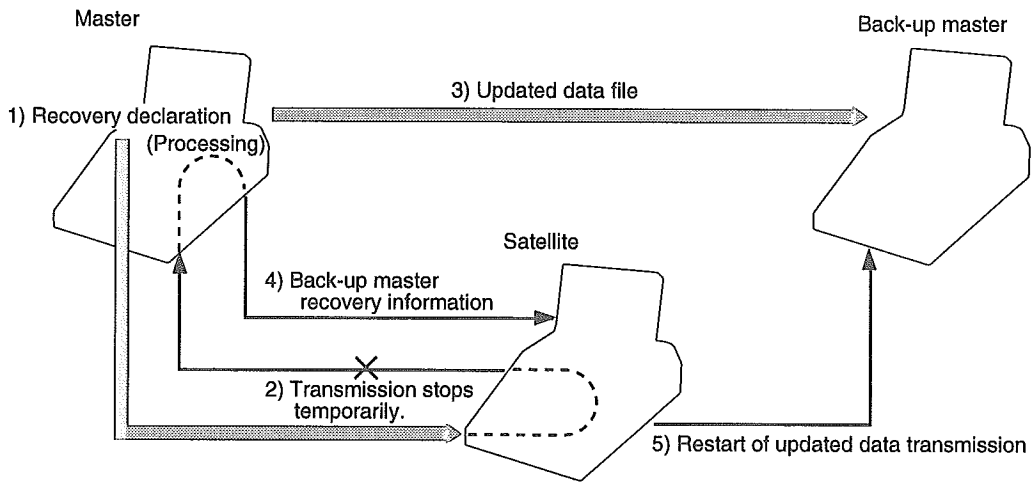
2) Each satellite stops sending updated GLU/PBLU data to the master temporarily.

3) The master sends the updated GLU/PBLU data files to the back-up master.

4) The master informs all satellites of the back-up master's recovery.

5) The satellites restart sending updated GLU/PBLU data to the back-up master.

Flow of a recovery declaration at the master



The recovery declaration procedure is the same as "(1) When the master recovers from a breakdown."

5 Error Recovery

1. Manual clear operation

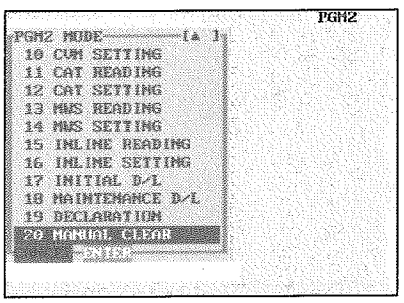
With the manual clear operation, you can clear various item memories when necessary. This operation should be done only when the master or system breaks down.

(1) Manual clearing of the server sign-on state — master

You can clear the server sign-on state in case of trouble.
This operation is effective only for the sign-on flag for servers who are signed on at the master.

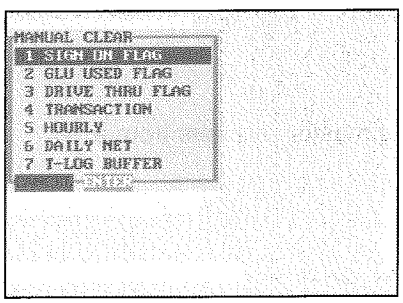
Clearing procedure

Procedure



1. Select "PGM2 MODE" from the mode selection menu and touch the [ENTER] key.

2. Select "MANUAL CLEAR" and touch the [ENTER] key.



3. Select "SIGN ON FLAG" and touch the [ENTER] key.

NOTE

Server sales data for each satellite at which a server has signed on is not collected by manual clearing of the sign-on state. Server sales data is collected only when sign-off operation is done correctly at satellites.

(2) Manual clearing of the GLU/PBLU date in use — master

You can clear the GLU/PBLU data in use in the event of some trouble.
This operation clears all GLU/PBLU data that is currently in use.

Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on state," select "GLU USED FLAG."

(3) Manual clearing of the drive-through data in use — master

You can clear the drive-through data in use in the event of some trouble.
This operation clears all drive-through data that is currently in use.

Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on state," select "DRIVE THRU FLAG."

(4) Manual clearing of the transaction memory — master and satellite

You can clear the transaction memory in the event of some trouble.
This function is available at the master and satellites.

Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on sate," select "TRANSACTION."

(5) Manual clearing of the hourly sales data memory — master and satellite

You can clear the hourly sales data memory in the event of some trouble. This function is available at the master and satellites.

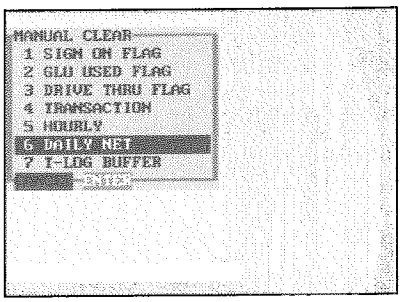
Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on state," select "HOURLY."

(6) Manual clearing of the daily net sales data memory — master and satellite

You can clear the daily net sales data memory in the event of some trouble. This function is available at the master and satellites.

Procedure



Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on state," select "DAILY NET."

(7) Manual clearing of the T-LOG buffer — master and satellite

You can clear the T-LOG buffer in the event of some trouble. This function is available at the master and satellites.

Clearing procedure

After selecting "MANUAL CLEAR" from the PGM2 MODE menu with the same procedure as steps 1 and 2 in "(1) Manual clearing of the sign-on state," select "T-LOG BUFFER."

NOTE

- *For T-LOG polling, see page 13.*
- *The above-mentioned manual clearing jobs should be performed at the advice of your authorized SHARP dealer.*

2. System retry function

If a satellite terminates a transmission job unsuccessfully, the master either terminates the job immediately or awaits a command given through the keyboard, depending on whether the system retry function is disabled or enabled. When the system retry function is enabled, the master awaits the entry of a command and retries access depending on the command as explained below.

This function is used in the following cases:

- The master has failed to download preset or updated data to all or some of the satellites.
- The master has failed to upload sales reports from all or some of the satellites.
- The satellite has failed to download data to other machines.

Whether the system retry function is enabled or disabled when a transmission error occurs is programmed at the master. (See "4. Specifying whether to enable or disable the system retry function when a transmission error occurs" on page 30.)

(1) When the system retry function is disabled:

The master terminates the transmission job immediately in the following two ways.
If none of the satellites have successfully transmitted data, the transmission is regarded as having ended with an error, which is equivalent to ABORT as discussed below.
If there is any satellite which has successfully transmitted data, the transmission is regarded as either successful or unsuccessful depending on the type of transmission job. In this case, the transmission regarded as successful and the one regarded as unsuccessful are equivalent to IGNORE and ABORT, respectively both of which are explained below.

(2) When the system retry function is enabled:

If a transmission error occurs, the number and error state of the satellite in which the error has occurred and the relevant menu will appear on the display and the master awaits the entry of one of the following commands given through the keyboard:

A) RETRY command (touching the RETRY key)
B) ABORT command (touching the ABORT key)
C) IGNORE command (touching the IGNORE key)

A) RETRY command:
When RETRY is selected, the master attempts a RETRY to the satellite; however, it does not retry when, due to the type of error (for example, command error), it is obvious that the RETRY will fail. This means that the master will not gain access if errors that have occurred during transmission are such types of errors.

B) ABORT command:
When ABORT is selected, the master terminates access to the satellite and regards the transmission as having unsuccessfully ended. However, in the case of program data downloading, the ABORT command may be issued only when all the satellites accessed are in the error state.

C) IGNORE command:
When IGNORE is selected, the master terminates access to the satellite, regards the transmission as having successfully ended and prints only transmitted data.
If no satellites have successfully transmitted data, the IGNORE command may be issued to the master in the case of sales data inquiry (X report), though the result is not printed.

[Retry during sales data inquiry]
During resetting, the CANCEL command may be given only when every accessed satellite is in the error state. The IGNORE and RETRY commands are available unconditionally.

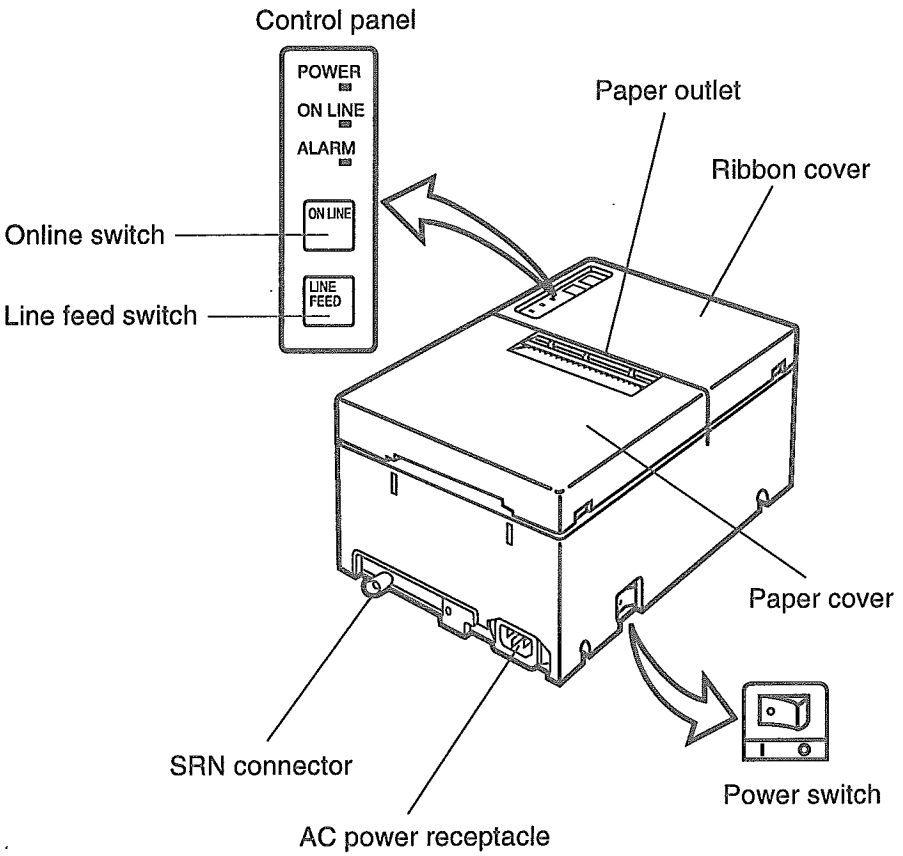
BASIC SPECIFICATIONS for SRN

Transmission system:	Serial synchronous, half-duplex transmission.
Transmission line:	Common bus system
Transmission speed:	1 Mbits/sec
Transmission distance:	Total (main + branch) max. 1 km
Transmission cable:	Coaxial cable RG-58/U
No. of connectable machines:	Master: 1 Satellites/Remote printers: max. 15 (Remote printers alone: max. 9)
Transfer system:	Packet-unit

6 Handling the Remote Printer

- **ER-03RP**

  Physical characteristics



1. Lamps and switches

(1) Lamps

- Power lamp
  This lamp lights up when the power switch of the remote printer is turned on.
- Online lamp
  This lamp lights up when the online switch is pressed, and goes off when the switch is pressed again.
- Alarm lamp
  This lamp lights up when the remote printer malfunctions. In this case the printer neither prints any data nor feeds the paper. The alarm state can be cleared by pressing the ONLINE switch or by setting the power switch to the OFF position and then back to the ON position.

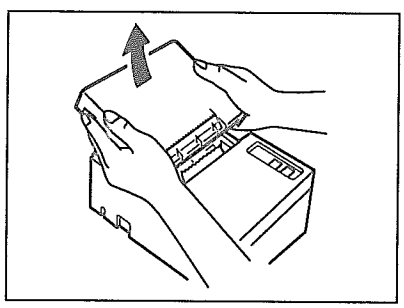
(2) Switches

- Power switch
  This switch is used to energize the remote printer.
- Online switch
  This switch is used to make the remote printer perform printing.
  It must be pressed before starting registrations which require printing.
- Line feed switch
  This switch is used to advance the paper in the remote printer.

2. Replacement of the paper roll

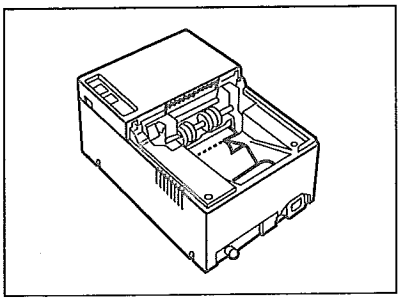
When a colored dye appears on the paper roll, it means that it is time to replace the existing paper roll. Replace the paper roll with a new one by using the procedures described below. When installing a paper roll for the first time, take steps 1 and 4 through 7.

Procedure



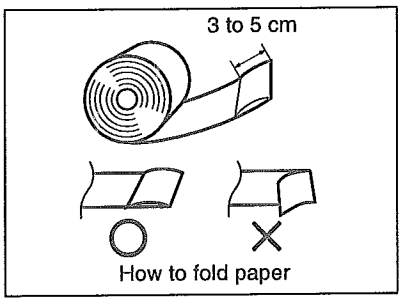
1. Pull up the paper cover and remove it.

Procedure



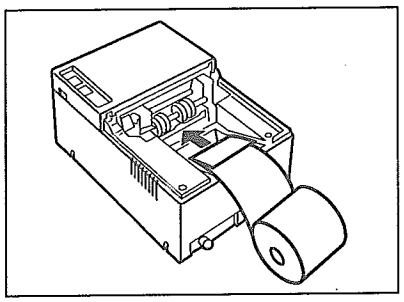
2. Cut the paper along a straight line to remove the paper spool.

3. Press the line feed switch to remove the paper remaining in the printer.



How to fold paper

4. Fold the top end of the replacement paper roll by 3 to 5 cm securely as shown at left.

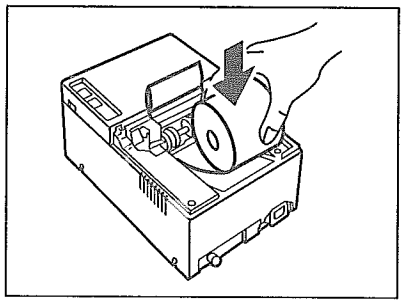


5. Insert the end of the folded paper deep into the paper chute of the printer and press the line feed switch to advance the paper.

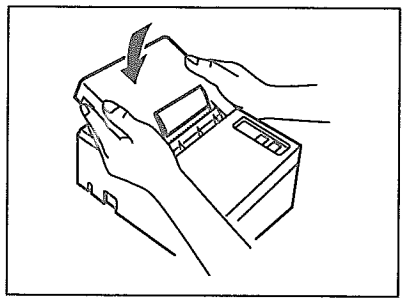
NOTE

If paper is not inserted deep enough, it will not advance when the line feed switch is pressed.

Procedure



6. Take up the slack in the paper and set the roll in position.

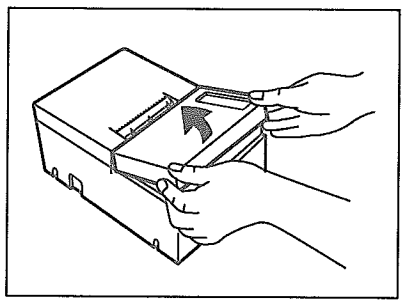


7. Pass the top end of the paper through the paper cutter on the paper cover and close it.

3. Replacement of the ink ribbon cassette

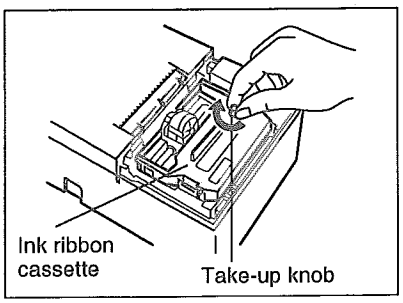
When the print becomes faint, replace the ink ribbon cassette with a new one according to the procedures described below.
Be sure to turn off the remote printer before replacing the ink ribbon cassette.

Procedure

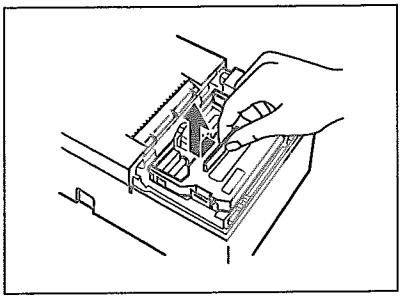


1. Pull up the ribbon cover and remove it.

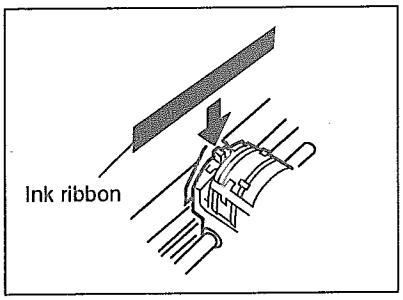
Procedure



2. Rotate the take-up knob of the ink ribbon cassette in the direction of the arrow to tighten the ink ribbon.



3. Push the ink ribbon cassette to the left, then lift up its right side to remove it.

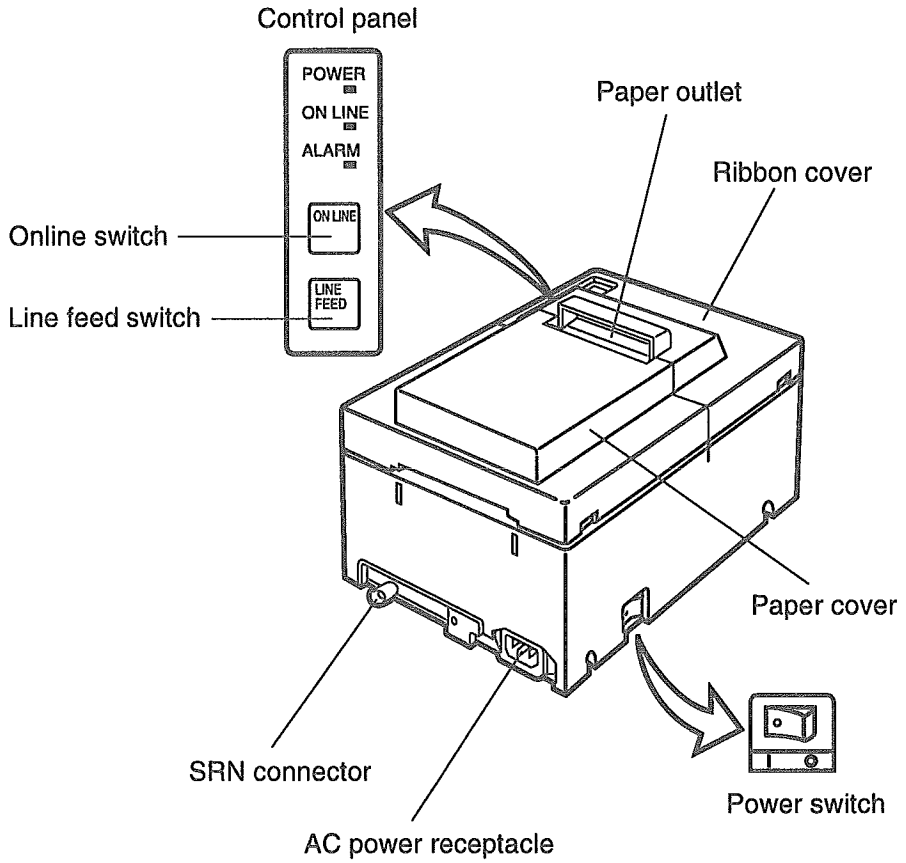


4. Rotate the take-up knob of the new ink ribbon cassette to tighten the ink ribbon. Install the new ink ribbon cassette so that the ink ribbon sets into the gap between the dot head nose assembly and paper guide as shown at the left.

5. Close the ribbon cover.

- **ER-04RP**

  Physical characteristics



1. Lamps and switches

(1) Lamps

- Power lamp
  This lamp lights up when the power switch of the remote printer is turned on.
- Online lamp
  This lamp lights up when the online switch is pressed, and goes off when the switch is pressed again.
- Alarm lamp
  This lamp lights up when the remote printer malfunctions. In this case the printer neither prints any data nor feeds the paper. The alarm state can be cleared by pressing the online switch or by setting the power switch to the OFF position and then back to the ON position.

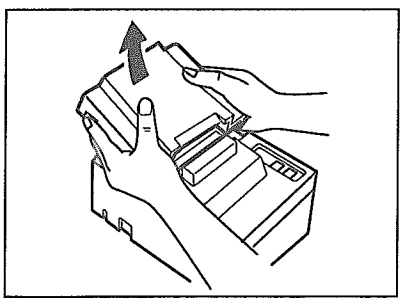
(2) Switches

- Power switch
  This switch is used to energize the remote printer.
- Online switch
  This switch is used to make the remote printer perform printing.
  It must be pressed before starting registrations which require printing.
- Line feed switch
  This switch is used to advance the paper in the remote printer.

2. Replacement of the paper roll

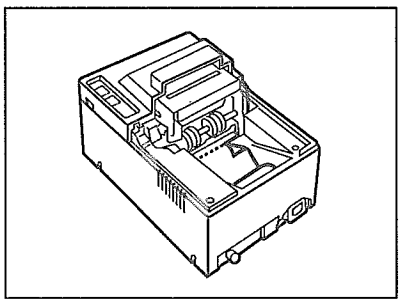
When a colored dye appears on the paper roll, it means that it is time to replace the existing paper roll. Replace the paper roll with a new one according to the procedures described below. When installing a paper roll for the first time, take steps 1 and 4 through 7.

Procedure



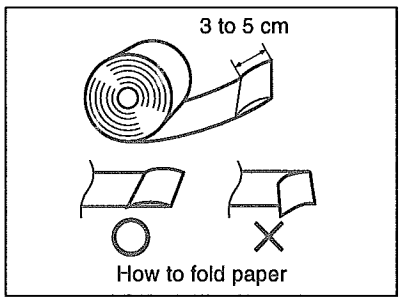
1. Pull up the paper cover and remove it.

Procedure



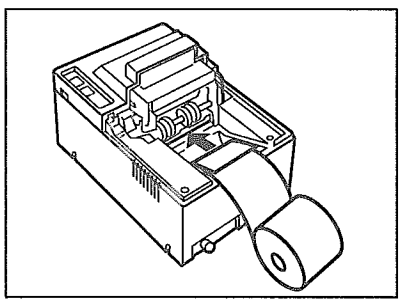
2. Cut the paper along a straight line to remove the paper spool.

3. Press the line feed switch to remove the paper remaining in the printer.



How to fold paper

4. Fold the top end of the replacement paper roll by 3 to 5 cm securely as shown at left.

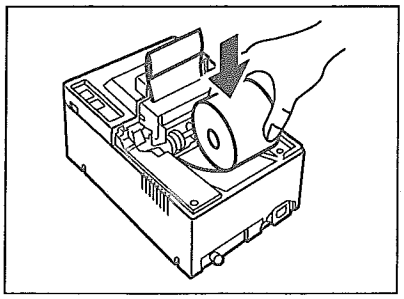


5. Insert the end of the folded paper deep into the paper chute of the printer and press the line feed switch to advance the paper.

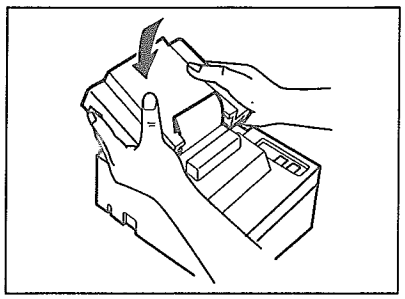
NOTE

If paper is not inserted deep enough, it will not advance when the line feed switch is pressed.

Procedure



6. Take up the slack in the paper and set the roll in position.

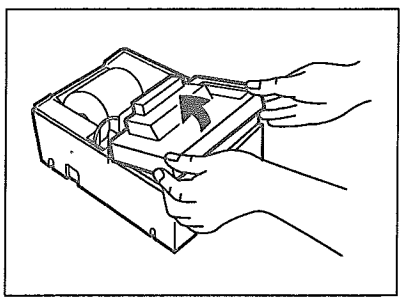


7. Close the paper cover.

3. Replacement of the ink ribbon cassette

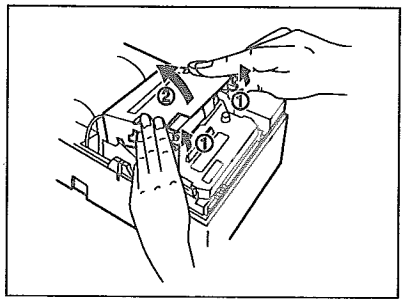
When the print becomes faint, replace the ink ribbon cassette with a new one according to the procedures described below.
Be sure to turn off the remote printer before replacing the ink ribbon cassette.

Procedure

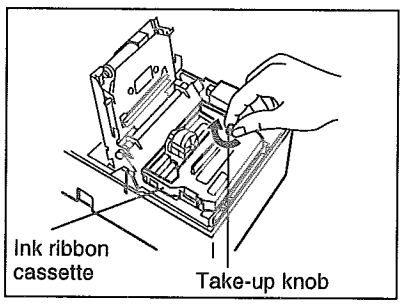


1. Remove the paper cover and the ribbon cover.

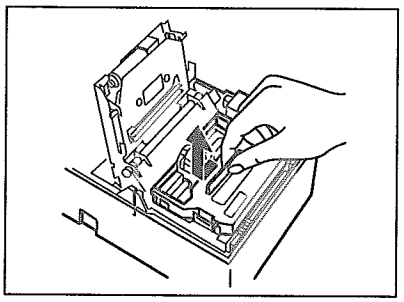
Procedure



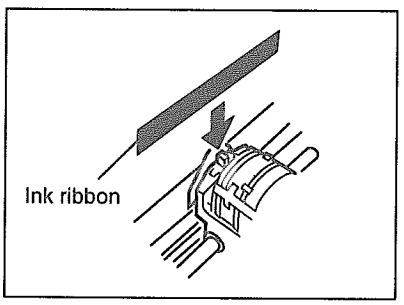
2. Pulling the release levers, lift up the auto cutter.



3. Rotate the take-up knob of the ink ribbon cassette in the direction of the arrow to tighten the ink ribbon.



4. Push the ink ribbon cassette to the left, then lift up its right side to remove it.



5. Rotate the take-up knob of the new ink ribbon cassette to tighten the ink ribbon. Install the new ink ribbon cassette so that the ink ribbon sets into the gap between the dot head nose assembly and paper guide as shown at the left.

6. Close the auto cutter and install the ribbon cover and the paper cover.

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